

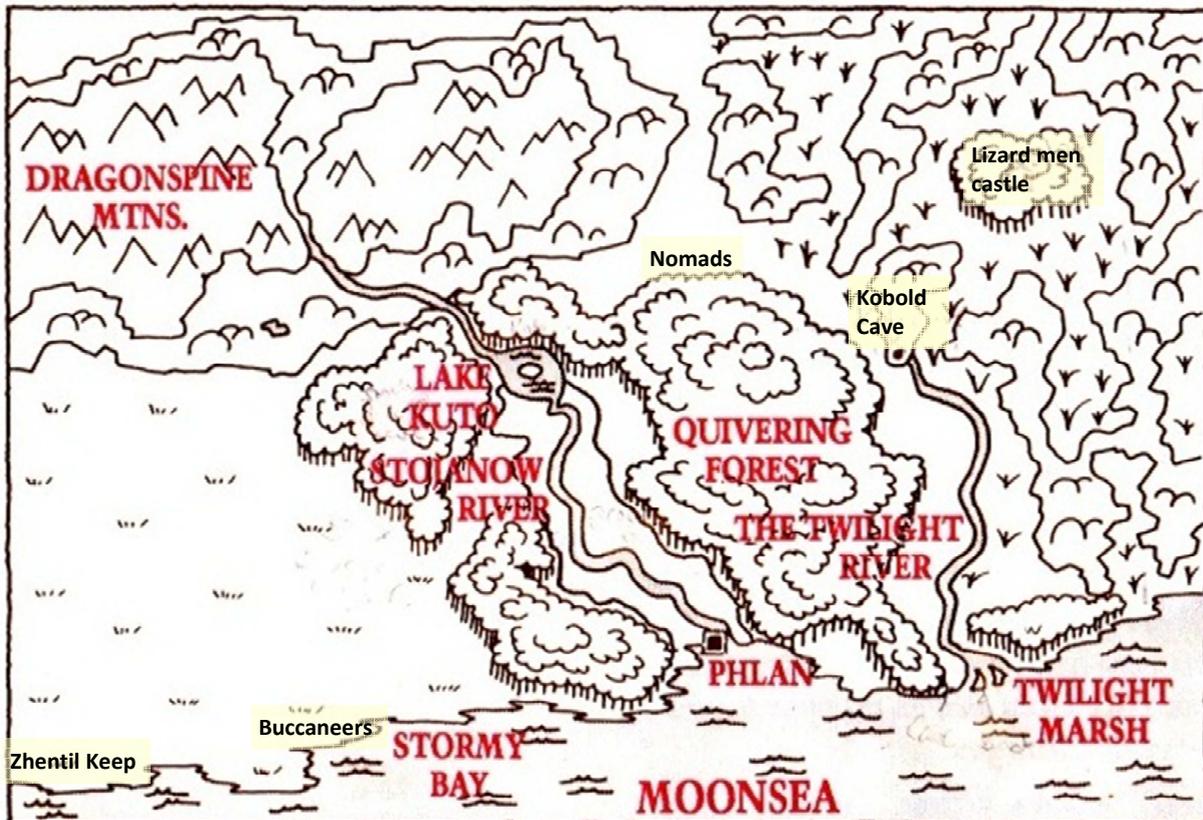
SSI
PRESENTS

An Official **Advanced Dungeons & Dragons**
COMPUTER PRODUCT

© 1988 TSR, Inc. All rights reserved.
© 1988 Strategic Simulations, Inc. All rights reserved.

POOL OF RADIANCE
A FORGOTTEN REALMS™ Fantasy Role-Playing Epic, Vol. 1

AREA NEAR PHLAN



Quests (commissions) received from clerk (or through clerk)

1. The slums immediately to our west need to be cleared of monsters.
2. Sokal Keep on Thorn Island must be cleared.
3. The council is offering a reward for books, maps, tomes, etc. which provide useful information about Phlan before the fall. The reward is tied to the value of the information
4. From [Ohlo in Slums](#): Some time ago, I ordered a special potion. The potion is ready but I can't leave to fetch it. It waits in a booth in the old Rope Guild but a short distance to the southeast from where you now stand
5. A weapon of great power is to be auctioned to our enemies. This auction is to be held in Podol Plaza. Find out what the weapon is and return
6. From [Cadorna in New Phlan](#): When Old Phlan was overrun, a family treasure was hidden in the western building of the Textile Complex. The faithful servant sent to fetch it never returned. The complex is just south of Podol Plaza. Bring the treasure to me and you will be well rewarded
7. From [Bishop Braccia in New Phlan](#): "Allow me to introduce Dirten, Priest of Ilmar. He is bound to recover the temple which has been desecrated to Bane. Go with him across the river and help him to cleanse the temple. You may keep the hidden treasures.
8. A large group of thieves operates out of the old Kovel Mansion. The council will pay to have them cleaned out.
9. Find the Nomads and stop them from joining forces with our enemies.
10. I must bring to your attention the following concerning Valhingen Graveyard:. Undead from the Graveyard have grown more dangerous than all of the other forces which confront us. I have been authorized to give you an enchanted weapon if you accept the commission to end the Graveyard menace.
11. A large tribe of kobolds is being recruited by the enemy. Make sure they don't join the enemy forces.
12. Find the source of the river's pollution and end it.
13. A tribe of Lizardmen is preparing to join the enemy. Prevent this.
14. The heir to the house of Bivant must be rescued. We will pay generously for his safe return.
15. From [Lord Cadorna](#): "It is imperative that a message be delivered to the Zhentil Outpost to the west. I am sending you as diplomatic envoys. When you get to Zhentil Keep, present this packet to its commandant. Do not break the seals or you will be seized as spies."
16. Porphyrys Cadorna is a traitor to the city. If you find him, kill him
17. From [Lord Urslingen](#): "Thank you for coming. I must be brief for our need is urgent. Our one chance to defeat the enemy is through an assault on the castle. To do this we must first secure Stojanow gate. The gate is too strong to be taken by storm. A small band must slip inside and hold until relieved. You are the best and the bravest. The council has instructed me to entrust the task to you.
18. Our forces will assault the enemy stronghold. Return there to lead the attack.

<p>HRAGORN MALE HUMAN AGE 16 LAWFUL NEUTRAL FIGHTER</p> <p>STR 18(00) GOLD 90 INT 16 WIS 16 DEX 18 CON 18 CHA 14</p> <p>LEVEL 1 EXP 0</p> <p>AC 6 THACO 17 ENCUMBRANCE 90 HP 14 DAMAGE 1D2+6 MOVEMENT 12</p> <p>STATUS OKAY</p>		<p>DWALIN MALE DWARF AGE 60 NEUTRAL GOOD FIGHTER/THIEF</p> <p>STR 18(99) GOLD 105 INT 15 WIS 18 DEX 17 CON 19 CHA 12</p> <p>LEVEL 1/1 EXP 0</p> <p>AC 7 THACO 18 ENCUMBRANCE 105 HP 10 DAMAGE 1D2+5 MOVEMENT 12</p> <p>STATUS OKAY</p>	
<p>ELROND MALE HALF-ELF AGE 48 NEUTRAL GOOD CLERIC/FIGHTER</p> <p>STR 18(90) GOLD 150 INT 17 WIS 18 DEX 18 CON 18 CHA 17</p> <p>LEVEL 1/1 EXP 0</p> <p>AC 6 THACO 18 ENCUMBRANCE 150 HP 11 DAMAGE 1D2+4 MOVEMENT 12</p> <p>STATUS OKAY</p>		<p>GANDALF MALE HALF-ELF AGE 48 LAWFUL GOOD CLERIC/FIGHTER/MAGIC-USER</p> <p>STR 18(90) GOLD 100 INT 18 WIS 18 DEX 18 CON 18 CHA 16</p> <p>LEVEL 1/1/1 EXP 0</p> <p>AC 6 THACO 18 ENCUMBRANCE 100 HP 9 DAMAGE 1D2+4 MOVEMENT 12</p> <p>STATUS OKAY</p>	
<p>MARILAN FEMALE HUMAN AGE 22 LAWFUL GOOD CLERIC</p> <p>STR 18 GOLD 80 INT 16 WIS 18 DEX 18 CON 18 CHA 14</p> <p>LEVEL 1 EXP 0</p> <p>AC 6 THACO 19 ENCUMBRANCE 80 HP 10 DAMAGE 1D2+2 MOVEMENT 12</p> <p>STATUS OKAY</p>		<p>PUG MALE HUMAN AGE 29 NEUTRAL GOOD MAGIC-USER</p> <p>STR 18 GOLD 80 INT 18 WIS 17 DEX 18 CON 18 CHA 15</p> <p>LEVEL 1 EXP 0</p> <p>AC 6 THACO 19 ENCUMBRANCE 80 HP 6 DAMAGE 1D2+2 MOVEMENT 12</p> <p>STATUS OKAY</p>	

As in all (most) SSI AD&D games, the combat balance is poor – an average party normally doesn't stand a chance. Have therefore made it a habit to use MODIFY CHARACTER during character creation to maximize most stats. Ugly, but necessary to enjoy game (having to restore four or five times for every battle isn't my idea of fun...).

Discovered during play:

Multi-class characters don't get full class range HP-increase when gaining new levels. Apparently the increase is also divided between classes.
Example: A fighter gets 1-10 HP when leveling up, while a Cleric gets 1-8.
When a Cleric/Fighter gains a level as fighter he gets 1-5, as a Cleric 1-4.
Hence a level 3/3 Fighter/Cleric will always have less HP than a level 3 Fighter.
That way the multiclass characters aren't as beneficial as I'd expected.
(A level 6/6 fighter/thief will have significantly fewer HPs than a level 6 fighter)



NAME	AC	HP
ARAGORN	6	14
DWALIN	7	10
ELROND	6	11
GANDALF	6	9
MARIAH	6	10
FUG	6	6

15,1 W 00:00

'GREETINGS, COURAGEOUS ONES. I AM ROLF, APPOINTED BY THE COUNCIL TO INTRODUCE NEWCOMERS TO THE FAIR CITY OF PHLAN. IF YOU WILL ACCOMPANY ME, I WILL START THE TOUR.'



NAME	AC	HP
ARAGORN	6	14
DWALIN	7	10
ELROND	6	11
GANDALF	6	9
MARIAH	6	10
FUG	6	6

11,2 S 00:00

'YOU NOW FACE AN ENTRANCE TO THE TEMPLE OF TYR. THERE ARE THREE TEMPLES IN PHLAN: TYR'S, SUNE'S, AND TEMPUS. TYR'S IS THE LARGEST AND HOUSES BISHOP BRACCIO. IF YOU WILL TURN AROUND NOW,



NAME	AC	HP
ARAGORN	6	14
DWALIN	7	10
ELROND	6	11
GANDALF	6	9
MARIAH	6	10
FUG	6	6

11,2 N 00:00

'YOU WILL SEE THE ENTRANCE TO THE PASSENGER DOCK AREA WE JUST DEPARTED. FEW SHIPS DARE THE PERILOUS PASSAGE HERE, BUT THE COUNCIL IS DEVELOPING A PLAN TO OPEN UP THE SEA LANES. PLEASE FOLLOW ME.'



NAME	AC	HP
ARAGORN	6	14
DWALIN	7	10
ELROND	6	11
GANDALF	6	9
MARIAH	6	10
FUG	6	6

5,2 E 00:00

'BEHIND THESE DOORS ARE THE SPECIAL TRAINING SCHOOLS WHERE ADVENTURERS INCREASE THEIR SKILLS. LET US NOW GO TO THE CITY'S MOST IMPORTANT BUILDING.'



NAME	AC	HP
ARAGORN	6	14
DWALIN	7	10
ELROND	6	11
GANDALF	6	9
MARIAH	6	10
FUG	6	6

4,3 S 00:00

'WE ARE JUST OUTSIDE THE CITY HALL. PROCLAMATIONS ARE POSTED ON THESE WALLS. INSIDE, THE CITY CLERK AWARDS THE COUNCIL'S COMMISSIONS. COMMISSIONS ARE THE QUICKEST WAY TO FAME AND FORTUNE.'



NAME	AC	HP
ARAGORN	6	14
DWALIN	7	10
ELROND	6	11
GANDALF	6	9
MARIAH	6	10
FUG	6	6

1,4 W 00:00

'ON YOUR RIGHT IS ONE OF THE ENTRANCE'S TO SUNE'S TEMPLE. AS WITH ALL PHLAN'S TEMPLES, VARIOUS CLERICAL SERVICES ARE OFFERED INSIDE. ON YOUR LEFT IS AN ENTRANCE TO THE CITY PARK.'



NAME	AC	HP
ARAGORN	6	14
DWALIN	7	10
ELROND	6	11
GANDALF	6	9
MARIAH	6	10
FUG	6	6

0,4 W 00:00

'BEYOND THIS GATE ARE THE MONSTER-RIDDEN AREAS OF THE OLD CITY WE ARE SLOWLY PREPARING FOR SETTLEMENT. THE COUNCIL OFFERS A GENEROUS REWARD TO THOSE WHO CLEAR AREAS OF MONSTERS.'

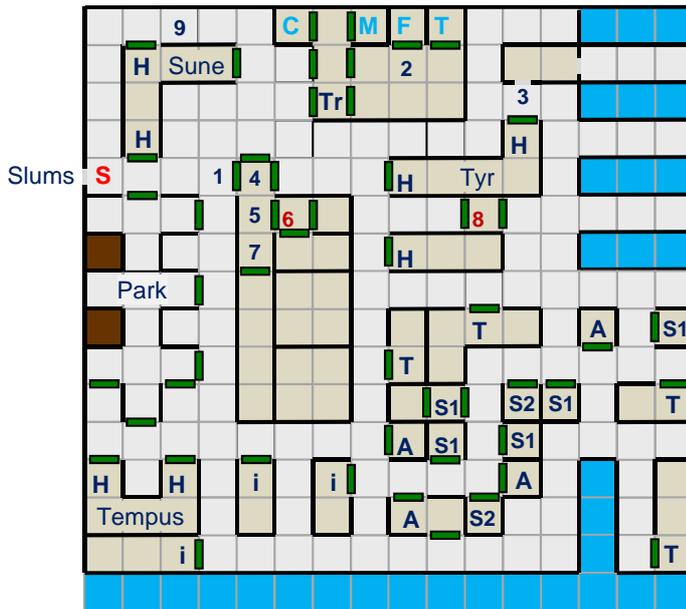


NAME	AC	HP
ARAGORN	6	14
DWALIN	7	10
ELROND	6	11
GANDALF	6	9
MARIAH	6	10
FUG	6	6

0,4 W 00:00

'OUR TOUR IS ENDED. AGAIN, LET ME URGE YOU TO APPLY TO THE CITY CLERK FOR A COMMISSION. GOOD-BYE AND GOOD FORTUNE.' (YOU ARE ON YOUR OWN NOW)

Map 1 New Phlan



- S: Start of game (end of guided tour)
- A: Armor / Weapons
- S1: General shop
- S2: Shop – silver items
- T: Tavern
- H: Temple (Healing – expensive)
- i: Inn
- Tr: Training (Lt. Blue labels: Cleric, Mage,...)
(Training costs 1000 GP)

NOTICES FOR TEACHERS AND STUDENTS ARE POSTED ON THE WALLS. A NOTE DIRECTS MAGIC USERS AND CLERICS TO GO NORTH AND FIGHTERS AND ROGUES TO GO EAST.

(1) Proclamations posted on the wall of the City Hall

Proclamation LXIV

Be it known that the council is interested in acquiring information as to the disposition of various formerly-living entities rumored to be harassing honest citizens in the vicinity of Valhigen Graveyard. A reward is offered to any person who shall travel to said graveyard and return an eyewitness account.

Proclamation LXXVIII

Be it known that the council is offering a reward to any person or persons who can provide information as to the disposition of several council agents who have been sent to investigate the unseemly happenings in the vicinity of Valhigen Graveyard.

Proclamation CIX

Be it known that the council is offering an inducement to any individual who shall serve in the rescue force for the mercenary band of Taimalg-the-Invincible who has disappeared inside Valhigen Graveyard.

Proclamation LIX

Be it known that the council is interested in reclaiming the remaining blocks of the city of New Phlan. To reclaim said blocks they must be first cleared of monsters, vermin, and other uncivilized inhabitants. To this end the council is offering a reward to any person or group who is responsible for clearing any block of the old city..

Arms & Armor

HAND AXE	1
BARDICHE	7
BEC DE CORBIN	6
BILL-GUISARME	6
BO STICK	1
CLUB	1
DAGGER	2
4 DARTS	1
FAUCHARD	3
FAUCHARD-FORK	8
FLAIL	3
MILITARY FORK	4
GLAIVE	6
GLAIVE-GUISARME	10
GUISARME	5
GUISARME-VOULGE	7
HALBERD	9
LUCERN HAMMER	7
HAMMER	1
2 JAVELINS	1
JO STICK	1
MACE	8
MORNING STAR	5
PARTISAN	10
MILITARY PICK	8
AWL PIKE	3
20 QUARRELS	1
RANSEUR	4
SCIMITAR	15
SPEAR	1
SPETUM	3
QUARTER STAFF	1
BASTARD SWORD	25
BROAD SWORD	10
LONG SWORD	15
SHORT SWORD	8
TWO-HANDED SWORD	30
TRIDENT	4
TRIDENT	4
VOULGE	2
COMPOSITE LONG BOW	100
COMPOSITE SHORT BOW	75
LONG BOW	60
SHORT BOW	15
SLING	1
LIGHT CROSSBOW	12
10 ARROWS	1
LEATHER ARMOR	5
PADDLED ARMOR	4
STUDDED LEATHER ARMOR	15
RING MAIL	30
SCALE MAIL	45
CHAIN MAIL	75
SPLINT MAIL	80
BANDED MAIL	90
PLATE MAIL	400
SHIELD	15

General shop

BRASS MIRROR	10
SILVER MIRROR	20
1 FLASK OF OIL	1
WOODEN HOLY SYMBOL OF TYR	1
IRON HOLY SYMBOL OF TEMPUS	2
SILVER HOLY SYMBOL OF SUNE	50
1 HOLY WATER VIAL	25

Shop – silver items

SILVER MACE	80
SILVER BASTARD SWORD	250
SILVER BROAD SWORD	100
SILVER LONG SWORD	150
SILVER SHORT SWORD	80
SILVER TWO-HANDED SWORD	300
1 SILVER DAGGER	20
20 SILVER ARROWS	20
1 SILVER QUARREL	20
SILVER CHAIN MAIL	750
SILVER PLATE MAIL	4000
SILVER RING	90
FINE COMPOSITE LONG BOW	25000

T: You are in a tavern. The air is filled with smoke and gossip. People are gambling at the tables.

(15,14): You feel a light touch on your purse. Do you ignore it or grab the offending hand? (GRAB) – A drunken brawl breaks out. You are caught in the middle. ... After fight: The city watch charges in. Do you run away or stay to confront them? (RUN)

(15,10): A drunken brawl breaks out. You are caught in the middle. ... After fight: The city watch charges in. Do you run away or stay to confront them? (RUN)

Other Taverns: ... Do you wish to gamble? (NO)

Tavern tales overheard in the taverns:

#15:

The merchants of Zhentil Keep are setting up a trading base far to the west of Phlan. They're hiring caravan guards for good wages.

#22:

A vast fortress of kobolds dominate the western tip of the great swamp. These normally weak creatures grow to great size and have extraordinary powers here.

#10:

To the west lives a tribe of insect-men who worship normal men and give valuable gifts to all who visit them.



1st level thief
Corporal

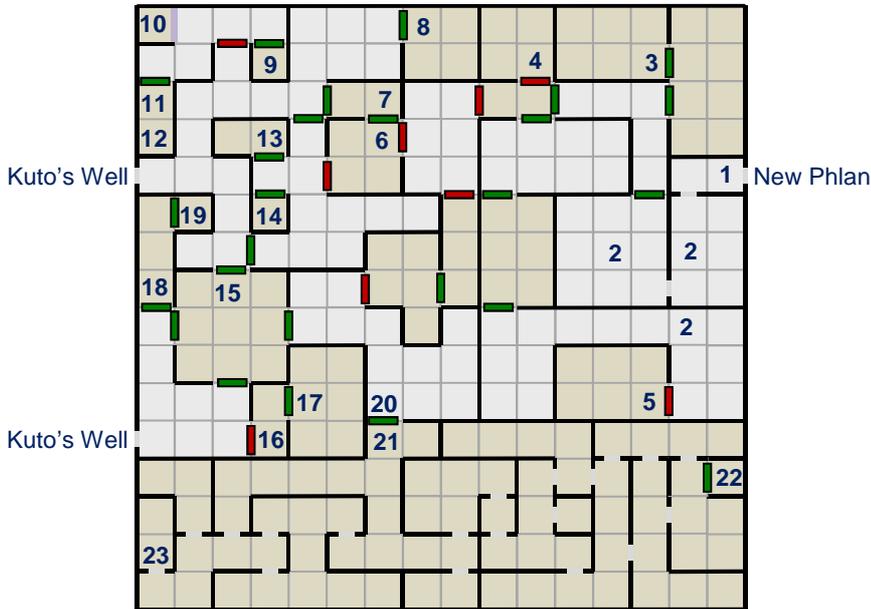
First of all went to an armor shop and bought weapons and armor (Scale mail, best of swords or similar)

1. You are outside the City Hall. The City Clerk waits inside to award commissions. Proclamations are posted on the walls.
2. The room is filled with dueling pairs. The arena master asks if you wish to duel. "The duels are evenly matched and normally not to the death. Do you duel?"
3. To the north is the passenger dock
4. You enter the City Hall. As you face down the hallway, you see a guarded door.
5. You are outside the clerk's office. Guards posted around a door in the south wall watch you closely.
6. At your entry, the council clerk begins looking through a stack of papers. "Before I can offer any commissions, I must see if you are due a current reward." ... The clerk shuffles through her papers. "On the matter of commission"; she says, "I can offer the following;
 - i. The slums immediately to our west need to be cleared of monsters. (quest 1)
 - ii. Sokal Keep on Thorn Island must be cleared. (quest 2)
 - iii. The council is offering a reward for books, maps, tomes, etc. which provide useful information about Phlan before the fall. The reward is tied to the value of the information. (quest 3)
These are all of the commissions currently available.
7. You are intercepted by the council guard. "Halt. Your presence is not authorized. Leave.
8. The Temple Guards inform you that the Bishop is not receiving visitors at this time. What do you do? (LEAVE / FORCE your way past)
9. You walk near the poisonous Barren River



Status after shopping equipment						
	Aragorn	Dwalin	Elrond	Gandalf	Mariah	Pug
Weapon	2-Hd sword	Bastard swd	2-Hd sword	Long sword	Flail	20 darts
Armor	Scale	Scale	Scale	Scale/shield	Scale/shield	Cloth
Damage	1D10+6	2D4+5	1D10+4	1D8+4	1D6+3	1D3
AC	2	3	2	1	1	6

Map 2 Slums



By exit from New Phlan (red S): You are by the gateway to the unsettled areas. The city watch eyes you suspiciously.

1. You have entered the monster-crawling slums of Phlan. Small, ugly things scurry from beneath your feet. In the distance, an alarm sounds.
2. Random encounters with [Kobold](#), [Kobold leader](#), [Goblin guard](#), [Goblin leader](#), [Orc](#), [Orc leader](#) in these areas.

Examples:

- You are being approached by some angry Kobolds. (Combat / Flee / Parlay)
- You have surprised a party of Goblins
- You have surprised a party of Kobolds.
- You are being approached by some angry Goblins.
- You have surprised a party of Orcs (PARLAY)

The leader speaks, "The boss don't allow your kind in this territory. Leave now or we'll have to run you in." (What do you do?) (Fight / Stay / Leave / Run)

- The monsters respond, "Da boss don't like youse guys. Give us sumptin an maybe we'll forget we seen yas." (What do you do?) (Pay / Surrender / Run / Fight)

- Some good treasures in these fights.
- Locked doors opened by PICK or BASH



Goblins



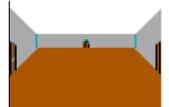
Orcs



Kobolds

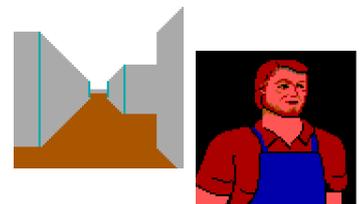
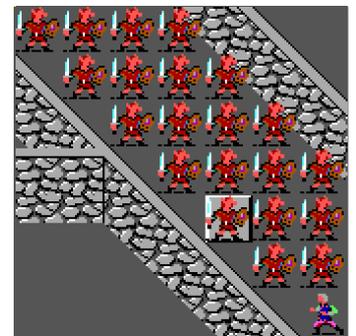


3. Several Orcs are arguing over some papers. [Clerical scroll w. 2 spells: Cure Light Wounds]
4. A healthy-looking Goblin is instructing a group of young warriors. He smiles and says, "I see our opponents have arrived." [90 XP, Leather Armor+1 (selling price 1000 gp)]
5. You burst into an elegantly panelled room. A small man sits hunched over a table by the east wall. He sets down his pen and gazes sternly at you. "Well", he demands. (Leave / Talk / Attack)
"I may have a use for you", the man says. "Some time ago, I ordered a special potion. The potion is ready but I can't leave to fetch it. Bring it here, I pay well." (Accept the commission / Reject it)
"It waits in a booth in the old Rope Guild but a short distance to the southeast from where you now stand. Speak my name, **Ohlo**." ... You go back out the door. (quest 4)
6. The room is dirty and has a strong and unpleasant odor.
7. You have entered a very unclean stable. There is evidence that a large and untidy animal has lived here. (LOOK) ... You find a long leather bag. Will you open it? (Y) ... Party has found treasure!
[223 XP, 100 gp, 2 gems, 20 Arrows+1, Short Bow+1]
8. You interrupt some feeding Kobolds [289 XP]
9. You have entered a small storage room
10. (Illusionary wall) ... You have stumbled into a treasure room! [1173 XP, 1000 el, 92 gp, 50 pl, 4 gems, 2 jewelry, 20 Arrows+1, Short Bow+1 (sell: 1750 gp)]
11. Some Hobgoblins are arguing over a pile of gold. "Thieves!" they scream when they see you. [22 XP, gold + 5 x Longsword]
12. (LOOK) You find a pile of items... Treasure! [258 XP, 500 gp, 50 pl, Ring of prot., Short Bow+1]



Fully loaded and ready for leveling up some chars returned to New Phlan to sell items and train. Gems were worth 10 – 1000 gp. Then continued exploration of slums.

13. A large Orc raises his head and snarl, "How dare you break into our home?"
Orcs, Orc Leaders [412 XP, 400 si, 80 el]
14. Seated at a table is a ragged old woman. She greets you. "Welcome. For the price of a few coppers, I will tell your fortune." (Attack / Leave / Pay)
The woman's hands make mystic passages while she mutters some words. Her voice undergoes a strange transformation..."Blood and violence are writ boldly in your future. Look for friends where you expect enemies, and enemies where you expect allies." The telling is finished (LEAVE)
15. You wander in the old Hemp Market. Monsters scurry at your approach. You occasionally catch snatches of conversations.
 - ... The temple over the river is run by some hot-shot Orc...
16. You have alerted the guards... Lots of Goblin, Goblin Guards [78 XP, lots of weapons and armor – 3 x Broadsword+1 (sell 1000-1100), Chain+1 (1750), Flail+1 (2000)] ...Had to go to New Phlan to sell.
17. This large room is apparently empty. (LOOK) ... You find a loose floorboard. Prying it up, you find a chest hidden beneath the floor. Take it? (Y) ... Treasure! [383 XP, 200 pl, 2 gems, Shield+1, Mage scroll w. 1 spell]
18. Guards run to intercept you. 2 Orc Leaders, lots of Orcs. [99 XP, 728 si, 40 el, useless armor]
19. You intrude on a gathering of monster leaders.
Gnolls, Hobgoblin Leaders, Ogre
(easier than expected) [63 XP, 35 gp, Longswords]
20. You are just north of the entry to the old Rope Guild.
21. You have entered the mysterious building that was once the Rope Guild. Most who venture into its twisty halls never return.
22. A man hurries forward. "I am sorry, noble ones, but I have nothing to sell. (Leave / Attack / Speak) ..OHLO. "Wait a moment", the man says. He hurries to the back of the booth and returns with a package. "Here", he says.
→ Back to **Ohlo** (5)
"You have done well. Give me the potion and you will be rewarded (GIVE)..."
The man takes the potion and drinks it greedily. As he drinks he seems to grow stronger and younger.
[558 XP, 150 pl, 1 Jewelry (4600 gp), 1 Composite Short Bow (1000)] (q4 OK)



Fully loaded to New Phlan. Sold items and also did some more leveling up.

Back for the final encounter.

23. Some monsters are tossing a sack of grain. When the sack breaks they wail, "Oh, no! What can we throw now?" One looks your way. "I know", he says.

Really tough fight,

2 Ogres, 4-5 Trolls. Trolls regenerate and even occasionally rises after dead.

After three or four attempts not even close I realized I couldn't do it, so went back to New Phlan and recruited two NPCs, **Hero** and **Theurgist**. With these in party we made it, only just. (NPCs act on their own, often in conflict with own plans. E.g. I had planned to put the two Ogres to sleep, acting as a shield so that only one troll could attack at a time. But Theurgist took first opportunity to slay the sleeping Ogres, making the rest of the encounter so much more difficult. Kept a cleric close to the fighting characters, so could cast frequent heal spells. At the end of the fight the two NPCs "takes and hides his share". Hopefully didn't miss any goodies...

[1166 XP, 18 gp, 28 pl, 1 Jewel (6200), 1 Necklace of Missiles (8000), 1 Bracers AC4 (9000), 1 Mage Scroll w. 3 spells: Detect magic, Strength, Stinking Cloud]

Necklace: Fireball spells (careful – large circle of influence)



Having cleared the slums, dismissed the two NPCs and returned to clerk in New Phlan. The Clerk speaks. "Your clearing of the Slum areas permits us to expand. Here is your reward." [450 XP, 250 gp, 50 pl, 1 Jewel (2143)] (q1 OK)

New commissions:

- A weapon of great power is to be auctioned to our enemies. This auction is to be held in Podol Plaza. Find out what the weapon is and return. (quest 5)

The went selling and equipped new goodies.

(Note: Bracers appear to have no effect if already wearing armor of equivalent AC)

Some characters now lacked only a few points for leveling up. So hang around in Taverns for a few fights to gain the necessary XPs. Also picked up some more Tavern tales:

#1:

Far to the northeast, in the midst of a vast swamp, lie the uninhabited ruins of a powerful wizard's castle.

#21:

The monsters in Phlan are led by one of the generals who sacked the city a generation ago. The general has used great magic to make himself immortal.

#8:

The graveyard is controlled by a very powerful and clever undead creature.

#23:

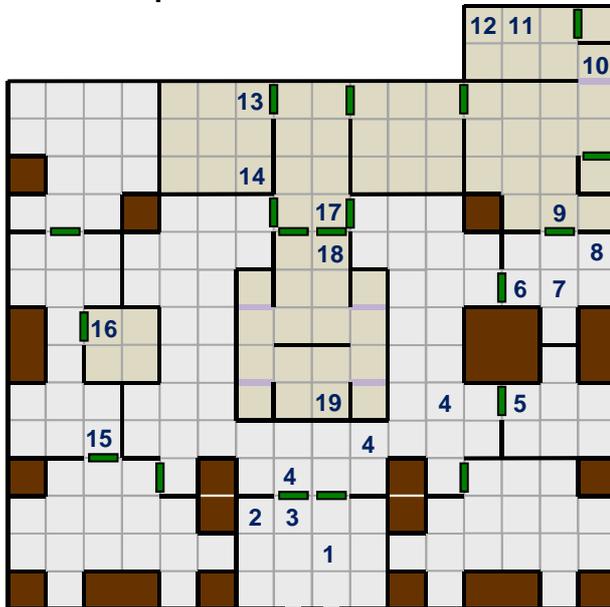
An ancient Silver Dragon still lives up in the Dragonspine Mountains. The Dragon is not evil and will help travelers who battle evil.



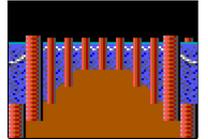
Status after training						
	Aragorn	Dwalin	Elrond	Gandalf	Mariah	Pug
Level	3	2/3	3/2	2/2/1	4	3
HP	35	24	29	18	31	15
Weapon	Broadsword+1	Silver 2-hd swd	Broadsword+1	Broadsword+1	Flail+1	20 darts
	Long bow	Short bow+1	Short bow+1	Short bow+1		Quarterstaff
Armor	Banded mail	Banded mail	Chain+1	Banded mail	Banded mail	Cloth
Misc	Shield	Shield	Shield	Shield+1	Shield	Bracers AC4
Misc					Neckl of msl	Ring of prot.
THACO*	14	17	16	17	16	20
Damage	2D4+7	1D10+5	2D4+5	2D4+5	1D6+4	1D3
AC	-1	1	-1	-2	-1	-1

*) Differs for melee & ranged weapons

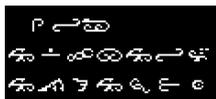
Map 3 Sokal Keep



Boat to Sokal Keep:
Went to Docks (New Phlan 3) and entered:
"By order of the City Council", the Harbor
Master says, "The only boat out is going to
Sokal Keep. You can catch it at the end of
the pier."



1. The boat disembarks you at Sokal Keep.
2. The skeleton of a long-dead elf lies hidden by rocks and reeds. Its weapons and equipment are badly rusted and corroded by salt. Its leathers are worm eaten and crusted in dirt. (SEARCH)
In a pouch on the remains is a crumbling parchment scroll with the words...



... The last part is eaten away.

Using codewheel this translates to

LUX
SAMOSUD
SHESTNI

3. You stand below the rotting remains of the once-mighty gates of Sokal Keep. Echoing footsteps are dimly heard within the Keep. To the west rises a mound of reeds.
4. Random encounters with [Skeleton](#), [Zombie](#) in these areas.

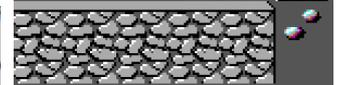
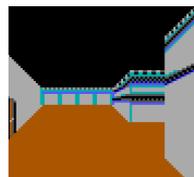
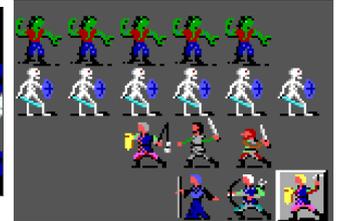
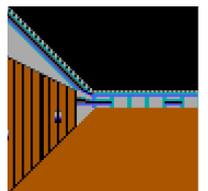
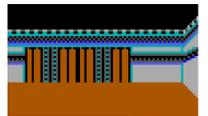
First time:

A pack of undead suddenly appears. (Combat / Wait / Flee / Parlay)

Said LUX – They didn't like that word! (→ Combat)

(Later learned that SAMOSUD would have worked, but the combats were easy (used TURN), and gained some XPs, so why bother...)

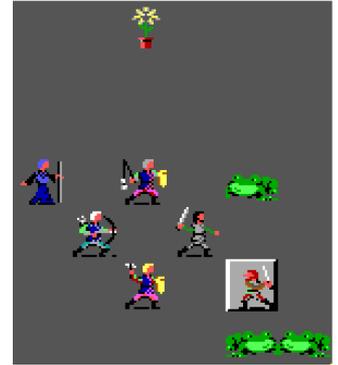
5. Unwholesome mold and fungi cover the decaying ruins of the Keep's stable. A putrid smell of sickness rises as you enter the building.
6. A broken hearth and bellows dominates the collapsed remains of a blacksmith's shop. The floor is spongy and damp. The croaking of frogs greets your entry.
7. The croaking rises in volume.



5 Poisonous Frogs



(easy enough, but could have got poisoned... 26 XP)



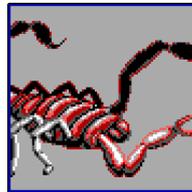
8. (LOOK) As you search through the wrecked smithy, you find that time has crumbled everything with the exception of one old hammer (TAKE) ... Treasure! [66 XP, 1 Hammer (1250)]
9. You enter the Keep's old armory. All of the weapons and armor have decayed into uselessness.
10. Passing through an illusionary wall, you enter a portion of the Keep that remains untouched by time or ravaging armies. There is a glow in the northwestern corner of the room.
11. Special stands in the northwestern corner hold equipment.
12. On stands are a shield, a mace, a sword, and a small suit of chainmail. The equipment has not been tarnished by the passing years. Take it? (Y) ... Treasure! [333 XP, Shield+1, Longsword+1 (1000), Chain mail+1, Mace+2 (2250)]
13. This building is filled with broken and splintered wood, the remains of the bunks and chests of the original defenders. It seems everything has been well looted.
14. A mist rises and thickens into numerous shadowing figures. From these figures rises a low moaning. Ghostly shapes screech out a dreadful keening howl (Combat / Wait / Flee / Parlay) ... Say LUX
The haunts burst into a chorus of howls, moans, complaints, wails, and other lamentations over their fate and the fate of their families. They were the original defenders of the Keep, before the Cleric's spells inadvertently bound them to this place. One spirit's voice rises above the rest, "An account of our trials is within the diary." He points to a floorboard. (LOOK) ... Beneath a floorboard you find some gems and a few pages of a diary. (Journal entry 3) Treasure! [208 XP, 5 Gems]



15. The interior is overrun with insects. At your footstep, they fall from the walls and ceiling. 2 Huge Scorpions [63 XP]

16. A thick carpet of fungus covers the floor of this room.

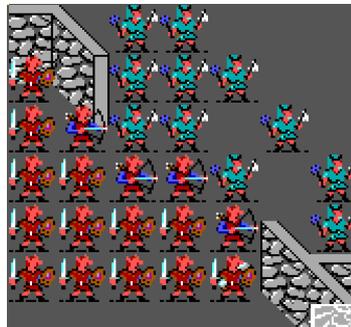
17. A loud commotion rises from the courtyard. Bashing open the door, a large force of orcs and hobgoblins rushes you. A few Orc Leaders, zillions of hobgoblins and orcs. (They mostly missed, so it wasn't so hard, but the battle lasted for "quite a while"). [187 XP, lots of armor and weapons, nothing valuable]



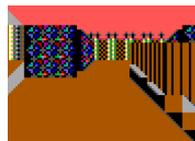
After battle:

On a hobgoblin body, you find a note, Journal entry 57.

18. This was once the chapel of the keep. Inside the doorway are the dried husks of two orcs, their faces twisted with terror. A large altar dominates the southern wall.



19. A pale form rises before you. (Combat / Wait / Flee / Parlay)



(Say LUX)

The shape speaks, "I am the life form of Ferran Martinez, bound with the undead spirits of all who die within these walls to guard the Keep. Tell me, has the city been freed?" (Tell the truth / Lie / Run away)

Ferran speaks: "The city fell long ago to the unblessed creatures imbued with the might of a magical pool. Chief among these were Tyranthraxus, Edranka, and Torath. With their powers they ruled and united all else, driving forward to destroy us all. The sage Mendor worked hard to gather record of all these things, but they are lost now, his library overrun. To pass my guards on the way out, speak the word 'SAMOSUD'. Now we are freed. Our duty done!" Ferran fades away.

On exiting the chapel (17): The hall is empty, save for signs of a recent battle.

Back to entry point and exit to the boats; You board a boat.



Journal Entry 3

An old leather-bound book, written with a small, firm hand.

"The hordes came again last night. Their coordination was frightening. Under the cover of darkness, goblins and kobolds pushed bundles of sticks to within bow range. These bundles formed a wall that protected the small ones from our archers. Once the wall was erected orc archers took up safe positions there and begin pelting the castle walls with arrows.

We tried shooting flaming arrows at the wall of sticks to set it afire. Monsters are normally afraid of fire. But these monsters showed no fear. They simply scooped dirt on the flames to put them out. Before all the fires were out they had resumed firing at us. Surely, some unnatural force must have been at work to weld these quarlsome beasts into an organized fighting force.

I do not know if we can combat the monster onslaught much longer. We lost 12 more men last night. The monsters seem to have an unlimited num-ber of reinforcements. The last Priest of Tyr, Ferran Martinez, says he has a way to protect the Keep, but he says that it's so terrible that it may only be used as a last resort. Unless we receive reinforcements shortly, Ferran Martinez is our only hope."

Journal Entry 57

A ratty piece of parchment with large writing on one side.

"Our spies in the city inform us that a party of invaders will travel to Sokal Keep to free it. To combat these invaders, assemble a force of no less than three squads. Travel by boat from the small docks at the west of town to Thorn Island. Move undetected to Sokal Keep. Find the adventurers in or around Sokal Keep. Kill them before they can return to the city council with information about the true situation at the keep. Return with the invaders' heads as proof of completion of your mission. Upon completion you will be rewarded with food, treasure, and many slaves."

Signed, The Boss.

With Sokal Keep freed, returned to clerk in New Phlan.

The Clerk speaks.

“With Sokal Keep in our hands, we can use boats to bypass the Barren River.

Here is your reward.” [1308 XP, 250 pl, 3 Jewels] (q2 OK)

New commissions:

- Junior Councilman Cadorna has a special commission for you. His chambers are through the east door.

→ Cadorna:

“When Old Phlan was overrun, a family treasure was hidden in the western building of the Textile Complex.

The faithful servant sent to fetch it never returned. The complex is just south of Podol Plaza. Bring the treasure to me and you will be well rewarded.” (quest 6)



The went selling and equipped new goodies.

Status after training						
	Aragorn	Dwalin	Elrond	Gandalf	Mariah	Pug
Level	4	3/3	3/3	2/2/2	4	3
HP	49	31	35	21	31	15
Weapon	Broadsword+1	Longsword+1	Broadsword+1	Broadsword+1	Mace+2	20 darts
	Long bow	Short bow+1	Short bow+1	Short bow+1		Quarterstaff
Armor	Banded mail	Chain+1	Chain+1	Banded mail	Banded mail	Cloth
Misc	Shield	Shield	Shield	Shield+1	Shield	Bracers AC4
Misc					Neckl of msl	Ring of prot.
THACO*	13	15	15	16	15	20
Damage	2D4+7	1D8+6	2D4+5	2D4+5	1D6+5	1D3
AC	-1	-1	-2	-2	-1	-1

8. You are surrounded by the bandit band of the infamous Norris the Gray. "You dare to invade my halls?", he snarls. "Surrender or die!" (FIGHT) **Norris the Gray, Lizardmen, Kobold Leaders** (easy fight)
 [208 XP, 288 cu, 18 si, Longsword+1]
 ... On the leader's body, you find a curious message, journal entry 50.
 You have defeated the dreaded bandit gang and rid Phlan of a great evil. The honest settlers will cheer your deeds! *You have also taken possession of a hideout in which you may rest undisturbed from the rigors of your questing.*



9. You have found the bandit's treasure. – Treasure!
 [867 XP, 2300 si, 92 gp, 20 gems]
 ... Nothing more down here, so after exploring went back up.



10. A fountain of unknown significance
 11. You wander in the plaza near Kuto's Well.
 12. A **Lizardman** leads a pack of **Giant Lizards** on patrol before a door that has been nailed closed. Seeing you, the monsters attack! [78 XP] ... Southern wall. ... Going south – The door has been nailed shut. Will you force it open? (Y)
 13. A wide-eyed woman is seated on a rug. At your entry, she stands. "Greetings bold ones. I have long awaited your coming. My time here is short for the world enters a new age. An evil spirit from an unholy pool guides your enemies. It hides behind a fair countenance. Be not deceived."
 With that, the woman is gone.
 (LOOK) ... Beneath a rug you find a compartment containing arms and armor. (Take? (Y))
 Treasure! –
 [533 XP, Banded mail+1 (1500), Longsword+1, Quarterstaff+1 (500), Bracers AC4]



Journal Entry 50

An official looking notice.
 "Assemble a group of at least 30 of your followers. Meet up with a hobgoblin assault force at the small docks to the west of town. You and your group will be under the command of the hobgoblin leader. Follow his orders. Upon completion of the mission you will be rewarded with food, treasure, and many slaves."
 Signed, The Boss.

Scribbled on the back of these orders is Norris the Gray's unsent reply to The Boss, "I will never follow the orders of a hobgoblin. I don't go on missions until I know exactly what we're supposed to do. And I don't go on missions for an unknown amount of 'food, treasure, and slaves'. I do go on missions where I am in command; where I know exactly what the target is; and where I know exactly how much I'll get paid. Don't send me another order until you can meet my terms."
 Signed, Norris the Gray.

With that the slums should be cleared, so returned to New Phlan, first clerk:
 The Clerk speaks, "The Council has awarded a bonus for your eliminating Norris the Gray."
 [208 XP, 250 gp, 200 pl]
 New commissions:
 • You are summoned by the Bishop Bracchio of Tyr. Report to him at Tyr's Temple.

Proclamation CXXVI
 Be it known that the council is offering a reward for all books and tomes containing information about the fall of Phlan. The amount of said reward to be dependant upon the value of the information provided.

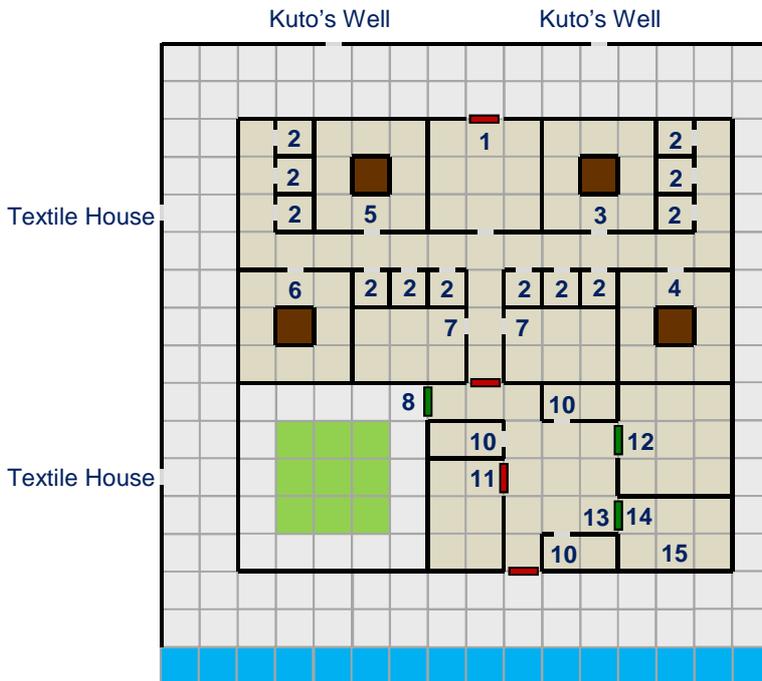
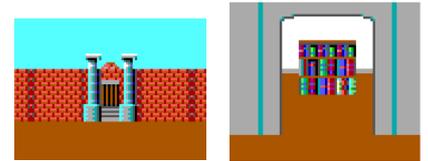
Proclamation CX
 Be it known that the council is seeking a stalwart band to undertake a mission of particular sensitivity. Any brave and clever band of adventure seekers who are not adverse to earning a large reward should present themselves to the Council Clerk for a special commission.

At Bishop's:
 You are ushered into the Bishop's study. Bishop Braccio speaks, "Allow me to introduce Dirten, Priest of Ilmar. He is bound to recover the temple which has been desecrated to Bane. Go with him across the river and help him to cleanse the temple. You may keep the hidden treasures. (quest 7)
 { Exited at this point, as we don't want Dirten in the party quite yet }



Status						
	Aragorn	Dwalin	Elrond	Gandalf	Mariah	Pug
Level	4	3/4	3/3	3/2/2	4	4
HP	49	35	35	25	31	19
Weapon	Broadsword+1	Longsword+1	Broadsword+1	Broadsword+1	Mace+2	20 darts
	Long bow	Short bow+1	Short bow+1	Short bow+1		Quarterstaff+1
Armor	Banded mail	Chain+1	Chain+1	Banded mail+1	Banded mail	Cloth
Misc	Shield	Shield+1	Shield	Shield+1	Shield	Bracers AC4
Misc					Neckl of msl	Ring of prot.+1
THACO*	13	15	15	16	15	18
Damage	2D4+7	1D8+6	2D4+5	2D4+5	1D6+5	1D6+3
AC	-1	-1	-1	-3	-1	-1

Map 6 Mendor's Library



1. You see an empty room. The only feature is a series of frescoes on the walls of learned men and the heavenly patrons of art and learning. You get a feeling of peace.
2. You are in a small room having little more than a bench and a small desk.
3. These are the library stacks. Old and moldering books are stored on shelves. A sign over the entrance reads **History**.

Searching (or LOOKing):
As you search the room you scan random books.
You find various books that are so filled with myth that you don't find anything useful.



But: LOOK may also be successful, and it's necessary to LOOK several times to find all. Eventually revisited all rooms and LOOKed everywhere at least twice. Hence found some books, but still didn't find the same ones as the previous time I played it. So you have to be really persistent to find everything...

3. (cont'd)

You find **Lex Geographica**, an atlas drawn by Tomarus. It has a map of Phlan which, though old, still could be useful. (J. entry 37)

You find the Grand historians records of the **Arts of War**. In it you find a useful passage (J. entry 21)

You find the History of the North. It is mostly written to please a royal line. However, there is an interesting passage (J. entry 8)

4. These are the library stacks. Old and moldering books are stored on shelves. A sign over the entrance reads **Philosophy**. (Typical LOOK): You find works on natural philosophy, theories of art, and the supernatural sciences. It is very boring.

You find a book entitled **Meditations**.

You find **Urgund's** description of his imprisonment in the lower realms. There is a passage of interest (Journal entry 19).

You find a book entitled **The Harmony of the Rock**.

You find a book entitled **Strom's Discussion of Poetics**.

You find a book entitled **Chronicles of Arram**.

You find Fyerdetha's **Discourses on Power**. Among all the dry text you find an interesting passage (J. entry 7)

5. You find a book entitled **Discourse on the Nature of Writing**.

6. These are the library stacks. Old and moldering books are stored on shelves.

A sign over the entrance reads **Rhetoric**.

You see a dull brown reptilian monster.

It doesn't seem aware of you.

(First time; a scaled monster which hisses at you...) **Basilisk** – stoned with it's gaze.

(OK on second attempt)

[541 XP, 2 x **Potion**, **Cloak of Displacement**, **Clerical scroll with 2 x RESTORATION (7th lv.)**]

Else didn't find anything here

7. These are the library stacks. Old and moldering books are stored on shelves. A sign over the entrance reads **Mathematics**.

(LOOK) You find essays on geometry, metamagical math, universal geometry, etc., but nothing useful.

8. You see a chamber filled with rotted furniture and benches.



Journal Entry 7

A tightly bound scroll, seemingly immune to the ravages of time.

"Fountains and pools hold great power that can only be reached by performing proper ceremonies. Most sure of these is immersion, for in this way the bather surrenders himself to the spirit in the water. That spirit, or some portion of it, enters into the bather, whereby he gains great powers. Woe to the weak willed whose spirits are sure to be consumed by spirits that put even the strong at great risk. Yurax holds that the falls of Ixce are greatest of these. Morden writes that the Pool of Radiance is greater still." Later in the book,

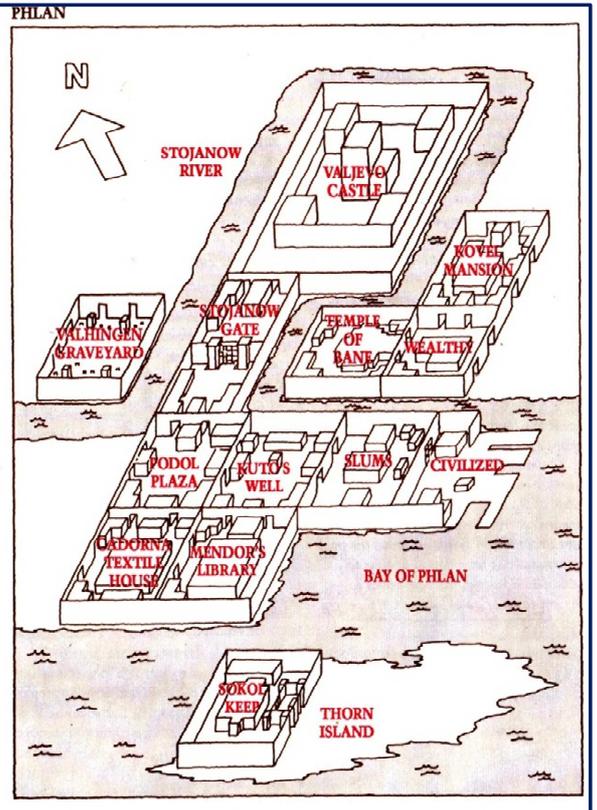
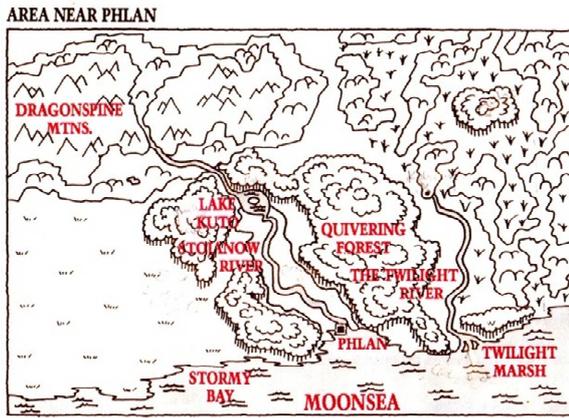
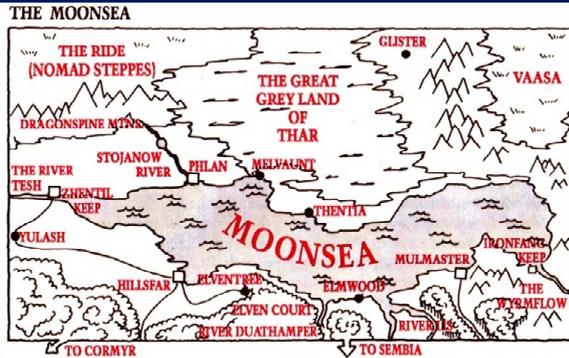
"Places of magical power are not necessarily tied to one physical location. Power often moves from plane to plane along the path of least resistance. The termination of the path determines the place's location on this plane. Volatile upheavals between the planes may lead to a change in the path of least resistance. This can change where the path terminates on this plane, thus moving the place of power.

Some who wield strong supernatural forces can bend the path like an engineer damming a river. When the path is bent, it can terminate in a new location, moving the place of power on this plane. If the supernatural force that bent the path is removed, the path will snap back to its original form and the place of power will return to its original location. Such disruption can have violent and unpredictable results.

Thus, inter-planar upheavals and directed supernatural forces may hold the answer to the seemingly ever-changing location of places of power, such as the Pool of Radiance."

Journal Entry 37

A massive atlas drawn by the great mathematician Tomarus.



Journal Entry 21

A crumbling old book; one of a massive series.
 "At this time there ruling the Twisted Ones was a powerful general named Tyranthraxus. He strode before his armies cloaked in flame and led the Riders out of the Waste. At his hand the kingdom of Barze was conquered. Turning south he led his army to conquer the Horreb and the Vane. Tyranthraxus was a cruel man and leveled all that he had taken, murdering the princes of these lands. But the flame that surrounded him consumed him, destroying his body. Freed of its shell, it flew among the men, of his army, lighting on each and claiming it. It was then when Baron Schodt imprisoned Tyranthraxus in a vial of water which shone like the light of day. This he sank in the watery depths of Lake Longreach, defeating the armies Tyranthraxus had raised."

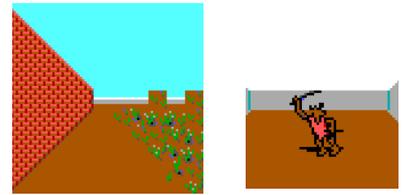
Journal Entry 8

A rugged popular account of the northern lands.
 "Ten days ride north of the Varm is a barren and dead country called the Lee-wai, land-in-pain or land-of-caused-pain. Further to the south this place is known as the Tortured Land. It is said to be an evil place, shunned by the Riders. They speak little of this land. But, yearly, during Ches, they make a trip into its heart. There they go to praise the spirit of a glowing spring. This they have done for ages and so shall they do for years to come."

Journal Entry 19

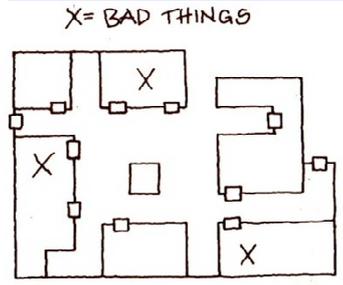
A black bound tome written in a strange halting hand.
 "... and settled foremost in the hall of Minor Courtiers were the lesser powers: Maram of the Great Spear; Haask, Voice of Hargut; Tyranthraxus the Flamed One; Borem of the Lake of Boiling Mud; and Cannod the Unseen. These too fell down and became servants of the great lord Bane."

8. You see what once was a garden, but now weed-filled. The pleasant pond has become a swamp. As you move through the garden you see a strange green plant growth which you recognize as green slime. You carefully move around it / You step into a strange green plant growth... It's green slime! Quickly, you scrape it off, taking a good deal of damage. (... 2 HP damage total while moving through garden ...)
9. You enter a hall which is filled with rows of writing tables and high stools. Rotted mounds of parchment litter the floor.
10. (LOOK) Amid the trash you find a box which contains gold foil [0 XP, 3 sheets of gold (sale: 0) ???]
11. You see a ruined room with rotted furniture. Human bones lie scattered about a desk. (LOOK) You see a jar under the floorboards. Treasure! [200 XP, 3 x Potion]
12. You have entered a storeroom full of supplies too old to be useful. Looking up from a table are five kobolds. They stand arms raised in surrender. – They plead for mercy. (PARLAY)
 One of the Kobolds says, "If you spare our lives we will tell you all we know about this area! Spare them? (Y) They describe the surrounding area to you. You listen carefully, question them and from this sketch a map (J. entry 10)



Journal Entry 10

A crude map scratched onto an old piece of parchment.
 (Comment: Apparently part of the Textile House)



13. You find a fighter with battered armor and wild eyes cowering in the corner. "Yai! Mercy!" he cries. And then as suddenly, "Die! Die you slime from the pit!" (PARLAY) ... The man screams while frothing at the mouth, "Don't go there! Don't go on the hill!" ... You see the man is quite mad. Do you take pity and invite him to go with you? (Y) He looks reluctant and says, "But his minions are there. He will come too!" Do you insist he come? (N) ... The man screams while frothing at the mouth, "He is not human I tell you! Not at all!" ... "The big one, the evil one in the Castle of Flowers – He is coming! It is coming!" (IGNORE) ... Watching you warily, he inches away. When he is out of sword's reach he scrambles to his feet and flees the room.
14. This room was once a study. It is now a shattered ruin.
15. (LOOK) Buried amid all the trash you see a book. Treasure! [800 XP, Manual]



Thinking we were done, we headed for the exit. But back at (1):

A **Spectre** suddenly appears before you. "Thief! I defended these books in life and I will defend them in death!" It attacks you. Very hard fight – Spectre drains two levels when it hits. Didn't want that so repeated the fight until we got it without level loss. [338 XP]



Returned to New Phlan to report to Clerk:

(New Proclamation)

Proclamation CXXIV

Be it known that the council has declared those individuals who have taken up residence in the mansion of the former Koval Family to be traitors and thieves. Be it further known that a reward has been offered for the elimination of these outlaws. A commission to rid the city of this blight may be obtained from the council clerk.

"There is a reward for clearing the Library" [208 XP, 250 gp, 200 pl]

Books: (q3)

- We find these Discourses valuable. Here is your reward. [66 XP, 80 pl]
- The Council will be amused by the descriptions. Here is your reward. [75 XP, 90 pl]
- These maps should help us to locate several legendary buildings. Here is your reward. [83 XP, 100 pl]
- These histories contain much useful information. Here is your reward. [91 XP, 110 pl]
- The records provide insight into much that was puzzling. Here is your reward. [100 XP, 120 pl]
- This material is of small value. Here is your reward. [0 XP, 1 gp]

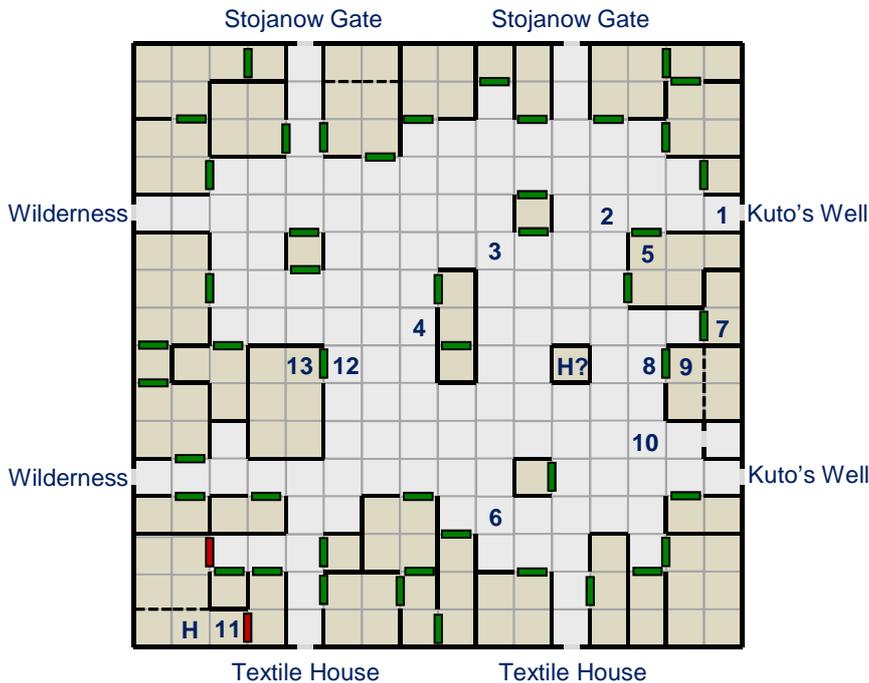
New commissions:

- A large group of thieves operates out of the old Kovel Mansion. The council will pay to have them cleaned out. (quest 8)
- Find the Nomads and stop them from joining forces with our enemies. (quest 9)

Went to Armor shop and identified Manual: Manual of Bodily Health. Tried to read (use) it, but didn't see any effect, so leave it for now.

Status						
	Aragorn	Dwalin	Elrond	Gandalf	Mariah	Pug
Level	4	3/4	4/3	3/3/2	5	4
HP	49	35	39	30	38	19
Weapon	Broadsword+1	Longsword+1	Broadsword+1	Broadsword+1	Mace+2	20 darts
	Long bow	Short bow+1	Short bow+1	Short bow+1		Quarterstaff+1
Armor	Banded mail	Chain+1	Chain+1	Banded mail+1	Banded mail	Cloth
Misc	Shield	Shield+1	Shield	Shield+1	Shield	Bracers AC4
Misc		Cloak of displm			Neckl of msl	Ring of prot.+1
THACO*	13	15	15	15	15	18
Damage	2D4+7	1D8+6	2D4+5	2D4+5	1D6+5	1D6+3
AC	-1	-3	-1	-3	-1	-1

Map 7 Podol Plaza



1. The Plaza ahead is crowded with monsters. How will you proceed? Stride Boldly forward! / Disguise party as monsters. / Sneak, remaining unseen.
2. You spot a group of goblins. They glare at your party, and demand, "Who are you?" (HAUGHTY) – They grumble and move on.
3. As you move you overhear some goblins say, "Do you think he'll really show up – The Boss I mean?"
4. The auctioneer cries "Creatures of all ages, welcome to this auction for an item both magical and powerful! The auctioneer has either a wand or staff. Do you wish to: Stand and listen / Move in closer / Listen to comments / Leave. The bidding escalates to 5000 gold pieces – high bid from a man in plain clothes, next to an ogre. Do you wish to: Make a bid / Wait for a winner / Try to leave



"Going... going... gone!", the auctioneer cries. A man and ogre exchange the wand and a large bag, then disappear into the crowd. The auction over, the monsters grumble and turn away.

Having acquired the required info, party now returned to Clerk in New Phlan before returning for rest of the Plaza. The Clerk speaks.

"Your success at Podal Plaza is noted. Here is your reward." [208 XP, 200 pl, 250 gp] (q5 OK)

Putting down the papers, she says, "I must bring to your attention the following concerning Valhingen Graveyard:

Undead from the Graveyard have grown more dangerous than all of the other forces which confront us. I have been authorized to give you an enchanted weapon if you accept the commission to end the Graveyard menace. Do you accept?" (YES) ...

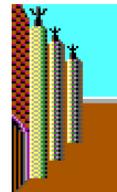
Excellent [333 XP, 2-hd sword+1, +3 vs. undead, 4 x Clerical scrolls of Restoration] (quest 10)

Commissions:

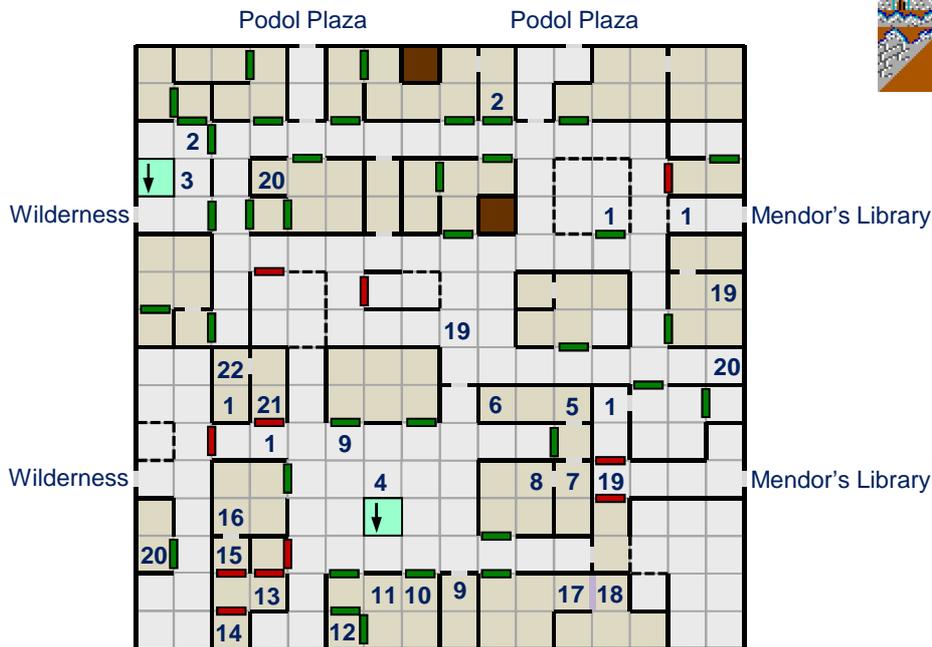
- A large tribe of kobolds is being recruited by the enemy. Make sure they don't join the enemy forces. (quest 11)

Back to Podol Plaza

5. An abandoned shop. Broken shelves are all that remain.
6. 29 Goblins
7. A decayed building left to the rats.
8. This is a small shrine. Symbols of Bane have replaced those of Ilmater
9. A robed orc is sitting here. What do you do? (GREET)
Battle – 1 Orc Leader [6 leather holy symbols + useless weapon / armor]
10. 36 orcs
11. A young woman comes forward. "We provide help for those who can reach us. Are you in need of healing? (NO) ... "You can rest here as long as you wish." She then leaves.
12. Over this door is a crude sign saying, "The Pitt"
13. You have entered a crowded tavern. You opened the door into a drunk buccaneer. He glares at you, "One of you shall pay for this insult. Who will it be? (ARAGORN) ... 4th lv. fighter... You have won the duel. The duelist receives 163 XP [3 el, Longsword+1, Chain+1, Shield] ... The battle is over, the patrons return to drinking. ... Try to mix with monsters ... Your actions anger the patrons and they attack.
Goblin guard, Orc, Hobgoblin, 4th lv. fighter. ... The bar looks like it was destroyed by experts.



Map 8 Cadorna Textile House



1. Some ghouls decide to add you to their menu.



Ghoul (paralyze),
Wight (drain levels)

2. Evil looking frogs boil up from below (Poisonous Frog –poison kills in a few minutes only!)

3. On the well is a note, "Thieves only." The well has no rungs or rope and seems very deep. Only a skillful climber could survive the descent. (CLIMB DOWN -- Dwalin) ... An old thief stands here. "Welcome to my guild. I am Restal." He bows low. "You are seeking the Textile House. We can get you in unseen and possibly help you with the treasure. Interested?" (YES) ... A rope is tossed up and the rest of the party comes down. The old thief says, "Our rules require you to be blindfolded in our guild house, Okay?" (YES) You are blindfolded and taken on a long, twisting walk, then up a ladder. "Only meet us at the main well."



4. Arrival after guided by Restal.
5. You can barely see a dark object to the west.
6. You see a dead hobgoblin with its head crushed. Written in blood is a message: "Skullcrusher was here."
7. Bread and meat lie about, as well as pieces of human anatomy.
8. A simple kitchen. a few clay bowls adorn the floor.
9. Hobgoblins charge screaming.



10. You are appalled by the stench in this damp building.
11. "Skullcrusher was here" is carved into the north wall.
12. Several baby hobgoblins flee, screaming in fear! ... The floor is slippery from dung and reeks of urine.
13. Graffiti covers the walls in meaningless abandon. ... You encounter hobgoblins ... [Hobgoblin](#), [Hobgoblin Leader](#).
14. You are in a very small, dark room. A muscular man locked in chains lies here. Near him is a page, journal entry 47. (FREE -- pick) – No one is able to pick all the padlocks / (force) – Despite great effort, the chains hold. (PARLAY) – "I almost killed the leader of these scummy hobgoblins, but the rest jumped me!" (LEAVE)
15. This room has had blood smeared on the floor and walls in a ritual, unholy manner.
16. You are in a large room which serves as a crude temple and causes a vague feeling of disquiet. Atop a small bone altar, stands an ancient hobgoblin. She screams "I am the mighty Grishnak! You have interrupted my unholy rites! Feel my infernal wrath!" Grishnak, Hobgoblin, Hobgoblin ldr. [353 XP, [Brass Key](#), [useless armor](#), [weapon](#), [items](#), [2 mage scrolls](#)]
Scrolls: Blink / Burning hands / Mirror image /// Fireball / Detect invisibility / Reduce
Went back to (14): -- The Brass Key you found opens all of the padlocks ... "Thanks for freeing me. I'm Lord Cadorna's servant." (JOINS party) "Great! My name is Skullcrusher. There's a secret door to the southeast. That's where I met the Hobgoblin leader."



17. "In the east wall is the secret door", says Skullcrusher. "If we go through we can surprise them."
18. You see the chief of the Hobgoblins, a huge Ogre. As you enter, he rises to his full, ten feet of height; his head wreathed in the flickering shadows. "Puny creatures", he bellows. "I allowed you to toy with my minions, but now I'll crush the life from your limbs."





After battle:

You find an iron box, across the lock is the seal of the family of Cadorna. Opening the box will damage the seal beyond repair. What do you do? (Open it / Take it unopened)
 Now is when we could take the box to Restal, who is able to open it without damaging the seal. But we can't let Skullcrusher look while we do that, right? So the plan was to take Skullcrusher back to New Phlan and deliver him, then return with box. Bad plan as it turned out. (Perhaps we have to get Skullcrusher unconscious first (?). Anyway – just as well; we don't want to rob Cadorna of his family treasure, do we?

19. Scorpions approach hungrily
20. You find a page from a diary and place it as journal entry 11.



On return to New Phlan, barely out of the city gate:

The city watch stops you and removes Cadorna's treasure from your keeping. They tell you your reward waits with the city clerk.

Outside clerk's office:

Skullcrusher speaks, "I must go to my master now." He leaves. (Can keep him by some trick, but actually NPCs can be a pain in the ass, so let him leave without any bad feelings...

The clerk speaks.

"Councilman Cadorna left this payment for some service you had rendered. Here is your reward. [833 XP, 20 gems] (q6)

Then went back to Textile House to complete exploration and monster clear-out.

21. You are in a deteriorated building
22. When you enter, a few faded, motheaten tapestries flutter mournfully.

Many more fights – the wights were tough, and scorpions did a quick poison-kill. So had to reload "some" times.

But eventually the entire area was cleared, so could return to clerk in New Phlan: "There is a reward for clearing the Cadorna Textile House." [208 XP, 200 pl, 250 gp]

Proclamation CLIV

Be it known that the council has proclaimed a generous bounty for each undead killed. Be it also known that in addition to said bounty, the council is willing to provide a special enchanted item, useful in the destruction of undead, to any group of adventurers which accepts the commission to cleanse Valhigen Graveyard. Apply to the city clerk for said commission.

Journal Entry 47

A small wrinkled parchment with roughly scratched notes.

"Hobgoblins transferred out of Valjero Castle. Now replaced by giants and trolls. Sounds very tough.

Stojanow Gate guarded by bugbears and ettins. Heard ettins didn't like light. Must be charmed or controlled. Sounds tough!

Some smugglers sneak supplies through Stojanow Gate to The Boss. Must check it out.

Overheard hobgoblins say a dragon scared them into leaving a nice lair in the mountains out east. Couldn't happen to a nicer bunch of creeps."

Journal Entry 11

A mangled page of fine paper with entries written in a very fine hand.

"He is livid about the undead coming out of Valhingen Graveyard. Three times He has sent assault groups, three times none have returned. He dare not send any of the priests of Bane to clear the graveyard. He assumes that if a priest could wrest control of the undead from their current master, that the priest would then become a threat to His power.

I suggested that if we could neutralize the power that leads the undead, that we could then use the undead as a tool. He thought on this and then ordered me to find out who or what is in control in Valhingen Graveyard. Preliminary investigation shows that the graveyard is controlled by a being of great power, perhaps a vampire or a demon. I shall expend a few scouts and low level priests to find out more information"

Now went to the Bishop's office to accept the temple cleaning quest, and allowed Dirten to join party.

Status

	Aragorn	Dwalin	Elrond	Gandalf	Mariah	Pug	Dirten
Level	5	4/4	4/4	3/3/3	5	4	4
HP	60	41	46	33	38	19	26
Weapon	Longsword+1	Longsword+1	Broadsword+1	Broadsword+1	Mace+2	20 darts	Mace
	Comp. Longbow	Short bow+1	Short bow+1	Short bow+1		Quarterstaff+1	
Armor	Banded mail	Chain+1	Chain+1	Banded mail+1	Banded mail	Cloth	Chain mail
Misc	Shield	Shield+1	Shield	Shield+1	Shield	Bracers AC4	
Misc		Cloak of displm			Neckl of msl	Ring of prot.+1	
THACO*	12	14	14	15	15	18	18
Damage	1D8+7	1D8+6	2D4+5	2D4+5	1D6+5	1D6+3	1D6+1
AC	-1	-3	-1	-3	-1	-1	5

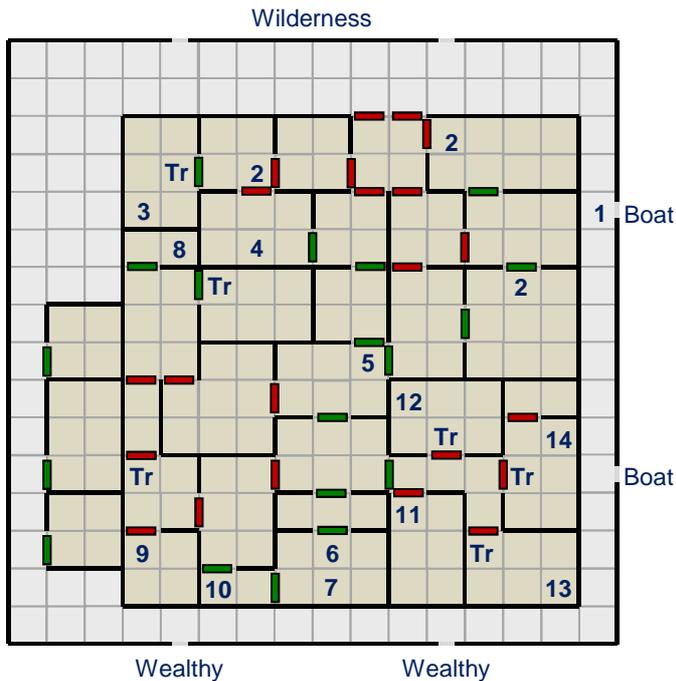
Next quest: To north side of bay, Kovel Mansion, Wealthy, and Temple of Bane. So headed for the docks::
 The Harbor Master tells you boats leave for the west, the east, Sokal Keep, and the north side of the bay. "Round trip passage is 1 platinum piece. What passage can I sell you?
 (Sokal / East / West / Bay / None) ...



You are on the eastern edge of the city. There are north and south entrances into the city and a small boat that you can take to the civilised area. Which route will you take? (North / South / Boat / Leave)



Map 9 Kovel Mansion



Tr: A scything blade drops across the doorway, damaging one of the characters. (0-1 char 1 pt damage) OR
 Your party detects a trap... (Disarm: fails and sets off trap. Avoid works fine, but note party doesn't "remember" trap later.)

1. Arrival point after leaving boat
2. As you enter the room a thief with a sword comes out of nowhere. He tries to attack the party but you stop him. (Attack / Let him go) ... Doesn't seem to make any difference what we do – and get only 2XP (!)



3. Inside this room you find a large pile of weapons and shields. They appear to be in good condition and of fine quality. (Take some / Search them / Leave) ...

As you near the pile of weapons an awful smelling cloud of gas forms. This foul smelling gas stuns the party allowing a group of thieves to jump out of the shadows and attack at will!



1st level thieves, 524XP.
 [2xDagger (250), Hammer+1 (1250)
 Morningstar+1 (1500), Scimitar+1 (1000),
 Shield+2 (2500), Chain mail+1 (1750)]

4. As you enter the room two thieves come out of nowhere and attack the party. They fail miserably and run out of the east door. Chase them? (YES)



5. The two thieves split, one exits through the south door, the other through the east. (FOLLOW THROUGH SOUTH DOOR)

6. As you enter this room you are ambushed by some thieves. **1st level thief, 6th level thief, 225 XP.**

7. On the floor here you find some important looking files. You stuff the files into your journal as entries 38 and 51.

-- Was close to overloaded by now, so went back to New Phlan to sell and equip the new items.

On return here (6) déjà vu ... the same ambush again

8. On the floor is a crude map. It is a map of a complex maze with the words "NE CASTLE" under it. (Journal entry 29)

9. In front of you is a wooden cabinet (Examine / Leave) ... The cabinet is trapped (Disarm trap) As you attempt to disarm the trap, it goes off in your face! A cloud of poisonous yellow gas fills the room. (3 chars 8 pt damage) ... It is locked. (Pick / Break / Knock / Leave)

You try to pick the lock but find it is far too complex for you to handle. (Cast Knock – Aragorn opens the cabinet with a knock spell. (Aragorn??? Fighter?) [571 XP, 4 x mage scroll, 2 x cleric scroll, Stone statuette, Scale armor]

Mage scrolls:

- Fireball / Haste / Hold Person
- Blink / Ray of enfeeble / Slow
- Fireball / Detect invisibility / Reduce
- Blink / Burning Hands / Mirror image

Cleric scrolls:

- Hold person / Cure blindness / Bestow curse
- Prayer / Remove curse / Animate dead

10. On a nearby wall is a slate. Drawn on the slate is a complex maze with the words, "NW CASTLE" under it. (Journal entry 41)



11. You enter a room that has been converted to a jail. There are ten young thugs beating an older thief to death. Once you enter they stop and attack you. ... Battle **1st level thieves – 20 XP** ... You rush to help the old thief but it's too late. Before he dies he says, "The Boss has allies everywhere. Take these papers. They may help." He then dies. (J. entry 48)
12. Piled here is various loot, from useless nick-nack to some quite useful items (**324 XP**)
[**Short sword+2 (2000)**, **Leather armor (7500)**, **silver mirror**, **incense**, **silver scarab**, **electrum decanter – a few gp each**]
13. You see a wide variety of rugs and tapestries. Two look special, while the others look ordinary.
[**XP, 26 huge tapestries, 2 fine tapestries**] (Took the two and sold for 250 gp)
14. In front of you are three cabinets. Which one will you examine? (A, B, C, Leave)
 - A. Some files, journal entry 23 and 14
 - B. It is locked (**Pick / Break / Knock / Leave**) Dwalin picked the lock (**10 XP, 1500 si**)
 - C. It is trapped (**Disarm / Avoid**) As you try to deactivate the trap you manage to set it off. A large needle shoots out of a hidden compartment hitting a party member (Mariah 8 pt damage) (**257 XP, 1800 gp**)



Think we're finished here so returned to clerk in New Phlan:

"The Council was pleased by the elimination of the thieves in Kovel Mansion. (q8) Here is your reward." [**164 XP, 80 pl, 3 gems**]

New commission:

- Find the source of the river's pollution and end it. (**quest 12**)

Journal Entry 38

Several pieces of paper with highly organized writing.

Fact: Werner von Urslingen is a retired mercenary captain turned business man.

Strong Rumor: mostly interested in the military aspect of the reconquest of Phlan.

Rumor: fought in a mercenary unit hired by The Boss early in his career.

Rumor: hates Zhentarim because he fought in a unit against them several times.

Rumor: has strong contacts with other mercenaries and some ruffians in town; none of our informants confirm such contact.

Vague Rumor: Von Urslingen's unit was wiped out by the enemy magic users; he was the only survivor, he retired and now secretly hates magic users.

Journal Entry 51

Several pieces of paper with highly organized writing.

Fact: Bishop Braccio is the highest ranking religious leader in Phlan. Runs small temple in civilized section of city.

Vague Rumor: Braccio is actually a front-man for a powerful high priest who never leaves the small temple.

Strong Rumor: Braccio is under fire to 'do something' about the undead problem. So long as the undead were causing the monsters more trouble than the settlers, he had other, more pressing, problems.

Rumor: Braccio is opposed to the temple tendency to sell clerical 'miracles'; but he understands that the temple needs funds. Braccio would rather perform such 'miracles' in exchange for good works done in the name of the church, not just for money or items of power.

Journal Entry 48

Several pieces of paper with highly organized writing.

Strong Rumor: The Boss is a dragon or is a human who can take the form of a dragon.

Vague Rumor: The Boss is a metallic dragon. Not considered likely as metallic dragons are 'good'.

Fact: The Boss holds audiences in Valjevo Castle. Castle is guarded by groups of big stupid monsters, with occasional smart human leaders.

Rumor: The Boss doesn't spend full time at Valjevo Castle.

Fact: maze inside castle wall; passwords are needed to get past castle gates.

Rumor: The Boss has been sending out messengers to the tribes of monsters in the area to recruit new units.

Vague Rumor: The Boss is recruiting new units in preparation for an assault to retake the civilized sections of Phlan.

Journal Entry 23

Several pieces of paper with highly organized writing.

Fact: Ulrich Eberhard is old, hard headed in every sense of the word, leader of the initial expedition to retake Phlan.

Strong Rumor: unfaithful to his wife, but she knows, though he doesn't know she knows.

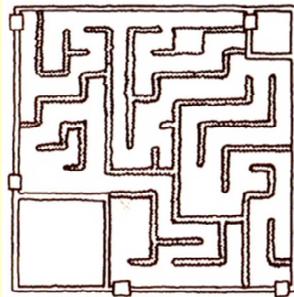
Rumor: hates monsters, with a passion; would kill every last one before surrendering.

Vague Rumor: angry attitude is a cover; he is actually paid by The Boss.

Rumor: opposes rise of Porphyrys Cadorna as a "Young upstart who doesn't respect his elders!"

Journal Entry 29

A clean map drawn with exact lines



(NE castle)

Journal Entry 14

Several pieces of paper with highly organized writing.

Fact: Porphyrys Cadorna is the last known surviving member of the Cadorna Clan.

Strong Rumor: rising star in city politics and on the City Council.

Rumor: very charming, has many admirers, but no known mate.

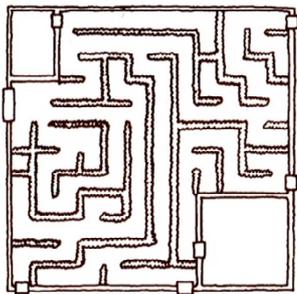
Fact: has contacted thieves to have them gain him information on the Pool of Radiance.

Fact: has hired a number of mercenaries through the thieves (we received our normal cut).

Vague Rumor: is using mercenaries to find Pool of Radiance.

Journal Entry 41

A clean map drawn with exact lines

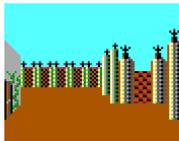
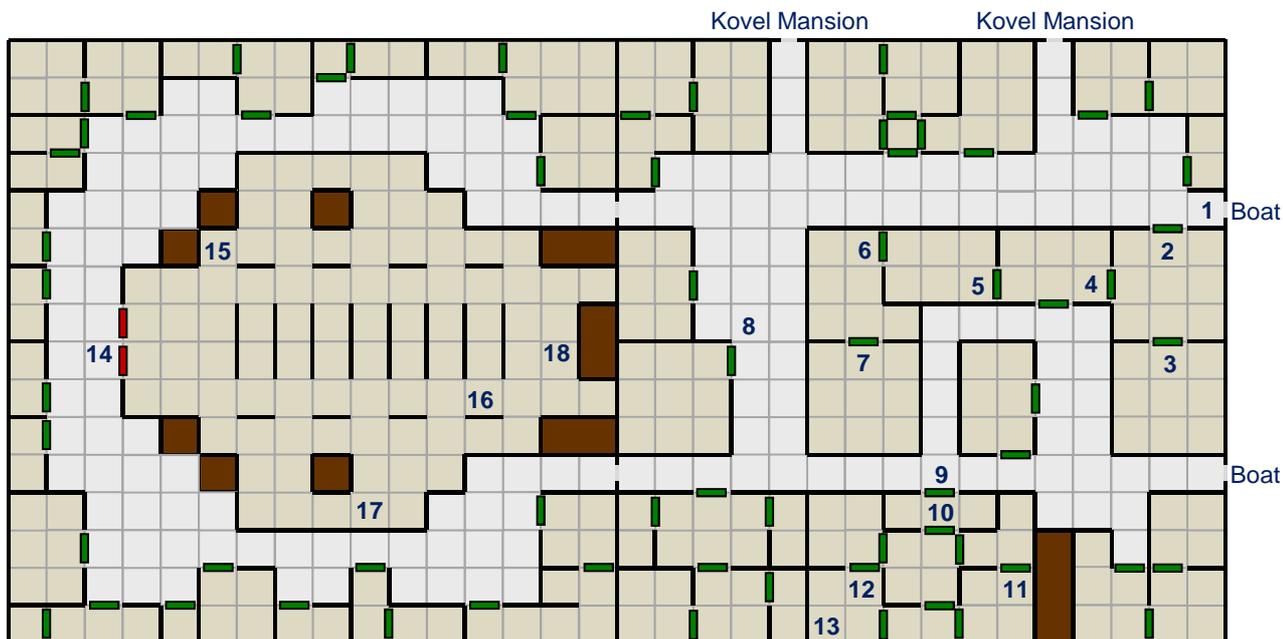


(NW castle)

Gandalf gained a Cleric level (37 HP) during this mission
Also equipped the Shield+2, Morningstar+1, Short sword+2

Map 10
Temple of Bane

Wealthy section

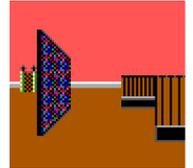
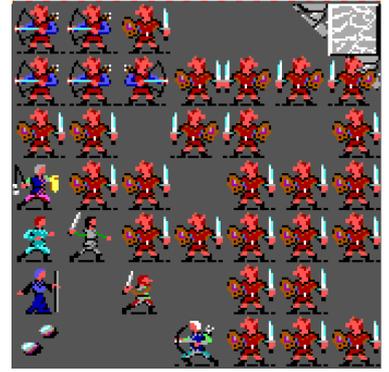


Many random encounters in these areas. Examples:

- You see a group of four orcs whose shields bear a black hand on a red field. They cautiously look you over. ... The orcs ready their spears (Combat / Wait / Flee / Parlay). This is a special encounter as only these monsters carry the Leather Holy symbols we need. Parlay – Haughty resulted in e.g.
 - In a deep, threatening voice one of the orcs says “You moles better watch your step or you shall feel the wrath of Bane!” After saying this he spits and leaves. (Always leave when we chose Parlay, but we have to choose Combat some times...)
 - The orcs yell out, “We have orders to check out suspicious individuals, but youse guys look harmless enough.” After talking the four orcs wander away.
 - One of the orcs says, “Oh, yeah youse them guys who know where de treasure is. We not supposed to kill you yet.” The orcs then wander away.
- Other random encounters with Ogres, Orcs, Hobgoblins, Goblins: Most avoided by Parlay / Haughty. Example replies:
 - “Get outa here before we make you leave”, the monsters yell. “And you wont come back if you know whats good fer ya”. The monsters then leave.
 - “We gotta keep all you nonbelievers outa here” the monsters say as they begin to leave. “So hit the road ya bums.” The monsters turn and leave.

- Arrival point from boat
 - As you enter the building you see a large group of orcs who are surprised that you’re here. With confused looks on their faces they stare at you. (Combat / Wait / Flee / Parlay) ... ended in combat anyway. **23 XP**, ... You are in a room that is filled with the dead bodies of the orcs’ previous victims.
 - In this room are some Goblin slaves that are cowering in the corner. They all scream “Please don’t kill us.” (Kill them / Let them go) You let the goblins go. As they leave one of them says “**To enter the Temple you need a Holy Symbol of Bane.**”
 - Before you is a great hall. The floor is littered with orc thrash and the walls have crude black hands painted on them. You find a trap door. (OPEN) [**285 XP, Cleric scroll (Animate dead / Cure blindness), Potion of Extra Heal, Ring of Featherfall**]
 - You are in the remains of a once great dining room. Furniture lies burned and broken throughout the room. Underneath a broken table you find a crushed skeleton. It has some jewelry on it (TAKE) [**942 XP, 3 Jewelry**]
 - You are in a room filled with rubble and waste. In the rubble you spot a beautiful tapestry (TAKE) [**0 XP, Tapestry (125)**]
- Note on (4), (5), (6): The treasures were found third or fifth time we passed through room, in SEARCH mode. Had used LOOK several times before, but that didn’t work – appears you have to be in search mode.

7. As you enter the room you see six **orcs** led by a large **ogre**. They lunge forward and attack. (42XP) ... You find a piece of paper on the floor in the room – journal entry 53.
8. Big battle with **Orcs** and **Orc leaders** (156 XP)
After this had to return to New Phlan as we were fully loaded, probably mostly by copper coins.
On return did both rest of Wealthy and Temple in one go.
9. You stand outside a large mansion. On the walls of the mansion are crude black hand prints.
10. You enter into a filthy room. Eight **orc guards** attack you immediately.
11. You enter a room that has some crude hay beds. (SEARCH BEDS) ... As you search the beds a group of orcs come into the room. They attack immediately. (18XP) ... You finish searching the beds but you find nothing but lice and hair.
12. You enter a room that has been converted into a cell.
13. On the wall here is a poorly scratched out message. You can barely make out the words "NORTH WALL. _RI__T FRONT GLAS_. _SE"
14. You stand in front of the entrance to al large shadowy temple. An old blind decrepit orc stands outside with eight orc guards. As you approach they move, allowing you entrance into the temple.
15. On the floor you find a trap door (OPEN) [342XP, 2 x Cleric scroll (Snake charm / Silence 15' / Bless), Mage scroll]
16. On the floor you find a trap door (OPEN) [457XP, Hand axe+1 (875), Dagger+1 (250), Hammer+1 (1250), Mace+1 (1500), Morning star+1 (1500), Scimitar+1 (1000), Spear+1 (1500), Short sword+1 (1000)]
17. On the floor you find a trap door (OPEN) [800XP, Potions of great strength, healing, speed; Wand of mag. msl. (17500), Dust of disappearance, 7 gold statuettes (87), Woods holy symbol (250)]
The minute you find the treasure a large group of **orcs** charge through the temple doors. Leading them is a **half-orc** who is screaming "Kill! Kill, these scum who would steal from our temple."
... Huge battle, **Mace, zillions of Orcs, Lots of Orc Leaders**.
(Necklace of missiles was effective, but careful, appears to have radius 3-4. so easy to be caught in fire!)
On Mace's dead body you find a paper, journal entry 25.
After battle: Dirten says, "Thank you for helping us regain our temple. I must stay here now. I bid you farewell." (Just as well – he used all his Hold Monster spells in easy fights and had no spells left when we could have used them. Never healed party when needed, and charged into the middle of battles. All in all did more harm than help – party's challenge to keep him alive.)
18. In front of you is an altar that is smeared with blood and covered with crude black hand prints.
(DESTROY ALTAR) ... You destroy the evil altar and the uneasy feeling leaves you.



This was just a teeny weeny part of it...

Journal Entry 53

A crumpled discarded piece of paper, full of rub outs and scratch overs.

- Priests: 1
- Acolytes: 4
- Ogres: 1
- Hobgoblins: 40
- Orcs: 90
- Goblin Slaves: 20

Journal Entry 25

An official-looking notice.

"The number of undead creeping out of the Valhingen Graveyard is increasing. These undead have disrupted training, destroyed property, and killed many of our troops. Patrols have been sent into the graveyard to reconnoiter and determine the source of the undead. None have returned. Under your responsibilities as a priest of Bane in the city, you must help combat the menace.

Lead a group of acolytes into the graveyard with the purpose of discovering the source and leader of the undead. If your group can engage and defeat the leader, or destroy the source, do so. If your group is outmatched, return with your information so that we can form an assault group with clerics and troops. Upon completion of this mission you will be in line for promotion to the next higher rank in the hierarchy of the temple of Bane in Phlan."

Signed, The Boss



New Phlan; clerk:

You have cleared the area next to the evil temple. Here is your reward. [249 XP, gems & gold]

Congratulations, you may keep all you found in the temple of Bane as a reward. (q7)

Status

	Aragorn	Dwalin	Elrond	Gandalf	Mariah	Pug
Level	5	4/5	4/4	4/4/3	5	5
HP	60	44	46	42	38	25
Weapon	Morning star+1	Longsword+1	Morning star+1	Short sword+2	Mace+2	darts
	Comp. Longbow	Short bow+1	Short bow+1	Short bow+1		Quarterstaff+1
Armor	Chain mail+1	Chain+1	Chain+1	Banded mail+1	Banded mail	Cloth
Misc	Shield	Shield+1	Shield+2	Shield+1	Shield	Bracers AC4
Misc	Ring Feather fall	Cloak of displm			Neckl of msl	Ring of prot.+1
THACO*	12	14	14	13	15	18
Damage	2D4+7	1D8+6	2D4+5	1D6+6	1D6+5	1D6+3
AC	-1	-3	-3	-3	-1	-1

Next quest: Explore area north of city. Boat across Bay;

You are on the eastern edge of the city. There are north and south entrances into the city and a small boat that you can take to the civilised area. Which route will you take? (North / South / Boat / Leave)

Wilderness map: (26, 27) (E, N) ... 1 square north: You are on the north edge of the city. Will you enter the northern city gates or the graveyard? (City / Graveyard / Leave) – (26, 26)



Went directly north through forest. At (26, 12): You find a recently abandoned camp.

At (25, 11): You have stumbled upon a large **Nomad Camp** (ENTER) { Text passed too quickly to copy notes ... } ...

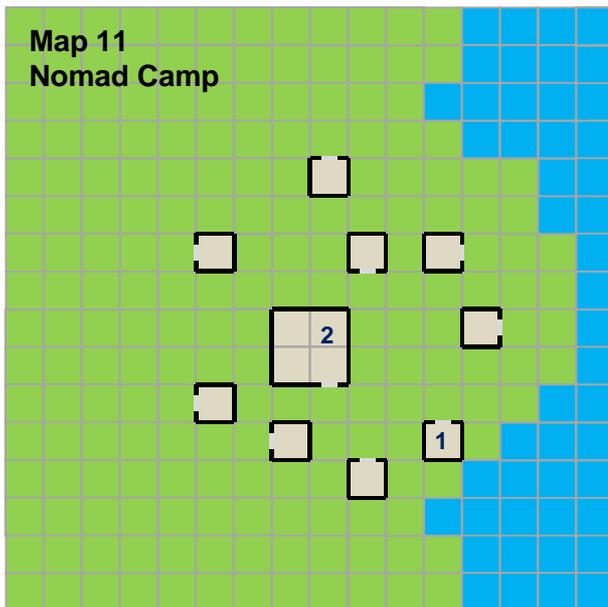
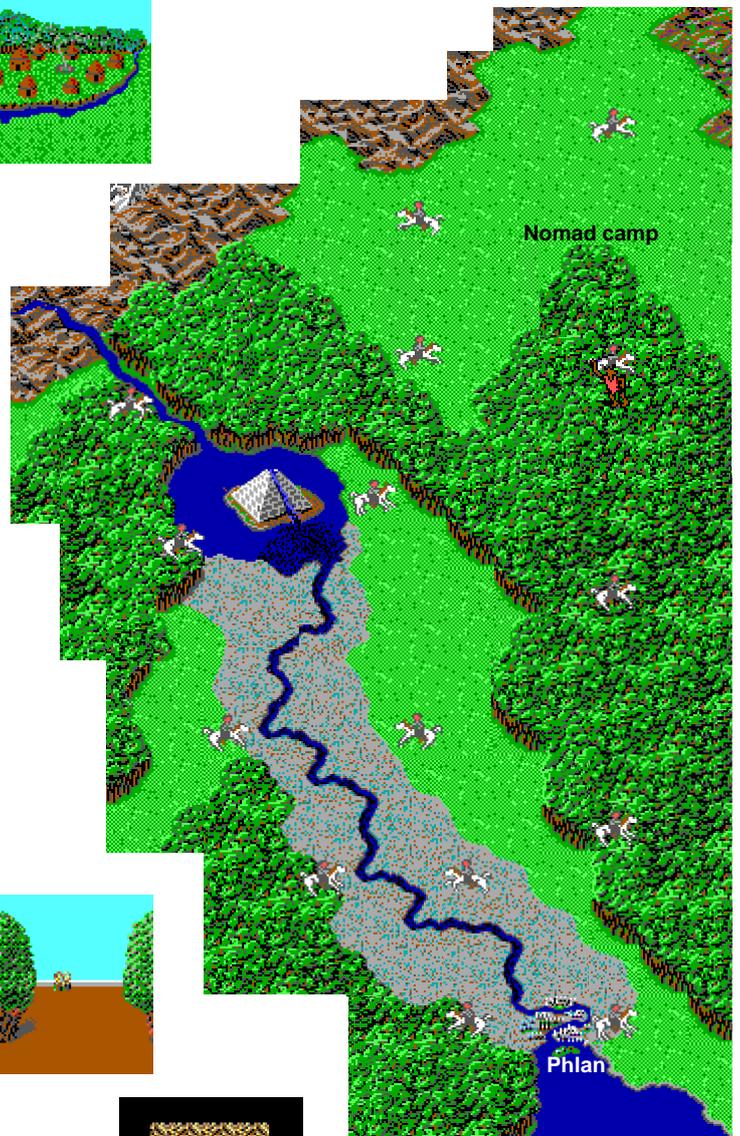
You can see children peering out of the tent openings, only to be pushed back inside by their mothers.

The biggest, meanest, dirtiest nomad pushes his way to the front of the crowd. Five other nomads stand around him as if to protect him. The biggest nomad, apparently the chief or headman, acknowledges you with a nod.

"We will give a feast in your honor tonight. Will you join us?" (YES)

"Come, let there be games for our guests." He leads you to the camp's central clearing.

You are treated as honored guests for the rest of the day. There are contests of strength and skill in your honor. As night falls, the nomads build a huge campfire in the center of the camp. The whole tribe gathers for the feast. After the feast there is dancing and wild celebrations. During the festivities the chief (his tongue loosened by drink) tells you of the dangers of the region. You make Hassad Anwal's talk entry 55 in your journal.



The headman seems very uneasy as he continues to speak. He practically begs you to stay for a few more days, rather than leave in the morning as you planned. "My scouts have seen evidence of a large band of Kobolds in the vicinity. I worry about my people, if you would stay until they pass I would appreciate it. Please think about it overnight." After a while the festivities end and you are escorted to your lodging (1).

"Here you may rest." In the morning, after exploring and resting, on entering Headman's hut (2)

The headman comes to you and says, "About my request of last night, what is your decision?" (STAY AND FIGHT)

"I and my people thank you. And know that we have honor. You shall be richly rewarded for your generous aid."

"You may wander as you will or you may stay here and rest and study. Forgive me, I must see to my people." He leaves.

Rested, but after some hours were awoken by: The sound of war cries draws you out of the hut. You spin to face the sound. A horde of Kobolds is attacking the camp. A lone sentry charges but is quickly cut down. A family emerges from a hut and charges the Kobolds.

Many Kobolds, Kobold archers (67 XP, lots of copper coins). Battle over had time to heal before next attack:



You hear war cries and the clang of metal to your left. You spin to face the sound. Ahead you see a large group of Kobolds engaged in melee with some nomads. [More Kobolds, Kobold archers \(53 XP, lots of copper coins\)](#).

Battle over had time to heal before next attack: You hear war cries and the clang of metal in front of you. You see a huge group of Kobolds moving reluctantly forward under the curses of their leader. The headman walks up and slaps you on the back. "Well done" What say we finish this together?" (YES!) ... "Then let us do it!"

Big fight as before, plus leader. This time we had 4th level nomad fighters on our side, else pretty much of the same. (565 XP).

The shaman walks up: "You fought as legends – A reward was promised, and so shall it be [[1633 XP](#), [2-Hd sword+2 \(2000\)](#), [Wand of magic missiles \(10000\)](#), [5000 gp](#)] (Problem was we couldn't carry it! Dropped all of less value, but still had to leave about 1500 gp behind.)

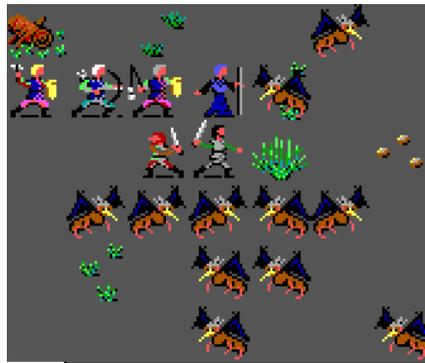
"Now please leave us to our mourning. It is a personal thing for our people."



Journal Entry 55

Delivered as you sit around the campfire.

"You must beware of the many dangers in this region. Several days walk to the west there is the pyramid of evil. It has been long avoided by all sensible men. To the southeast is a lair of many ferocious hobgoblins. The areas to the southwest are inhabited by evil men – buccaneers, marauders, and soldiers of an evil empire far to the west. And all good folks avoid the swamps to the east. Nothing but danger grows in the swamps."



On the way back, we were "Surprised by Stirges" (99XP)

Back in New Phlan, clerk:

We were much relieved by the news you bring from the Nomad Camp. Here is your reward.

[[983 XP](#), [6 gems](#), [2 Jewels](#)], (q9)

New commission

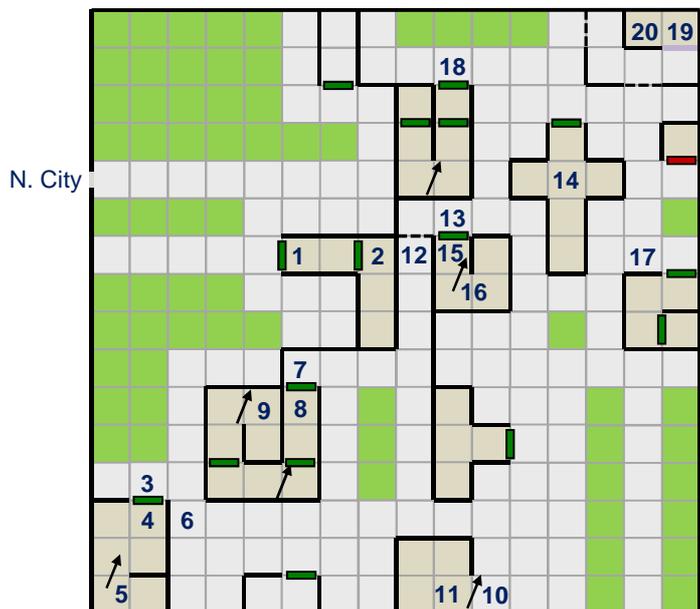
- A tribe of Lizardmen is preparing to join the enemy. Prevent this. ([quest 13](#))

Proclamation CXIV

Be it known that the is offering a special reward for the safe return of the heir to the House of Bivant. Said minor was carried off during a buccaneer attack on the merchant ship in which he was sailing. Apply to the council clerk for the concil's commission and additional information as to the abduction.

Status						
	Aragorn	Dwalin	Elrond	Gandalf	Mariah	Pug
Level	5	4/5	5/4	4/4/3	6	5
HP	60	44	51	42	47	25
Weapon	2Hd sword+2	Morningstar+1	Morning star+1	Short sword+2	Mace+2	darts
	Comp. Longbow	Short bow+1	Short bow+1	Short bow+1		Quarterstaff+1
Armor	Chain mail+1	Chain+1	Chain+1	Banded mail+1	Banded mail	Cloth
Misc		Shield+1	Shield+2	Shield+1	Shield	Bracers AC4
Misc	Ring Feather fall	Cloak of displm			Neckl of msl	Ring of prot.+1
THACO*	11	14	14	13	15	18
Damage	1D10+8	2D4+6	2D4+5	1D6+6	1D6+5	1D6+3
AC	0	-3	-3	-3	-1	-1

Map 12 Valhingen Graveyard



Entry to graveyard: Exit north from Kovel Mansion, select Graveyard.

↑ Stairs

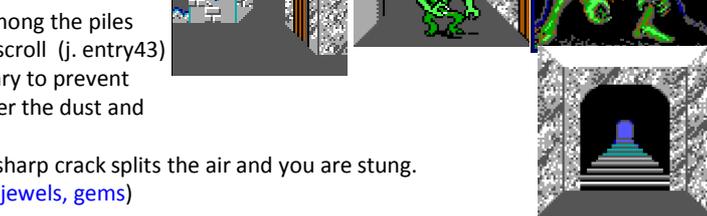
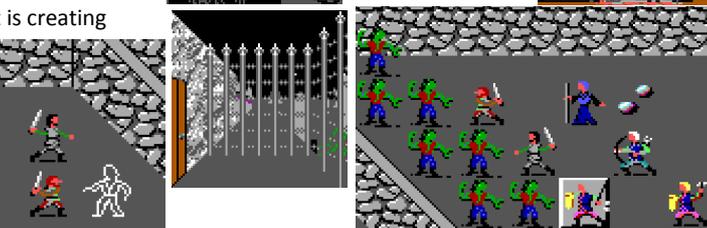
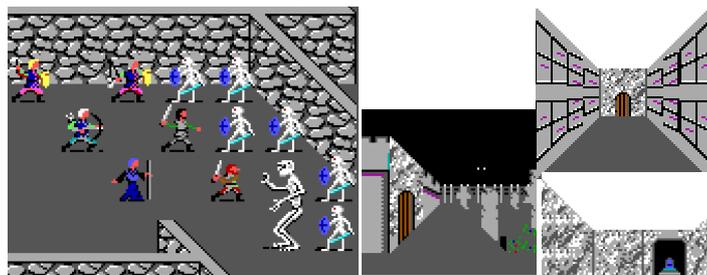
On entry:
The sky darkens. Fierce gusts of wind howl past and the ground shakes as peals of thunder rock the land.

The swirling murk hides what lies ahead... Until an explosion of lightning reveals the nightmare scene of a graveyard turned upside down.

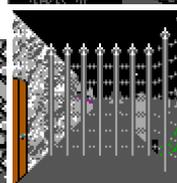
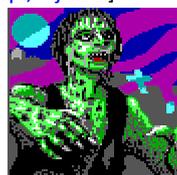
Random (?) encounter
just after entrance:
Skeletons silently attack.



Note: With Mariah now level 6 cleric, TURN destroys low level undead (skeleton, zombie)



- The enclave is guarded by a **skeleton army**!
- You find a **giant skeleton** and its retainers (LOOK) You find a marble chest (OPEN) [5095 XP, 28si, 69gp, 10 gems, 12 jewels, 4 x Cleric scroll (2xRestoration)]
- A small army ... after battle: Noxious fumes
- Noxious fumes tear at your throat as you crunch through piles of dried bones.
- You surprise a shadowy form creating new skeletons. [Spectre, 2234 XP, 2000gp, 555pl, 3 jewel] ... Back to New Phlan to train and reduce load.
- You find some undead. (Zombies)
- All around the tower, piles of hair and fur cover the area... The tower door swings open and a small army of zombies shuffles out. The door closes with a clamor of locks falling into place.
- The chamber is filled with useless clothing and rusting armor.
- In a chamber filled with ruined parchments, you surprise a shape that is creating Zombies. [Spectre, 1516XP, gold & gems]
- Zombies shuffle down the stairs!
- A Zombie with gray, leather-hard skin gazes at you with hate-filled eyes. [Juju zombie, zombies (134XP) ... Various objects are scattered about. Will you pick them up? (Y) [1020XP, si+cu, Potion of heal, Wand of lightning bolt, 2xCleric scroll (2xRestoration)] ... Back to New Phlan to train and reduce load.
- You find some undead (First encounter with **Wights**, who drain level(s) on hit + zombies, ghouls (paralyze)) Restoration restores one level and previous HP, but XP are at the minimum for that level. Therefore an advantage to go to New Phlan for training, so that everyone is "just above" a new level) All in all a big advantage not to lose levels, so refought most of the encounters to avoid this.
- Wights appear from behind the tower.
- Inside the ruins of a black marble crypt is a coffin filled with dust. Among the piles of dust are several broken crosses, vials of spilled holy water, and a scroll (j. entry43) -- Do you want to do anything with the coffin? (SANCTIFY) { Necessary to prevent Vampire from escaping into coffin at a later encounter } ... You scatter the dust and place what holy items you can spare inside.
- The lower chamber is filled with glass and fur objects of all types. A sharp crack splits the air and you are stung.
- You surprise a figure as it summons a wight. (Spectre, 2234XP, gold, jewels, gems)



Journal Entry 43

A loosely wrapped scroll.
 “Aramalg-the-Good, paladin and brother of Taimalg-the-Invincible, and Sarasim of Teshwave, the high priestess of Sune, attacked the denizens of the Valhingen Graveyard with a holy vengeance. They came in search of Taimalg and his mercenary band, who assaulted the graveyard and did not return.

Sarasim used her holy power to dissipate and turn the undead that confronted them. Aramalg wielded his vorpal sword and slew the few that fought her power.

Together, Aramalg and Sarasim penetrated the graveyard to an evil marble crypt. They found and splintered an empty coffin, blessing the remains and sprinkling it with holy water. Then they confronted the owner of the coffin, a creature of great evil and the leader of the undead in Valhingen, an ancient Vampire. The three began a furious melee.

The vampire was swayed by Aramalg and Sarasim’s power, but would not be turned. The vampire shouted, “I have defeated Taimalg and his warriors, I will defeat the brother of Taimalg as well!”

The vampire summoned an army of rats and tried to charm Sarasim to his side, but to no avail. Sarasim resisted his charm and Aramalg charged through the massed vermin. The vampire fell before the mighty blows of Aramalg’s holy sword and Sarasim’s enchanted mace.

Defeated, the ancient vampire dissolved into gas and fled to his coffin. Finding the coffin destroyed he returned to solid form and screamed. Seizing the moment Aramalg grabbed the vampire and held him with all of his strength. Sarasim ran up and drove an oaken stake through the vampire’s heart.

Aramalg and Sarasim performed the proper rituals to banish the vampire forever. Then, wounded, Aramalg and Sarasim left Valhingen graveyard. It was beyond their power to completely cleanse the evil place, but they had extracted proper vengeance for the death of Tiamalg and his troops.”

17. You stand before a huge tower. The single entrance is locked and strongly built. Warning voices cry from within. “We are the spirits of those who fought the dragons. Leave us or die.” (LEAVE – but planned to come back...)
18. Shadowy shapes form in front of the door and attack (2 spectres, 676XP)
19. Wooden stairs lead into a pit. Go down? (Y) NOTE: The illusionary wall south of (19) wasn’t that illusionary. When walking into it, nothing happened, not even the swosh-sound normally heard for “you can’t go this way). So it wasn’t solid, but still couldn’t pass it. Tried several times, and did (17-18), and the clock passed 1.00 and we could suddenly walk through. What triggered it we still don’t know.
20. (In pit) The chamber lights up to reveal a tall, pale man with white teeth. (Vampire + 3 wolves) Vampire gazes → charms a character. Also of course drains two levels on hit. On second attempt cast Hold Person on the charmed char, but had to slay that char before the fight would end. Dwalin lost two levels, which wasn’t that bad.
 The vampire turns into a vapor cloud and floats away. (--to his coffin... J.Entry 43)
 (LOOK) ... You find the vampire’s treasure cove (TAKE) [3133 XP, 8756 gp, 6 gems, Wand of missiles, 3 potions of healing, Shield+1, 5xCleric scroll (2xRestoration)]
 Back to:
14. You are in the dusty remains of a black marble crypt...
 There is a vampire here.
 This fight was easier – he was obviously already weakened, and alone. (663 XP)



Now strange ... explored rest of the graveyard, but nothing there. No monsters, no treasure, even though hint book tells of both. Apparently, the death of the vampire removed all other undead ... but the treasure also?

So returned to New Phlan, and talked to clerk:

“We have been informed you have eliminated some undead from the graveyard. Here is your reward.” [4487XP, gp+pl, 19 gems, 25 jewelry]
 “The council has voted a special prize for ending the graveyard menace. Here is you reward.” [9791XP, 15 gems, 25 jewelry] (q10)

Now had so much money that we have problems carrying it, so bought a [Fine Composite Long Bow](#) for 25000 gp. If it’s worth the price, we might buy more...
 Also sold many of the Restoration spells, as we probably don’t need them all, and can’t fill our inventories with them

Elrond is now at the maximum Cleric level for a Half-Elf. A bit confusing feedback here, as we get the message “Not enough experience” when trying to train. “This class can’t train anymore” and “You’re too experienced to train here – you should have been a teacher...” would have been more informative.

Status						
	Aragorn	Dwalin	Elrond	Gandalf	Mariah	Pug
Level	6	5/6	5/5	5/5/4	6	6
HP	74	54	56	53	47	30
Weapon	2Hd sword+2	Morningstar+1	Morning star+1	Short sword+2	Mace+2	darts
	Fine Comp. Lbow	Fine Comp Lbow	Short bow+1	Short bow+1		Quarterstaff+1
Armor	Chain mail+1	Chain+1	Chain+1	Banded mail+1	Banded mail	Cloth
Misc		Shield+1	Shield+2	Shield+1	Shield+1	Bracers AC4
Misc	Ring Feather fall	Cloak of displm			Neckl of msl	Ring of prot.+1
THACO*	10	13	13	12	15	17
Damage	1D10+8	2D4+6	2D4+5	1D6+6	1D6+5	1D6+3
AC	0	-3	-3	-3	-2	-1



Explored area NW of Phlan in search for Kobolds ([quest 11](#)) Had some encounters, found:

(19, 14): You have found a rowboat hidden amongst the reeds. Will you take it to the pyramid?

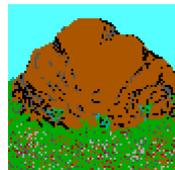
(10, 15): A small dark cave (met some boars)

Then explored area northeast of Phlan. Many encounters ([kobolds](#), [hippogriffs](#), [quickling](#), [Lizardmen](#), [Giant snake](#), [Stirge](#), [troll](#),...), found Cave at (29, 10), and Kobold Cave (32, 15). Note: In square adjacent to cave:

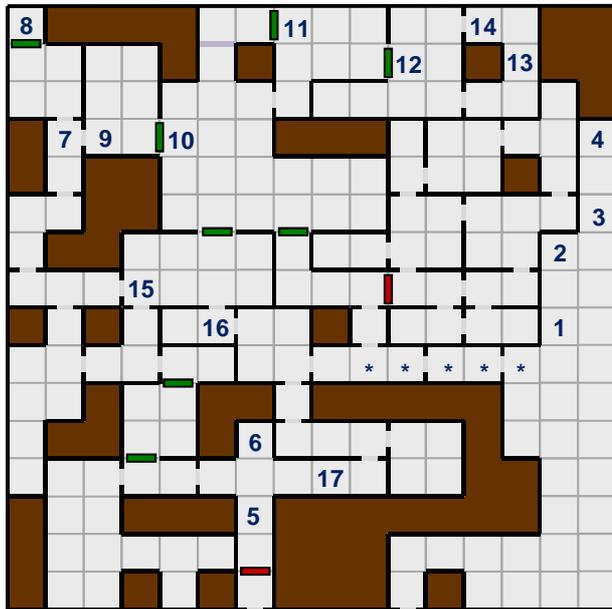
A screaming horde of kobolds attack the party (every time).

(32, 15): You see a small group of Kobolds entering a small, concealed cave. A larger, more noticeable cave lies just east of the small hidden, cave. What cave will you enter?

Note we can take boat (East) to mouth of river.



Map 13 Kobold Cave



Small Cave Large Cave

Started by entering "Large Cave"

* * ... Bad things happen here – stay away!

- Before you lies a huge **Wyvern**. It rises up and charges. [224 XP]
- Amongst a log of nests you find some treasure [1233XP, Mage scroll, 10 arrows+2, money, gems & jewels]
- Kobolds seem to boil up from nowhere (**Kobolds, Kobold ldr**)
- (LOOK) Hidden in a narrow crevice is an old crippled Kobold. It croaks heavily for water (GIVE IT WATER) ... When you give it water, it crawls out and tells you its tale. (J. entry 20) After it is done, it leaves. (LET IT LEAVE)
** Then exited this Wyvern Cave, and entered "small concealed cave"
- Aragorn falls into a pool of water. Some items were lost recovering Aragorn. (Don't know if this is a fixed or random event, but found that nothing essential had been lost, so carried on.)
- You find a pile of mine tailings. (LOOK) ... In it is a Kobold's crude drawing. You record it as J. entry 42.
- In this room is a young woman in barbarian finery. She drops a Kobold she was strangling when she sees you. "I am Princess Fatima", the princess continues. Her tale: J. entry 16. (Joined – lv 4 fighter)



- This was a prison cell. Broken bindings and six dead Kobolds are strewn on the floor.
- You are in a crude barracks. On one wall is a crude map, J. entry 28. (Tried to rest here, but was attacked. Planned to rest before big encounter, but it came before it did last time... So could have been better prepared, at least at full health.)
- Before you is a horde of Kobolds. Behind them are two men and an ancient Kobold on a wooden throne. One says, "These men are enemies. Defeat them and my lord shall be most generous." The king looks at him, and then at you. He smiles and screams, "Kill them!". **First wave: Lots of Kobolds, Kobold archers, Kobold leaders, and 5-7 trolls.** Should have used more fireballs, wands, sleep spells on this fight, but thought the following would be worse – this one was bad enough. 530XP. After every monster was defeated, did not end battle, but stayed in battle mode while using all our healing potions to get party back in shape (no spells left). (Hope we haven't wasted our potions...) ... Directly, with no chance to camp: The king, frothing at the mouth, cries, "Use the secret weapons." --- Ballista appear and fire { Gandalf hit for 5 pts / Pug hit for 11 pts / Dwalin 2x6 pts / Elrond 10 pts / Aragorn 11 pts } **Second wave: About 20-30 Kobolds, 5-8 Wild Boars, about 5 trolls.** (Wild boars tend to "shake off and grin" when dead, and must be killed twice) 230XP. The men sneer at the king and one says, "Let us show you how warriors fight."
Third wave (still no encamp possible): **2 envoys, a bunch of trolls and wild boars, a group of Kobolds.** (Used hold person on men, fireball on trolls and boars, and finished off the remaining monster HPs manually) [657XP, 2 x 2-Hd sword+2, 2xPlate, 4xshort sword]. Gave Plate and Morningstar+1 to Fatima (wasted, as she didn't participate actively in any more fights.) ... The king has escaped during the fight. – Now it was possible to rest (everyone fled?), and we healed everyone and memorized all spells before continuing.
- You reach the king's quarters and confront his guards. (448XP)
- The king, panicked, has fallen into his own spiked pit and died.
- Spread across the floor is the accumulated wealth of the Kobold community. [992XP, 2 x Mage scroll, Silver Brooch (1), apparently useless items, 50000 cu (left), 6 gems, 2 jewels]
- (LOOK) You see a brass bottle jammed into a crack here (PULL IT OUT) ... As you pull it out, the cork comes loose, and a misty shape appears. "I am the Efreeti Samir Ahwahl. You are not my master. Are, perchance, Vampires?" (NO) ... "Fools, summon me only when a vampire is near or face my wrath." He returns to the bottle. [571XP, Efreeti Bottle (17500)]
- Here, crude tables, littered with bones, are scattered around.
- Rats are hung here to age. Moldy roots lie in piles.



17. A Kobold approaches waving a white flag... The Kobold bows and says, "You are quite dangerous. We will pay for a truce." (REFUSE) ... The Kobold retreats, then strikes the wall – The roof collapses (some hit for 2 pts damage) Before you recover, Kobolds arrive (easy battle) [Don't matter much what we do here – it's a trap, and can only be avoided by staying out of this room.]



When we reached the exit: The Princess says, "I shall go my own way now, but you will always be remembered. Good hunting." { Does she have any significance at all? Perhaps if we'd done the Nomad camp after this? }

On exit: Mariah starts to train (? – She did use the Manual of Bodily Health at some point, by mistake (?))

Journal Entry 20

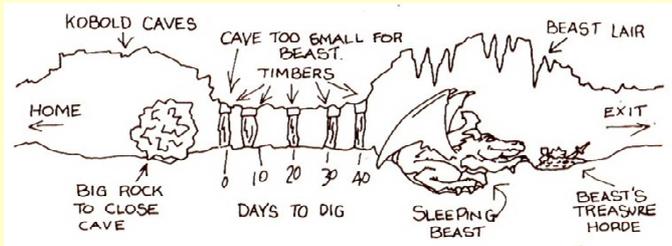
Told in a pained voice.

"We just got the cut through to the beastie's lair when I injured my leg. King decided there wasn't much use fer me anymore. Made me a proposition though. Said if I went into the lair and brought out the treasure, he'd feed me till I stopped breathin'. Best deal I had, so they tossed me down here. Not bein' a fool, I lit out for the deepest hidey-hole. Thankfully the beastie was asleep. I can still move real quiet when I must.

Anyway, if there hasn't been much of an alarm, then drunken Ferd must be on watch at the rock. He's the king's son, so he ain't here with me – worthless sot. If he's there, he's got less brains than a fermented rat, just act officious and he'll take ya ta the king. Wouldn't mind hearin' of that tyrant's demise. Ya seem just the types ta do it too."

Journal Entry 42

A sketch drawing



(Beast must be Wyvern which we've just slain)

Journal Entry 16

Told in a proud, haughty voice.

"I am a princess of a tribe of nomads to the northwest. My father is an old fool. He wanted me to marry King Al Rasid, to cement an alliance. I had more important things to do, than be tied down to an aging monarch. When I marry, it shall be to someone who has the same taste of adventure and the same skill with a sword.

Well, Father was insistent and his subjects supported him, so I left to seek my fortune. Kobolds had been raiding our tents upon occasion, so I headed this way. If I could end the threat, then I'd have more leverage with my tribe. However, two nights ago, I was ambushed by these worms – knocked out and bound up. I finally got myself untied a little while ago and was working my way out of these caves, when you showed up."

Journal Entry 28

A crude map burned into an animal skin



(Looks like route to Nomad Camp)

On return to clerk in New Phlan:

This loss of the Kobold forces will be a major blow to the enemy. Here is your reward [1041XP, 25 gems] (q11)

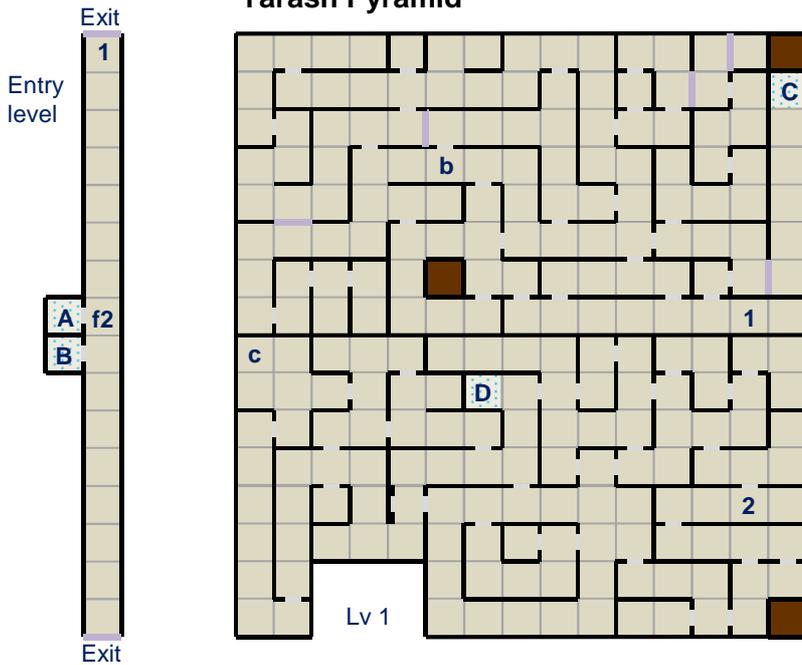
Commission:

- The heir to the house of Bivant must be rescued. We will pay generously for his safe return. (quest 14)

Sold Efreeti bottle, and bought another Fine Composite Long Bow (25000), so now all four fighters have one. (They're pretty good...)

Status						
	Aragorn	Dwalin	Elrond	Gandalf	Mariah	Pug
Level	7	5/6	5/6	5/5/5	6	6
HP	87	54	63	56	47	30
Weapon	2Hd sword+2	Morningstar+1	Morning star+1	Short sword+2	Mace+2	darts
	Fine Comp. Lbow	Fine Comp Lbow	Fine Comp Lbow	Fine Comp Lbow		Quarterstaff+1
Armor	Chain mail+1	Chain+1	Chain+1	Banded mail+1	Banded mail	Cloth
Misc				Shield+1	Shield+2	Bracers AC4
Misc	Ring Feather fall	Cloak of displm			Neckl of msl	Ring of prot.+1
THACO*	9	12	11	12	15	17
Damage	1D10+8	1D10+7	1D10+6	1D6+6	1D6+5	1D6+3
AC	0	-1	0	-3	-3	-1

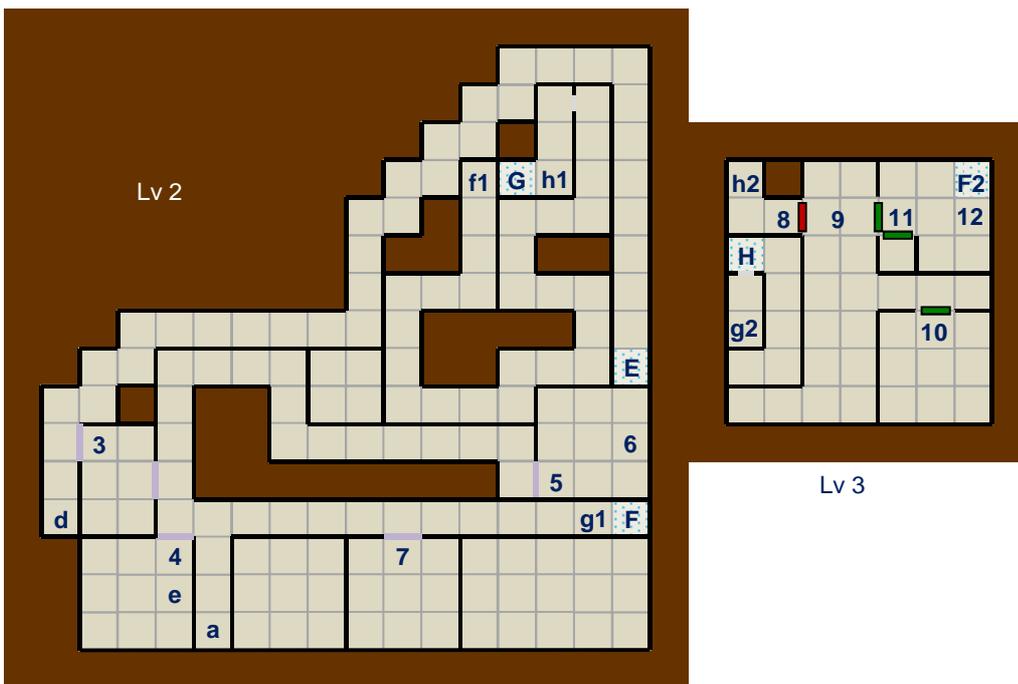
Map 14 Yarash Pyramid



 Invisible Teleporter; A → a etc.
Some places: There are rocks here.
(Throw a rock / Move on / Leave)
Throwing a rock changes destination, but didn't see a system. Some destinations have certainly been missed. Mapped the ones we found and used. (So E.g. F → f1 or f2)

This quest was hampered by a bug: *Save games from inside the Pyramid couldn't be restored.*
Had mapped a bit when we discovered this and had to restart from New Phlan. So had to do it all in one go. Midways we suddenly were teleported to f2, and could exit and save before continuing.

Note level 1 isn't needed at all. By using portal A and the "correct" ones afterwards, we can go directly to the final confrontation. But of course we wanted as complete documentation as we could get... May also have missed some secret doors (inaccessible rooms can be just that – or that we didn't find the entrance.



After using the rowboat (main map) we arrived at the island:

You are in front of a magnificent pyramid. You have found a secret door that leads into the pyramid. (ENTER)
This puts us by the north exit of Entry level.

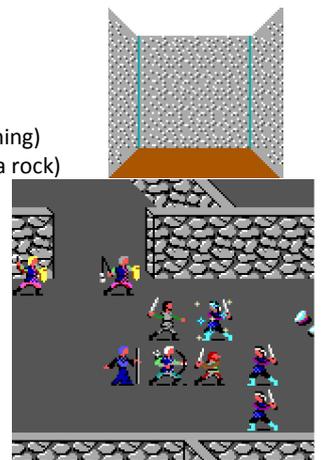
Teleporters: As you move through the room there is a flash, and you suddenly find yourselves elsewhere (no warning)

Multi-destination teleporters: You see rocks scattered about the smooth flagstones. (Go back / Move on / Throw a rock)
(THROW) You throw a rock. Suddenly it disappears with a flash! (Changes destination)

Many random encounters, especially on level 1.

{ You see dwarven fighters – The leader waves and calls to you –
They wave and say 'Saved!'

They smile at you. (Parlay-nice—Battle w. 7th level dwarven fighters)
(514 XP, 3xLucern Hammer+1 (1250)) }



{ You are surprised by some gaunt men in poorly fitting leather... They smile at you... Battle (2227XP, Wands) }
 { You are surprised by large insects with rusty red feathers... They fly toward you... Battle [Stirges](#). }
 { You see a group of emaciated elves. Battle [Diane](#). }
 { You are surprised by a group of Driders ... One licks it lips... }
 { You are surprised by some large bull headed men. One licks it lips. [Minotaurs](#). }

1. You see a human priest. He smiles at you and raises his hand in benediction. Peace brother. You too, are one of my flock. I have but recently prayed for another of my flock and may pray no more.

2. You find the corpse of a man. The body has been stripped of weapons and armor, as well as any useful gear. (LOOK) ... However, you find a book under the body. It is the Journal of Tyrmor. It is fascinating and you include much of its information as [J. entry 26](#).
 *** At this time, got message "[Mariah is hardier](#)" (+1 CON (→19)) (Manual)

3. You have entered what looks like an ordinary alchemist slab... recently used. The walls are lined with flasks and bottles, oils, ointments, and draughts. These are surely of an alchemical nature. (LOOK) ... You find a notebook. A typical entry reads, "Subject 213: Progressing well, scars healing, unable to talk yet. Subject 214: Died when treated, failed again..."

4. You see a group of five lizard men. They hiss at you... Their leader says "Foul servants of Yarash!" ... Standing ready their leader says, "You must be the servants of Yarash!" ... They are weary, but not hostile... (Parlay-nice) ... "Since you are not the servants of Yarash, we will not kill you. The enemy of my enemy is not my enemy!" – { However if we have already met (and battled with) the mutant lizard men (6), they react: "Mutulating scum! We will die before we let you twist us as you have our other people! But you will die first!" ... Battle. – After restore failed, went here before (6) and got the friendly response – and stayed away from (6) just to be sure... }

5. You have entered a room filled with large vats with the same oily black stuff that flows from the fountain. The chamber stinks. On the walls are shelves of bottled and flasks.

6. (SEARCH mode) As you are poking around in the vats, a pain crazed lizard man surfaces and attacks you! Two others quickly join him from other vats ... [Mutant lizard men](#) (Battle only before failed restore, wasn't here second time)

7. You have entered a room filled with a horrible assortment of torture instruments. In the center is a large table with metal restraints.

8. You see a sign over the door in front of you. It says, "Don't forget the password". This is followed by six dwarvish runes... (On trying to open door, was prompted for password: **NOKNOK**.)

9. You have entered the fountain chamber. Many pipes containing the black liquid run across the room in a bewildering fashion... Another pipe, running from the wall across and to your right, pumps in streams of the foul liquid. All about the room are valves, gauges, petcocks, and pipes. ... (Move away)

10. You have entered a pumping room. Working as slaves in this room are three lizard men with whip cuts across their back who are shackled to the wall by long chains. Two of them are pouring barrels of the black contaminant into a large vat. The other is working a bellows pump. They recoil in fear. (Parlay-nice) ... As you free them they tell you all about what Yarash is doing and how you can get help from their tribe in the swamp. You copy all they say as [J. entry 35](#).

11. An ancient mage looks up from his studies, "Ah, good, I need more specimens as controls." He turns to his mutated guards, "Subdue them!" ([Yarash, mutant lizard men](#) – a silence spell and melee made battle easy. 959XP, [Bracers AC4](#), [2 Potions of healing](#), [1 Potion of speed](#), [1 Wand of Paralyze](#))

12. This is the desk of Yarash. On it is a litter of papers. (LOOK) ... Among the papers on the desk you find the following and slip them into Journal:

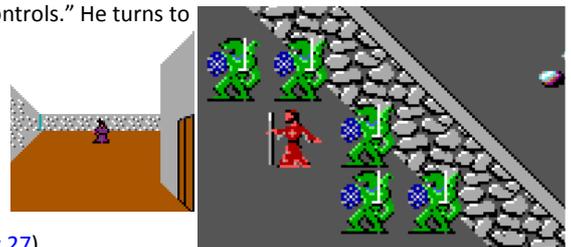
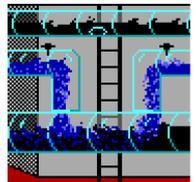
- A letter from the Boss, telling Yarash to join or die ([entry 33](#))
- An unsent reply to this letter ([entry 49](#))
- A message to the Buccaneers, offering a bounty for a real Sahuagin ([entry 27](#))
- A warning to an agent about the dangers in the mountains to the northwest ([entry 56](#))
- A note to a trapper about Kobolds and Hobgoblins ([entry 40](#))

Went back to the machinery (9), and chose (DESTROY IT) ... You hear a whining from the pipes the black liquid is bubbling. However, not all the equipment is yet destroyed. (Repeated four times) ... There is an enormous explosion! Bits of pipe and other plumbing fixtures fly in all directions. (All party members hit for 11 pts of damage).

Apparently finished here, went to portal F2, and exited pyramid (and finally could save (!)...)

As you leave the Sorcerer's pyramid behind you can see that the land is already beginning to recover from the alchemical pollution caused by the pyramid. (Note river banks are now green, not gray)

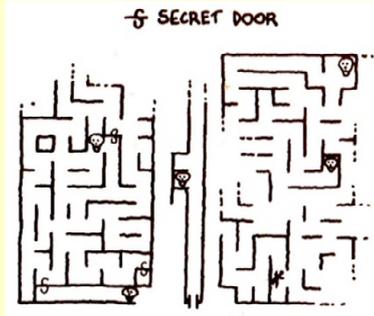
Returned to New Phlan.



Journal Entry 26

A small bound book.

"I have charted this maze as closely as I can. My way is blocked by both stone and mystic death traps. Yarash must have used his magic to escape this place. I can find no other way out.



Yarash has been breeding creatures for increased ferocity. Most of his experiments fail. Few live long enough to mature. None that mature have yet bred true. The bodies of his failures are often used as food for his new creations.

I do not know what Yarash intends to do when he completes his hideous experiments. But I must assume that he will turn his abominations loose on the world. To these creatures Yarash will be their creator, perhaps even their god! The idea of Yarash as a god to anyone sickens me. I must find a way to stop him."

Clerk:

With the clearing of the Stojonow River, we can open up the hinterlands for trade.

Here is your reward (q12)
[5708XP, 250pl, 15 jewels]

Commission

- **Lord Cadorna** has a delicate diplomatic mission that requires your particular skills. You are summoned to his chambers, south door.

Cadorna: "It is imperative that a message be delivered to the Zhentil Outpost to the west. I am sending you as diplomatic envoys. When you get to Zhentil Keep, present this packet to its commandant. Do not break the seals or you will be seized as spies." (quest 15)



Journal Entry 35

Told in halting speech.

"Thank you for freeing us. Yarash has been experimenting on our people, changing them in horrible ways. Every night we carry off another lizard man with his chest burst open or his head mangled. Yarash say he make us like Sa-Hag-An. He always say that he make us stronger, better hunters. But all he make us is dead.

We were not allowed to speak when Yarash was around. These marks were passed down to us and remind us of home. They represent the friend word used between lizard men of different tribes. If you meet lizard men on the outside, this word may help you."

The lizard man carefully scratches marks into the dirt. You recognize the marks as two runes and a path symbol.



(Align the two runes, read along dashed path:
SAVIOR)

Journal Entry 27

An impressive announcement.

"BOUNTY of 10,000 GOLD!

I will pay 10,000 gold pieces for a live sahuagin! I will pay 1,000 gold pieces for a recently dead sahuagin in good condition. I need a specimen of this man-like salt water aquatic creature for my studies.

Bring your specimen to the shore of Lake Kuto and build a fire as a signal. Your specimen will be examined. If it is truly a sahuagin you could end up with 10,000 gold pieces. But beware, I will know any forgeries, and will punish any attempt at deception.

So, capture a live sahuagin, bring him to Lake Kuto, and walk away a rich man!"

Signed Yarash, the Sorcerer.

Journal Entry 33

An official looking notice.

"Yarash,

The time has come for you to add your power to the growing legions of my followers. Come and supplicant yourself to me and I will reward you as an important officer in my magical forces. You will serve as the advisor to the cohort of soldiers to be based at Sorcerer's Island. Resist and you shall be crushed before my almighty power. I expect your positive reply within the week."

Signed The Boss.

Journal Entry 49

A letter on clean white paper in a strong hand.

To: The Boss
Valjevo Castle, Phlan

Sir,

"I categorically reject your demand that I submit my island and my powers to your control. I am a free man and I will remain free. No petty tyrant can order about a true mage.

If you or your troops make any move toward Sorcerer's Island I shall send an army of my unstoppable aquatic creations down the Barren River and sink your precious castle. Until now you have been beneath my notice. If you value your empire, let us keep it that way"

Signed Yarash, the Sorcerer.

Journal Entry 56

An unsent note written on sturdy parchment.

"An active dragon has made its home in the Dragonspine Mountains to the northwest. Keep search parties away from the are so as not to catch the dragon's attention."

Journal Entry 40

A quick note on an often used piece of paper.

"Both kobolds and hobgoblins exist in large numbers to the east. Experiments show neither makes good breeding material"

	Status					
	Aragorn	Dwalin	Elrond	Gandalf	Mariah	Pug
Level	7	6/6	5/6	5/5/5	6	6
HP	87	b60	63	56	47	30
Weapon	2Hd sword+2	2Hd sword+2	2Hd sword+2	Short sword+2	Mace+2	darts
	Fine Comp. Lbow	Fine Comp Lbow	Fine Comp Lbow	Fine Comp Lbow		Quarterstaff+1
Armor	Chain mail+1	Chain+1	Chain+1	Banded mail+1	Bracers AC4	Cloth
Misc				Shield+1	Shield+2	Bracers AC4
Misc	Ring Feather fall	Cloak of displm			Neckl of msl	Ring of prot.+1
THACO*	9	11	11	12	15	17
Damage	1D10+8	1D10+7	1D10+6	1D6+6	1D6+5	1D6+3
AC	0	-1	0	-3	-3	-1

Headed west to search for Lizard men

Found first Buccaneer's base (12, 31), and then Zhentil Keep (3, 32). So did the Zhentil Keep quest in stead. (q15).

And after still didn't find the Lizard Men (they're not on this map!), so did Buccaneers (q14)



Zhentil Keep

Found cave at (12, 28)

Zhentil Outpost:

A group of men on horseback ride out to meet you. Their leader says, "Are you the diplomatic envoys from New Phlan?" (YES) ... You are being escorted into the Zhentil Outpost.

The riders escort you into the Outpost... From here you see a large inner wall around the central keep. This area is busy with men entering and leaving barracks. You are led toward the central keep.

You are inside the commandant's office. He greets you and you hand him the papers... After skimming through the papers the commandant says, "I welcome you and hope you will join me for dinner tonight."



Anhehegs



Buccaneer Base:

Near base: A small caravan of slavers ride by you toward the buccaneer base. ... You have reached the Buccaneer base. A band of buccaneers ride out to escort you in (ENTER) ...

You are just inside the main gate of the Buccaneers' base. You are being taken to the center of the base where the merchants make camp.

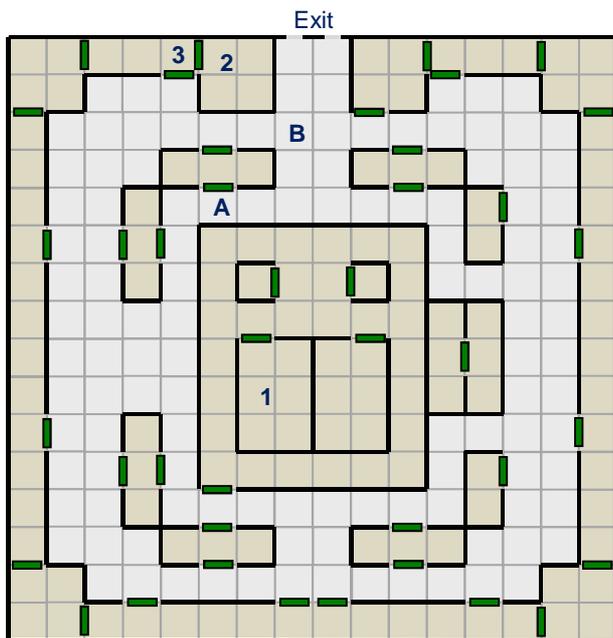


Centaurs



Quicklings

Map 15 Zhentil Outpost



1. Commandant's office
2. Our quarters
3. Guards

NOTE: Didn't explore entire area. This became a quick-in quick-out assault.



He tells a guard to give you a tour of the outpost.

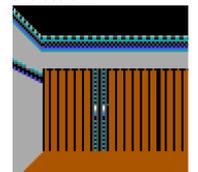
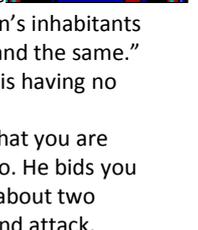
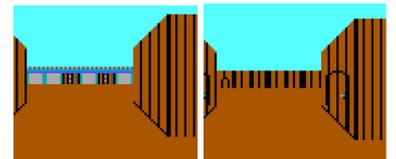
The guard giving the tour says, "Here you see one of our fine barracks. There are six of these here and each can hold over a 100 men." (A looking west) ... "Here you see one of our fine watch towers which were built by the finest stone masons in the land." (B north) From here you can also see our solidly built outside wall. This wall has survived many attacks, including one from a dragon." The guard says "That concludes the tour. I will show you to your quarters." ... (At 2): The guard says "Here are your quarters. Do not leave this area." He then leaves. ... Attempted to exit door: There are four guards here. Their leader says "You are restricted to your quarters. Return to them now." (RETURN) ... You are in your quarters. Will you walk around or will you just relax until dinner? (RELAX) At dusk a guard comes by to escort you to dinner...

... You arrive at the officers mess and are seated with the commandant and his advisors. A fine meal of roast boar is served with a hearty red wine. The commandant turns to one of the characters and says, "So, how's everything in Phlan?" ... What will you talk about?" (POLITICS). As you mention politics the commandant says "I've heard that Phlan's town council is corrupt. Specifically Eberhard. Is this true? (DON'T KNOW) You say that you don't know anything about that matter and the commandant responds "Yes of course you don't." (CITY - NEW PHLAN) As you talk about New Phlan the commandant listens carefully. The commandant asks "Is it true that the real power in New Phlan is Bishop Braccio?" (YES) You say that Bishop Braccio is the real power in Phlan, and the commandant responds by saying, "Phlan must be a city of fools if a bishop of Tyr has power!" (CITY - OLD PHLAN) As you talk about Old Phlan's inhabitants the commandant says "I know a legend about a fire being called Tirantikus. I believe that Tirantikus and Tyranthraxus are one and the same." The commandant says "Is New Phlan having any trouble with Tyranthraxus?" (NO) The commandant is surprised that your city is having no trouble with Tyranthraxus. He then says, "Your town defenses must be strong in order to handle him. How strong are they?" (Don't talk / Strong / Average / Weak). As you don't answer the last question the commandant smiles slightly and says, "I see that you are not foolish and loose tongued." You talk a little while longer; then the commandant states that he has other duties to attend to. He bids you good night... You arrive back at your quarters. {Spend the night: Go to sleep / Sleep with a watch} ... You wait in your room for about two hours when suddenly four armed guards burst in and attack you. (4 Aides) - As you defeat the guards some more men run in and attack. (Corporals, Aides) - An alarm goes off in the distance... Took shortest route to exit gates... The commotion allows you to get to the front gate! Out of the commotion a group of guards attack the party. ... { These fights were really easy - didn't even get hurt. }

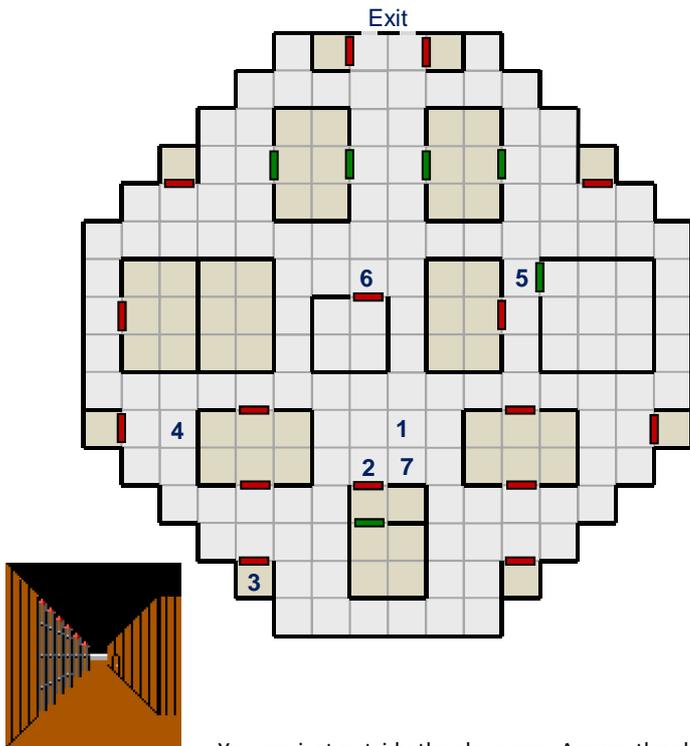
Shortest route back to New Phlan; clerk:

We were pleasantly surprised that you completed your mission so swiftly. Cadorna was wagering your return would be much delayed. Here is your reward. (2125XP, 7 gems, 5 jewelry) (q15)

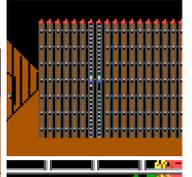
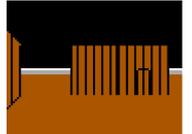
- Porphyrys Cadorna is a traitor to the city. If you find him, kill him. (quest 16)
- Lord Urslingen wishes urgently to speak with you. Go through the south door of the traitor Cadorna's old quarters. Urslingen: "Thank you for coming. I must be brief for our need is urgent. Our one chance to defeat the enemy is through an assault on the castle. To do this we must first secure Stojanow gate. The gate is too strong to be taken by storm. A small band must slip inside and hold until relieved. You are the best and the bravest. The council has instructed me to entrust the task to you. (quest 17)



Map 16 Buccaneers' Den



1. You are in the merchants' camp area.
2. Standing in front of the door are two large guards. One of them says "Do you have a pass to see the captain?" (Show pass / Leave / Bribe / Attack)
3. You have entered one of the guard towers. Inside are four buccaneers. One of them says "This is a restricted are, leave now!" (LEAVE)
4. There is a seedy little man here who whispers "Pssst, buddy. Want to buy a pass to see the captain?" (BUY PASS)
5. You are near a densely packed animal pen... You are at the gate to the animal pens. The animals are restless. (RELEASE ANIMALS) As soon as you open the gate the animals inside charge out. They stampede across the compound. There is mass confusion as the animals run around the compound. Guards are leaving their posts in order to control the animals. ... Animals are running all over the compound (Get that message on every square.)
6. You are near the gate to the slave pen. ...You are just outside an un-guarded slave pen. (OPEN GATE – BASH)

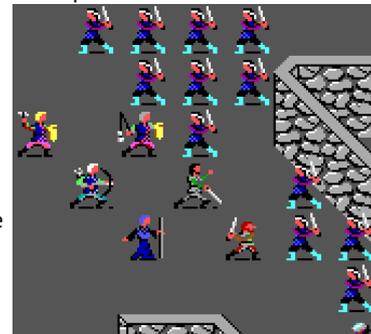


You are just outside the slave pen. Among the slaves is a young boy with a heart-shaped birthmark. ... You are in the slave pen. Standing near you is the young boy. (GET HIM).

You take the young boy and leave. The other slaves also run out of the slave pen... --

Some of the guards spot you with the boy. Lots of **buccaneers** – easy... After battle: An alarm goes off in the distance. Your only hope is to run for the front gate. { But in stead we made for the captain's quarters... brave hearted or foolish? }

7. As you approach the captain's quarters the elite guards sound an alarm and guards rush forth and attack. **Buccaneers, 3rd lv. fighters.** (In this and subsequent fights used fireballs or necklace of missiles to eliminate or weaken a large portion of attack squad, and hold person / wand of paralyze to stop the strongest fighters.) ... After defeating the first wave of buccaneers, you see another wave forming in the distance. With a loud roar they attack you in full force. (No chance to save between waves). **4th lv. fighters, buccaneers** (lots!) After defeating the last wave you see another wave attack from the south of the compound. **5th lv. fighters, buccaneers.** The slaves cheer your victory. A large group of buccaneers stands in disbelief. The buccaneers part as a large man in gleaming chain mail steps forth. The slaves fall silent. The captain says "You have fought well. You may ransom yourselves or die!" (Surrender / Attack) ... You throw caution to the wind and attack. The captain smiles and then rushes to battle. Captain (120HP, AC-6), 3rd, 4th, and 5th lv. fighters (and many of them...), all equipped with Chain+1 and Long sword+1. – tough fight (but disabled captain in first round.) [3561XP, Plate mail+3, Long sword+4, Shield+2, and lots of Chain+1, Long sword+1 ... much more than we managed to carry with us]. ... After defeating the last of the buccaneers the rest surrender or flee. You rescue the slaves and capture the fort.



Fireball in action



Clerk, New Phlan:

Bivant was delighted with the child's rescue. They left some trinkets for you. Here is your reward. [3208XP, 25 gems, 5 jewels, 2-Hd sword+1, +3 vs. undead, 4x (2xcleric scroll restoration)] (q14)

But were so loaded with money and items that had to let go of several thousand platinum to be able to move at all. ... Why isn't there a bank in this game?

No level-up after next mission (Lizard men), so table shown there.

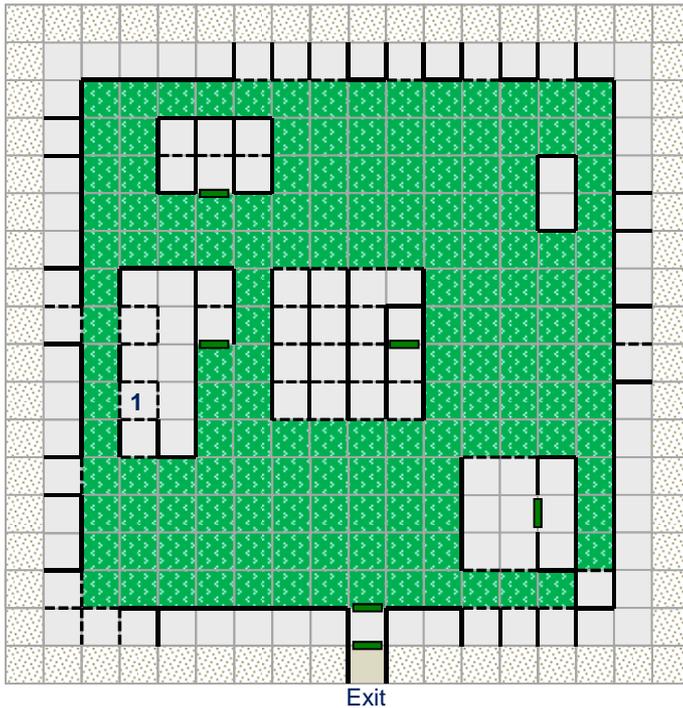
The East



Searched a while for the Lizard men (only remaining quest), and at last stumbled across it in the middle of the forest (37, 8). You find a ruined castle surrounded by quicksand. An old worn drawbridge is the only safe way across the quagmire. (ENTER)
... You sense an anti-magic shell around you.



Map 17 Lizard Men's Castle



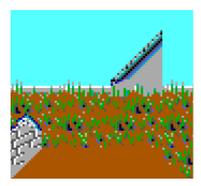
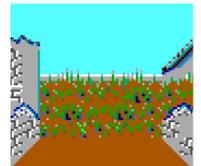
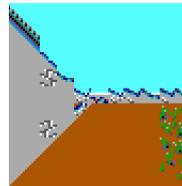
 Quicksand / moat – impassable

 Swamp

Note: Map is inaccurate and incomplete.
Met leader at (1) while mapping, and when requested to leave we politely did that; before the map was complete. But didn't need any more anyway.

(Hint book refers to Catacombs – never was there and never wanted to go there...)

On trying to exit from SW corner:
Ahead of you is a moat filled with sludge and thorns. You cannot proceed because the mud would surely drag you down to your death.



- You have entered an L-shaped building which is in a reasonable state. There are even signs of a roof overhead. An old lizardman appears before you, hand raised in a gesture of peace. He looks at you patiently. (PARLAY – NICE) ... A group of humans were described to me by three of our people whom they rescued. If you are they you will have been shown our tribal friend-word. What is it? (SAVIOR) ... The old man recognizes the word and his lips part in a toothy grin. You all gather close as he begins his story. (J. entry 31)

From nearby a group of lizard men appear. One larger than the rest moves to the front, "Your time is through old one. Your claws are blunt. Face me or find some fool to champion you!" The old lizard man turns to you and says, "Our cause is one. Will you champion me?" (YES – ARAGORN) **Drythh** (18HP, AC3) easy meat... (22XP)
Seeing their leader fall, the other lizard men withdraw. The old lizard man turns to you. "You have done me great service. Rest assured that my people will not join Tyranthraxus. Still my people still are hostile to strangers. I think it is best if you leave." He turns and disappears into the wilderness.



Journal Entry 31

Told in quiet, hissing speech.

"Thank you for saving my children from the Mutilator Yarash. In return I will aid you in what way I can, though that may not be great.

I have lost much of my following to young Drythh who listens to the false promises of Tyranthraxus... that if he brings troops to invade Phlan, he will rule the riverbanks.

So, Drythh and his followers have been proving themselves in raids upon the kobold caves to the southwest and the hobgoblin caves to the south.

For some time my followers have been disappearing.

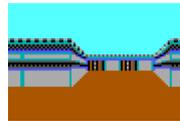
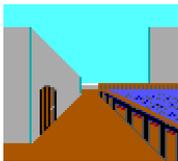
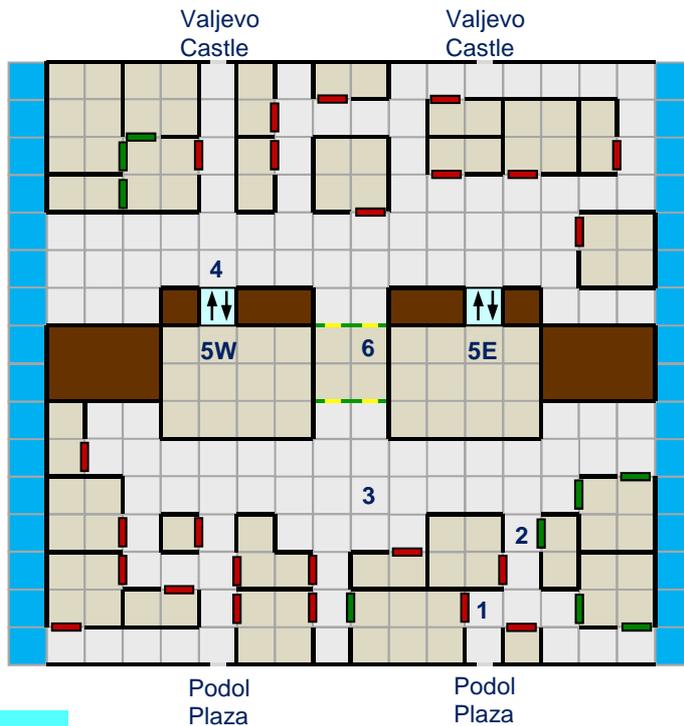
But, when you freed my children from the clutches of the evil Yarash my status was increased. Drythh kept quiet for a time, but once again the young warriors listen to him and not to me."

To clerk in New Phlan:

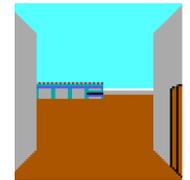
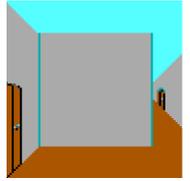
Your elimination of the Lizardmen menace has greatly improved our strategic position.
Here is your reward (q13) [2466XP, 50gp, 15 gems, 5 jewels]

Status						
	Aragorn	Dwalin	Elrond	Gandalf	Mariah	Pug
Level	7	6/7	5/6	5/5/5	6	6
HP	87	65	63	56	47	30
Weapon	2Hd sword+2	Long sword+4	2Hd sword+2	Short sword+2	Mace+2	darts
	Fine Comp. Lbow	Fine Comp Lbow	Fine Comp Lbow	Fine Comp Lbow		Quarterstaff+1
Armor	Plate mail+3	Chain+1	Chain+1	Banded mail+1	Bracers AC4	Cloth
Misc		Shield+2		Shield+1	Shield+2	Bracers AC4
Misc	Ring Feather fall		Cloak of displm		Neckl of msl	Ring of prot.+1
THACO*	9	9	11	12	15	17
Damage	1D10+8	1D8+9	1D10+6	1D6+6	1D6+5	1D6+3
AC	-4	-2	-2	-3	-3	-1

Map 18 Stojanow Gate



1. A man driving a wagon full of food and equipment starts to drive past you, going north.
"Why sure I'll sell you my wagon. All it'll cost you is 250 gold pieces." (YES) ... "Pleasure doing business with you. Here's your wagon. Oh, by the way. Better beware of the guards. Ever since the giants moved into the castle area, bugbears have been stuck guarding the gate. And they hate it. Not only that they're afraid of them ettin. Makes 'em real jumpy. Wouldn't give 'em no back talk if I were you."
2. Before you is Stojanow Gate. This ancient edifice is built across the bend of the river, thus isolating the old town and the castle from the rest of the city. The main wall rises 30 feet while the two watchtowers rise to 50 feet. Lounging around the entrance are a group of bugbears.
3. A bugbear walks up to you. "Okay, let's have the 15 gold." (PAY)
The bugbear takes the money and the gate opens. You proceed through.



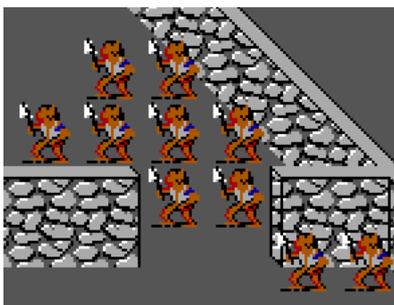
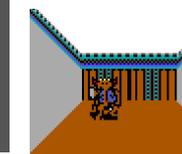
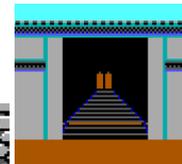
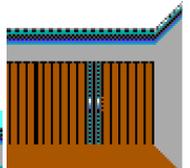
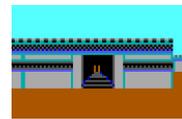
4. Want to go upstairs? (YES)
5. You enter a guard room. There are tables, chairs, and beds here. All but two beds are 14 feet long!
There are two humans and three ettin in the room.
(W): You overhear the mage tell his companion, "How much longer must we wait before assaulting Phlan. I am eager to become a baron." ... They seem unaware of you. (ADVANCE then COMBAT)
An alarm starts ringing! ... easy battle, 3 ettins, 5th lev. mage, aides.
[1371XP, Ring of protection+2]

(E): ... You overhear the fighter tell the mage, "You better watch your talk. The last guy who gave the Boss lip was thrown through the trapdoor to the medusa!" ... They seem unaware of you...

3 ettins, 6th lev. mage, aides [1521XP]

* Then for the gate:

6. Bugbears were waiting on the other side of the gate. – An alarm starts ringing (yet another easy battle, 533XP) ... You have taken the gate! You open the portals as 20 human and demi-human guards immediately take possession of the guard towers.
{ The point seems to be that a direct assault on gate results in one big and tough battle with reinforcements from the towers. So sneak in and eliminate tower guards first – three easy battles }



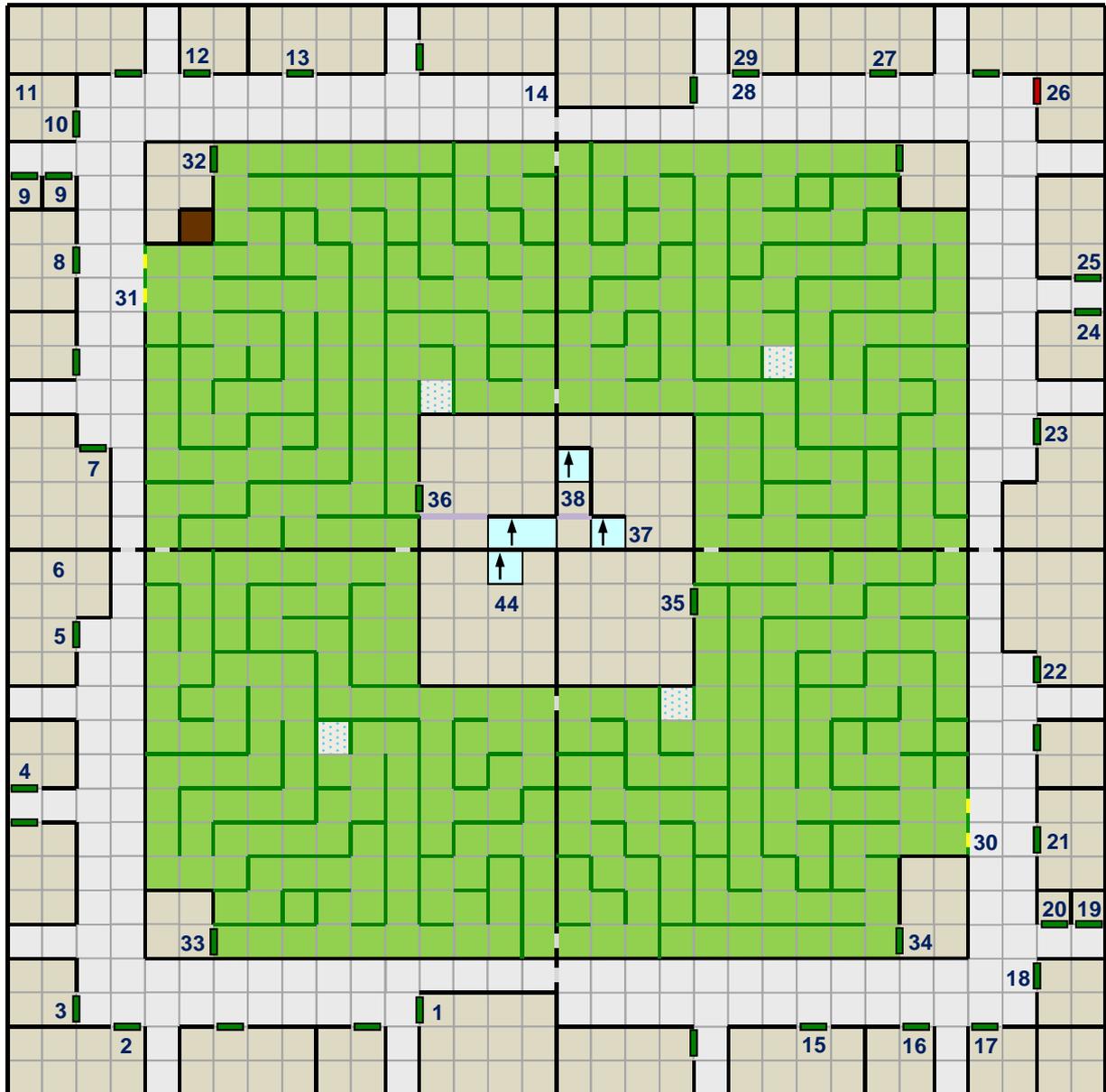
To clerk in New Phlan:

Your taking the gate will enable our forces to assault the enemy stronghold.

Return there to lead the attack. Here is your reward (q17-18) [3666XP, 10 jewels]

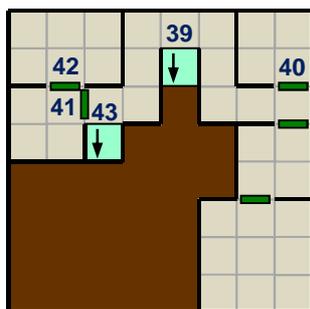
**Final mission: Surroundings – maze
– castle.**

Map 19 Valjevo Castle and Maze



Stojanow Gate

Stojanow Gate



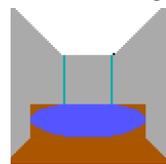
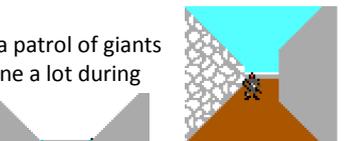
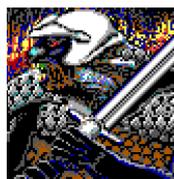
Castle,
Level 2

Green area in the middle is the maze, and in the center of the maze, the first level of the Castle.



Invisible teleporters in maze – destination: another of the teleporters.

1. You enter a building where women are washing clothes. As you come in, they retreat to the corner, looking fearfully at you. You hear one of them whisper, "They don't belong here; they must have come to kill Tyranthraxus." A half-orc woman steps forward; "What do you want of us?" (Parlay / Nice) ... The woman says, "Tyranthraxus is leading our men to their deaths. If you intend to kill him we will help. Use these clothes as a disguise and you will escape notice." (OK) ... "Well then, good luck. Best you leave before you are found here. We will keep silence." (LEAVE)
2. You are in a smithy. The smith (a human) and three fire giants are working on a suit of armor. Piled up out of the way are an assortment of weapons and armor. The smith ignores you as he hammers on a greave. (ADVANCE)... The smith looks up from his work. "What do you need?" (Parlay / Nice) ... The smithy wipes his brow and says, "No, you never get totally used to the heat, but it's not that bad. Now, if you'll excuse me I need to get back to work." ... (Parlay / Haughty) ... "I'm sorry, I can't take anymore orders just now. If it's important get authorization. Now if you'll excuse me I have to get back to work." --- Later, came back at night. The inventory was identical to armorshop in New Phlan, i.e. nothing interesting.
3. You are in a storeroom full of coal.
4. You are in a standard meat smokehouse... Well maybe not quite standard. You feel a little sick as you look at the meat. The smell and the smoke don't help either.
5. You are in a building that was once a barracks but has now been converted to a temple of Bane. At the far end of the room is a crude altar. A priest and two acolytes turn from the altar, "Welcome my children. Come forward and accept the blessing of Lord Bane." (TALK) ... The priest shouts, "What's this? You aren't worshippers of Lord Bane! Die imposters!" He grabs the last rhinestone from a necklace and throws it at you. A fireball explodes! (15-30 pt damage all chars, battle) [[Mace+3](#), [Plate mail+1](#), [Necklace of missiles ++](#)]
6. You are before the altar. Near it is the offering box with some change in it. Take? (NO). On the wall are two swords. Take? (YES) [[2 Longsword+3](#), cursed or something; can't ready them, and take 5pt damage when trying.]
7. You see some giants struggling out of bed. (Parlay / Haughty ... sometimes they leave, sometimes battle) [Hill Giants, 5191XP, > 16000 gp](#), but can't carry more and nothing to spend it on anyway. **** Went back to New Phlan to train, identify and sell. ---
8. As you open the door a bucket of sand that was propped above the door falls. (Dwalin 4pt damage) ... The giants who placed the bucket there charge! [Fire Giants](#) – very tough. [> 6000XP, > 16000 gp](#), but Pug was killed, so restored and skipped this room next time.
9. You enter a latrine. The lack of bad smell gives you a general idea of the level of sanitation practiced by the inhabitants of the area.
10. As you break through the door into a well fitted apartment, two giants come lumbering up to you. You turn to face them. The giants stand in front of you looking suspicious. "Hey, what do you think you're doing?" (Haughty) ... "Oh... Okay." And with that they leave.
11. (LOOK) Under a loose stone you find some treasure. Take? (YES) [100XP, 1 Potion of speed, 200gp]
12. You confront an armed man who immediately attacks you. [6th lev. fighter](#). { *Comment: This was the first example that we've done something wrong. According to hint book we should get the opportunity to talk (Nice or Haughty) – and could avoid attacks. But from now on everyone we meet attacks without the Parlay menu coming up at all. Was it the temple? Or that we've been to the city so the disguises are blown? }* }
13. You are in a hall with long tables, benches and a great hearth at one end. In the corners are heaps of garbage being picked over by some rats which flee at your entrance.
14. An alarm is sounding ([see comment above](#)) – decided to leave the area for now – on the way out: You see a patrol of giants led by a human fighter. The leader yells "Sacriligious scum!" (Battle, [6th lev. fighter](#), [hill giants](#) ... saw this one a lot during exploration...)
15. You see some giants putting on their armor. (Hill giants, 5191XP, lots of gold)
16. As you push the door open the ceiling caves in. (Dwalin 11 pt damage)
17. You are in a deserted building. There are nothing but very large cobwebs here.
18. Two giants come out from a door – "You stole from Lord Bane's Temple!" ... Battle ([comment above](#))
19. Before you is a well filled with water. The water looks cold and deep. Do you want to dive in? (Y) ... You reach the bottom and feel around... and you find a sword! Take it? (Y) You are running out of air... You break the surface just as you breathe in some water (2 pt damage) [[Long sword +2 Flame Tongue](#)] Try again? (Y) You reach the bottom and feel around... Aside from a layer of mud, you don't find anything. (*Called it a day, but supposedly another sword down there...*)
20. This is a small cell. Chained to the wall is a man beaten to within an inch of his life. As you open the door he looks up and you feel a shock... The man is Porphyrus Cadorna. "In the name of Chantua, help me, please! By all that's merciful help me." He begins to cough. (RELEASE HIM) ... "Thank you! Thank you! I just thought that the pool was here! There was nowhere else to go! I have nowhere to go. Take me with you?" (YES) { *But he was nowhere visible in party, and he should have given us some password. Went back to New Phlan to see if we could turn him in, but nothing happened, so guess he didn't join after all. Comparing to other clues this was queer...* }
21. You see some giants struggling out of bed. Battle [Hill Giants, 5191XP](#).
22. You see giant snakes. (Ouch – if they hit; poison – dead)
23. You enter a brightly lit building which reeks of tallow and leather. You see six scribes busily writing down the reports of a couple of officers... "You don't belong here!" An alarm starts ringing! The six scribes dive for cover as the two officers attack.



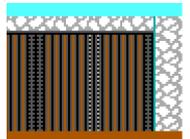
24. You are in a building full of records. Do you wish to spend hours reading the records? (Y)
 You find evidence that the red wizards of Thay are allied to Thyranthraxus.
 You are finding a pattern to Thyranthraxus' activities. At first Thyranthraxus' followers were an unsophisticated horde of ill organized unhumans. Now they are much more sinister. The web of corruption he has spread is incredible in its scope. His ultimate goal is to conquer all lands south of the Moonsea.
 To find anything more you will have to spend so much time that you will need to clear the area first.
25. You enter a room that reeks of smoke and burned food. You see three human slaves cooking meat, peeling potatoes, and being beaten by vicious looking gnoll. ? (Kill the overseer and free the slaves / Go back outside / Talk to the overseer) ...
 The overseer turns toward you bludgeon in hand. "Go on! Get out of my kitchen or I'll throw boiling oil on you!" ... (KILL...) The gnoll turns to flee. As he runs by, one of the slaves trips him. You advance and cut the overseer's throat. Two of the slaves run quickly out the door. The third approaches you with tears of gratitude in his eyes. "I thank you for freeing me. Before I leave let me help you as best I can." He takes a slip of paper from the pouch of the dead gnoll. "Here, you will need this." ... You look at the writing... **D74T07** "It is today's password at the main gate into the hedge maze. Alas, I can not help you with that for I have not been inside. But I have heard the maze is deadly!" (RHOPIA)
26. { Only real hard lock in the game – had very many attempts on Pick, Bash, and Knock before we bashed it open }
 You have entered an armory. Inside is a large assortment of armor and weapons. { Just standard inventory. Why even bother locking up this crap? }
27. You enter a room that more resembles a pigsty than the barracks it is. In the room are four giants. – "Hey look! It must be them intruders. Get em!" The giant readies his weapon and advances. The others follow suit. Fire giants, 5136XP, lots of gold (for what??)
28. The door of the building you are passing slams shut.
29. You confront an armed man who immediately attacks you.



**** With that we have explored the entire area outside the maze. Before entering the maze went back to New Phlan for what's probably the last training in the game.
 Somewhere in time we appear to have lost most of our money. Doesn't really matter, as we won't miss it, and gives us more movement in battle, but strange nevertheless.

Status before entering maze						
	Aragorn	Dwalin	Elrond	Gandalf	Mariah	Pug
Level	8	7/7	5/7	5/6/6	6	6
HP	100	72	70	64	47	30
Weapon	2Hd sword+2	Long sword+4	2Hd sword+2	Long sword+2 Flame Tongue	Mace+3	darts
	Fine Comp. Lbow	Fine Comp Lbow	Fine Comp Lbow	Fine Comp Lbow		Quarterstaff+1
Armor	Plate mail+3	Plate mail+1	Chain+1	Banded mail+1	Bracers AC4	Cloth
Misc		Shield+2		Shield+1	Shield+2	Bracers AC4
Misc	Ring Feather fall		Cloak of displm		Neckl of msl	Ring of prot.+1
THACO*	8	8	10	11	14	17
Damage	1D10+8	1D8+9	1D10+6	1D8+6	1D6+6	1D6+3
AC	-4	-4	-2	-3	-4	-2

30. You hear a deep voice, "Thief! You stole from Lordbane!" ... A volley of boulders is hurled at you ... lots of damage. Tried to force (bash) gate, but several failed attempts, and at each attempt new volley of boulders appear. --- This went nowhere fast, had to restore, and then tried the other gate.
31. Exactly as #30 – by now it's obvious everybody hates us, and we never get the chance to present the password. Third attempt, this time at east gate (#30), and this time bashed the gate open at first attempt, so only got the first wave of boulder-damage.
 But was immediately met by Giant snakes (managed to flee) ... Apparently when "An alarm is ringing", the maze is crowded with these snakes.
 **** Planned to go directly to castle, but that wasn't so straightforward, so unintended ended up with having explored most of the maze.
32. You see a harmless, middle aged man. "Wait! I was just a mage searching for knowledge when Thyranthraxus captured me. I've been forced to work for him. Spare me and I will leave, never to return!" (LET HIM GO) ... He scrambles out the door.
33. Three Hill Giants
34. Four Fire Giants



35. You enter a chamber which is lavishly appointed with hangings, carpets and furniture. Sitting on a throne is a powerful looking man clad in barbaric splendor. "What is your business with Tyranthraxus, lord of Phlan?" ... (Parlay) ... "Arrogant scum – feel the power of Tyranthraxus!", **2 6th lev. thief, Tyranithraxus** (note spelling...) { Comment: According to hints, should / could have gotten many more options here, but... } [**1701XP; Long sword+5, Ring of Turn Undead, Gauntlets of Ogre Strength**]



After searching very thoroughly had to realize there was no entry to castle this way (contrary to hint book).

Made way for the other entrance (where we'd been before without any success...), unfortunately the alarm was ringing, so met a few snakes during the time spent in the maze (non fatal). Eventually reached other entrance.

36. Not much success at first, but then found illusionary wall and stairs up. Headed straight ahead in the stairs – bad choice...
37. You are in a room filled with broken statues. A head broken loose from the torso shows a face filled with terror. A **Medusa** comes running toward you (FLEE – success!)



38. Stairs (behind secret door) up to second level #39

39. Arrival point from stairs #38

40. There is a trap door here. Open door and look down? (Look at map! – this is directly above Medusa) (YES: One member is stoned) – best left alone....

41. Waiting here is a man playing with (??) ... The man shouts "Blasphemers!" and attacks. – immediate battle **1st lev. thief**. { Again, not as in hint book! }



42. You enter a room furnished as the apartment of a wealthy if eccentric merchant. A middle aged man in robes looks up from a desk. A sudden look of fear comes over his face. "If you've come from Tyranthraxus I can offer a better deal. If you will kill him instead of me I will make you all generals! In fact I will join you. Is it a deal?" (NO) – battle, **Genheeris (Wand of Lightning)**



{ This may have been a mistake! According to one hint book any NPC will team up with Mr. T. in final fight, so therefore rejected offer. But according to another walkthrough this guy is extremely useful in final battle! }

43. Stairs down to end game

44. You are in the audience hall of Tyranthraxus, conqueror of Phlan. The ceiling has been torn away leaving the entire section of the tower open to the sky. In the center of the room is a glowing pool. An ancient bronze Dragon, surrounded by a fiery aura, rises from where it was coiled nearby. Two guards move to bar your path. The dragon looks at you with malevolence "Guards, kill these pests." – *Extremely* tough fight, without doubt the toughest in the game. Not only do we face 12 8th level fighters (87HP), but all are wearing Plate mail+2 and Rings of Protection+3, and fight with two-hand swords+3 or thereabouts. Well, we survived the fight, but were severely wounded, and had only so few healing spells and potions left. So had to enter next (final) encounter pretty much reduced (of course no save possible...), but at least took the opportunity to equip everyone with the magic equipment that was our bounty after the fight.



The Dragon looks at you with interest. "You are indeed mighty warriors. Even so, there is no hope of your success. But you interest me. If you join me I will make you the commanders of the armies that will sweep the Moonsea. I can not be defeated, you know. Will you join me?"

[Each party member: E.g., Aragorn how do you vote? (Attack / Join Tyranthraxus) etc...

Apart from being pretty immune to magic, and breathing lightning doing 80 pts of damage, and hence two of the characters were killed, we just had to keep hitting him till he was lying down....

(Who cares at this stage of the game – just be glad to be at the end really...)



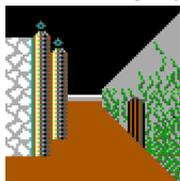
Mortally wounded, the Dragon roars! The spirit of Tyranthraxus flares up from the Dragon's body. "Fools, you have but slain the body I possessed. I cannot be defeated!"

With the power of the Pool of Radiance which I moved here, to my lair, I will still rule, by possessing one of you!"

"No Lord Bane! I can still rule here! I have not failed. Do not call me back through the Pool!" ... Nooooo...



Knowing that Tyranthraxus has finally been defeated, you leave the castle. Moving through the streets you catch occasional glimpses of monsters in hiding. None attack. Finally you enter the civilized area of Phlan.



You are by the gateway to the unsettled areas. The city watch eyes you suspiciously. --- To clerk: The clerk speaks. "Congratulations! Your quest is over! Tyranthraxus is defeated! Phlan is free! If you wish you may continue to help us clear any remaining monsters. All Phlan salutes you! Here is your reward."

[**90000XP, 200 gems, 100 jewels**]



And that was that – and thus ended that experience....

