

# Eye of the Beholder

A LEGEND SERIES  
FANTASY ROLE-PLAYING SAGA, VOL. 1

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## Commission and letter of Marque:

This document is a binding commission of service to the Lords and sovereign city of Waterdeep. The bearer of this document are agents of the Lords of Waterdeep and are granted full rights of passage beneath the city of Waterdeep. Any who would dare interfere risk the full penalty of our wrath.

Information had been presented to us that there is a plot afoot in our city. Evidence points to the sewers that run beneath Waterdeep. We have no information about the exact nature of the threat, but we feel the urgency is grave. We commission you to find the nature of the danger, and to destroy it if you are able.

You are granted full rights of marque. All treasures, artifacts, or other valuables are yours by right of conquest.

This writ is made legal by our mark on this fifth day of marpenoth in the year of shadows.





Give call to the heroes of the land, and  
let us choose our champions.























Begin your search below the city.



We have them.

## Legend

	Standard floor tile
	Standard door
	Door, need key
	Door, opened by solving puzzle
	Removable wall
	Illusionary wall
	Pit
	Pit, closable
	Pit, invisible
	Pressure Pad (PP)
	PP, invisible
	Button / Lever on wall
	Significant alcove
	Portal (TP)
	Portal, invisible or on/off
	Hole in roof (from pit above)
	Stairs / Ladder up
	Stairs / Ladder down
	Key found
	Keyhole



Party at start of game, tunnel caved-in behind us.

Eowyn, Human Paladin		Thorin, Dwarf Fighter/Thief		Elrond, H-elf Cleric		Mariah, H-elf Mage	
Str	18/00	18/00	18	17		17	
Int	17	17	17	18		18	
Wisd	18	17	18	17		17	
Dxt	18	17	18	18		18	
Const	18	19	18	18		18	
Cha	17	11	17	15		15	
HP	42	31	32	18		18	
AC	4	5	4	6		6	
Lv / XP	3/5000	F2/2500 / T3/2500	5000/3	5000/3		5000/3	

# Level 1

The crossword puzzle grid is composed of white squares for letters and brown squares for empty space. The grid is set against a dark brown background. The puzzle includes various symbols and numbers:

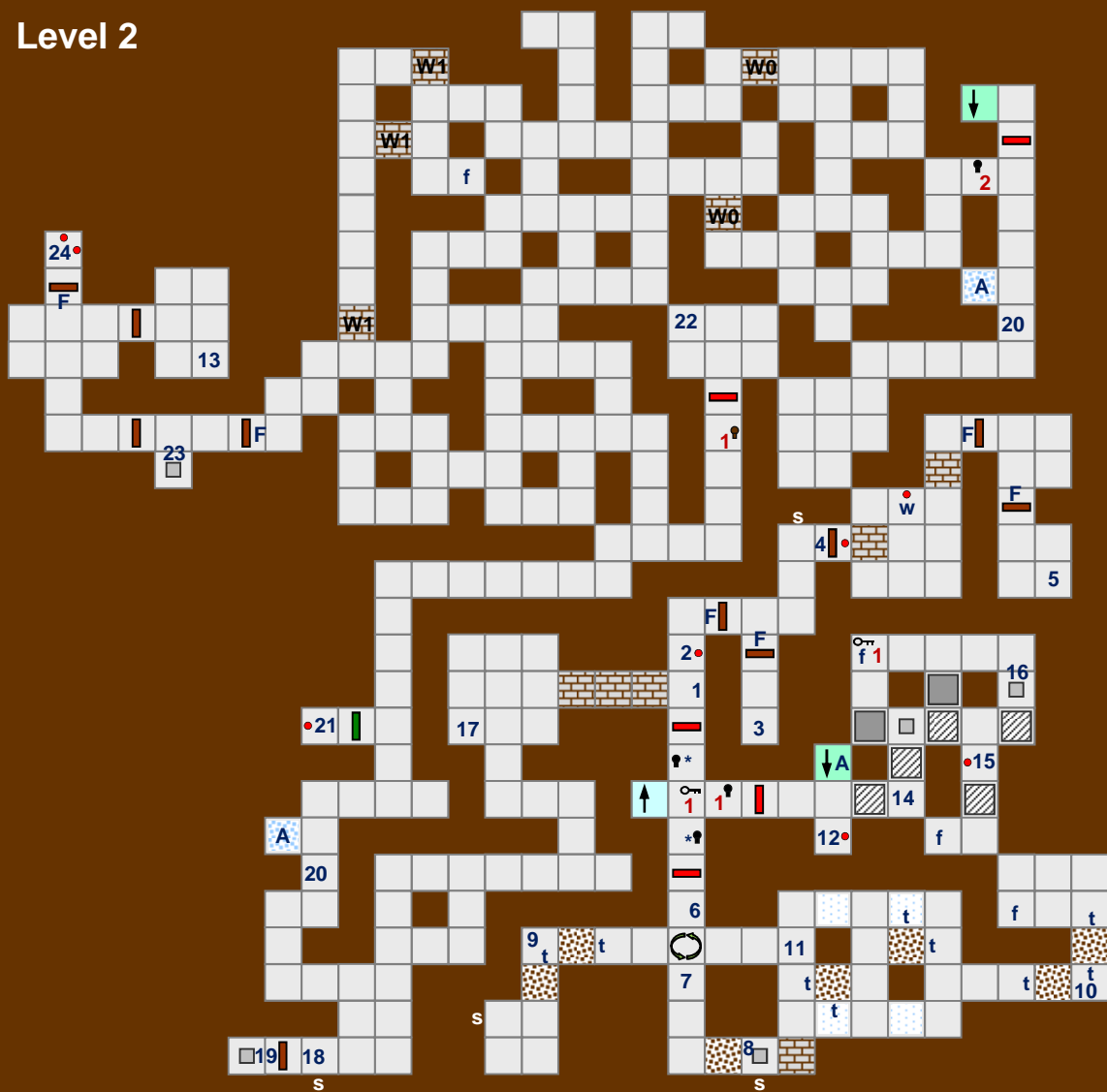
- Letters:** 'f' (top right), 'd' (middle left, middle right, bottom left, bottom right), 'X' (middle left), '2xf' (middle left), 'w' (bottom right), '®' (middle left, bottom left).
- Numbers:** 1, 2, 3, 4, 5, 6, 7, 8, 9.
- Other Symbols:** A brick wall (bottom right), a green bar (top left, middle left, bottom right), a brown bar (middle left, middle right, bottom left), a red dot (middle left, middle right, bottom left, bottom right), a green arrow (bottom left), and a brown bowl (bottom left).



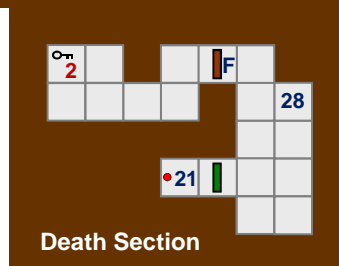
- Note: Replayed this level due to lack of food. While the main features were the same, many walls had moved – passages became walls (e.g. directly east of (7)), while some walls became passages. So not completely fixed layout from time to time.

Status at end of level				
	Eowyn	Thorin (F/T)	Elrond	Mariah
Lv	3	2/3	4	3
KXP	7.8	3.9/3.9	7.8	7.8
HP	42	31	40	18
AC				

## Level 2



Keys:  
1. Silver  
2. Gold



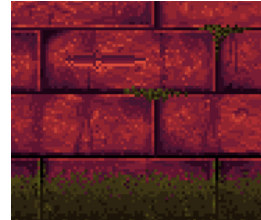
Skeleton  
Zombie

Note: Silver keys are found several places, but not if relevant locks have been picked (marked by \*)

- \*. Door opened by picking lock
- F. Door opened by forcing it
- s. Dart symbol (see (4))
- t. "Travel marker" – marks illusionary wall



1. "Only the strong shall pass"  
Wall adjacent to here opens after visiting the three corridors by the ladder. Don't know exactly what triggers it
2. Tried button, door moved a little, then "The door appears stuck"
3. Green potion
4. "No one is able to pry this door open"  
Symbol on wall (marked s) "What an odd carving to place here"  
Open gate by "using" dagger on symbol, or by throwing a dart through bars.  
**Special quest:** Place a dagger on each of the symbols s.  
Lose the daggers, receive one ration of food.
5. Potion of Giant Strength, food
6. Rune: "Not all is as it appears"
7. Sling
8. On entering square all walls close, and "A hollow laughter echoes faintly"  
Can go east and to area north, but only this first time. Western wall is standard illusionary wall
9. Scroll of Shield
10. 2 arrows
11. On return from area east, some invisible portals have been activated – moving and spinning party.  
Keep an eye on compass. Safest to return through illusionary wall (so they had a purpose after all)
12. Closes pit NE  
Went down ladder (A), met some skeletons
13. Potion of healing
14. Throw item at PP to north – closes pit
15. Pit NW of here is closed initially, pit to S open. Button toggles state of these two pits
16. PP toggles open/close state of pit S (closed initially)
17. Stone dagger
18. Use dagger on symbol, or throw dagger (or something) through bars in gate at PP to open.
19. Potion of extra healing, food
20. Inscription "RATS" (Rapid access transport system or something...)
21. Button moves party to another location. (Must be pressed and depressed to activate (press twice))  
Inscription on south wall identifies location,  
"Entry level" (main area), "Correction Facility", or "Death Section"  
(Separate maps; Correction facility connected to area which was reached by ladder (A))
22. Leather boots, food
23. PP down opens door (place item on PP)
24. Skeletons dropped helmet. Lever opens door SE.  
Button rearranges walls further east. Initially wall marked **W0** are open, and **W1** are closed.  
Pressing buttons toggles this to opposite.



Correction Facility:

25. Skeletons dropped 2 helmets and axe
26. Scroll of Invisibility
27. Bow

Death Section

28. Rock

Status at end of level				
	Eowyn	Thorin (F/T)	Elrond	Mariah
Lv	4	3/4	4	4
KXP	10.3	5.1/5.1	10.3	10.3
HP	51	37	40	22
AC	4	4	4	6

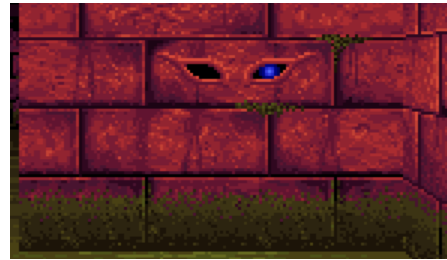
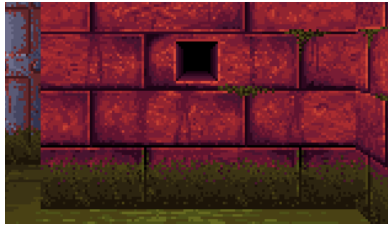
Level 3

Flind  
Kuo-Toa (Lightning)





1. Door closes behind party. This is shown by an invisible PP by door. Used several places.  
Party is spun round between doors – keep an eye on compass.
2. Flind dropped **silver key**
3. Kuo-Toa dropped food
4. Scroll of Cause light wounds
5. Potions of healing & extra healing
6. “The lock appears jammed”
7. This hole looks like the inside of a jewel box.  
Later: Place red gem in hole to open door.
8. “Museum”
9. Many Flind & Kuo-Toa; dropped food and maces.
10. Shield
11. Rock
12. Scroll of Flame blade
13. Potion of healing
14. Blue gem
15. Two eyes – one missing the eyeball – place blue gem in eye.  
After all four gems have been used the two walls open to the central room.  
Note 1: Two invisible portals move and spin party, ruining planned routes.  
Note 2: After the walls have opened remove the four gems – **Special Quest**, find Potion of extra healing and potion of giant strength in (16) and (17).
16. Shield, chain mail, arrows (before special quest)
17. 3 x Iron Ration (before special quest)
18. Arrow
19. Using **Silver key** replaces keyhole with red button. Pressing button spawns a Kuo-Tao, which drops a **silver key**.
20. Using **Silver key** replaces keyhole with blue button. Pressing button opens wall.
21. Scroll of Detect Magic
22. Dagger “backstabber”, red gem
23. Scroll of Fireball.  
Note: Some invisible portals in room, move and spin party.
24. Red gem
25. Kuo-Tao dropped 2 food
26. Spear, Leather armor, human bones, Long sword
27. Haven’t bothered with finding out Initial layout of pits, and exact purpose of PPs. Apparently the PP by (27) prevents pit north of southwestern PP from opening (important as else we’re trapped there) – else just proceeded around room, stepping on PPs and continuing along path which opens up, eventually reaching (28)
28. Red gem, potion of speed, 4 arrows.
29. Wand (missiles?). Also there were a couple of rations in the room.



Status at end of level				
	Eowyn	Thorin (F/T)	Elrond	Mariah
Lv	4	3/4	5	4
KXP	13.9	6.9/6.9	13.9	13.9
HP	51	37	45	22
AC	0	4	4	6



P4 (medallion)  
→ P7

## Level 4

Keys:

1. Dwarven key

c: Cat (or gargoyle?) symbol on wall. Sometimes arm acts as lever. (Any significance??)



Giant Spider (Poison)



1. Taghor.

An injured dwarf lies on the ground before you, nearly unconscious from his wounds.

{ **Tend his wounds** / Talk / Leave }

Having regained his strength, the dwarf thanks you. "I thought that I had met my death at the blade of that Drow. In battle our king was grievously wounded, and the young prince was kidnapped. I tried to stop the Drow, but alas, I was overcome.

You have saved me from death! I wish there was some way to thank you, but I have nothing.

I am alone, separated from my people during the battle. May I join you, so that together we can search for my people?" { **Yes** / No }

As Taghor joins your party he says,

"During the battle, I chased my enemy up a staircase, to this level.

My people should be on the level just below us."

2. Moving illusory walls. Open as you walk in arrow direction only

3. Chain. Pulling it, **Special Quest for this level!**

Closes illusory walls (2), but else saw no effect or reward.

4. Mace

5. "Access control lever"; Lever closes one of the pits by (17)

6. PP closes adjacent door (no way to open from this side)

7. Arrow, rock

8. Rock

9. Invisible PP opens wall **W** (I think)

10. Arrow, Ring (saw no effect)

11. Map is strange here. Either it simply wraps around, or there's an invisible portal. Area contains lots of spiders (which appear to be respawned) and spider-webs (Attack to destroy)

12. Invisible PP opens wall **X** (I think)

13. Arrow

14. Ring, AC-3

15. Stone Sceptre

16. 2 x Cure poison potion

17. Lever closes nearest pit (the other two closed by 2 x (5))

18. "Kruen – the holder of wisdom"

19. "Kruen – the fearless one"

20. Robe, medallion (??)

21. Secret room open if the east and west doors in room north are closed.

Found axe "Drow Cleaver". Pull chain here to open wall Y.

22. PP opens / closes pits

23. Portal. No use at this time (Medallion, see next level)

24. "There is evil that lies beyond this room"

25. 4 x Cure poison potion

26. "Oracle of knowledge". No use at this time

27. "Door open, doors close. Items come, items go.

28. First time, key and potion of healing. Can close door and open one of the other doors to find a new potion of healing. (Works four times)

29. Lever opens wall **Z**.

30. Button opens wall three squares south.

31. Invisible PP closes pit

32. Dwarven helmet, dwarven shield. Rune "Emergency exit"

33. No apparent effect of lever. May just spawn some spiders

34. Button opens door *and* wall to east, releasing a spider

35. "Feeding instructions of some kind"

(Up from level below)

36. Potion of healing

37. Potion of Extra Healing, Scroll of Flame Blade, Scroll of Slow Poison



**Taghor, Dwarf Fighter**

Str	17
Int	11
Wisd	15
Dxt	15
Const	19
Cha	9

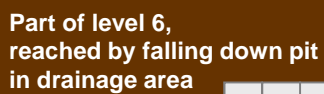
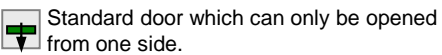


Status at end of level					
	Eowyn	Thorin (F/T)	Elrond	Mariah	Taghor
Lv	5	4/5	5	5	5
KXP	20.3	10.1/10.1	20.3	20.3	22.6
HP	59	46	45	27	45
AC	-3	1	4	6	7

## Dwarf home



1. Dwarven key
2. Key (golden)



1. Scroll of Prayer
2. Scale mail
3. Potion of poison. Put 5 rations in niche. – **Special Quest for this level.** Got 5 iron rations in return.
4. Scroll of Hold Person
5. Scroll of Dispel Magic
6. "Please reset drain holes when finished"
7. Lever resets drain holes (closes all pits in area south)
8. "Greed will be your downfall" (Didn't take anything)
9. Initially all pits are closed – open up behind us as we walk
10. Axe (according to hint -3 cursed)
11. Sling (according to hint -3 cursed)
12. Ring of feather fall (only affects wearer)

Now came to the locked door, and had no key. No way back so had to jump down pit south of keyhole.  
 Arrived at (29) (level below), where the wall closed solid behind us when we left. Found a pair of bracers and fought some Kenku before finding the stairs back up.  
 Repeated pit maze, this time going west and found a key on the way.

13. Boots
14. Plate mail, Scroll of Invisibility 10'. Lock unlocks wall to east, revealing portal out of here
15. Armun (dwarf)

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

{ Hear proposal / Leave } Armun begins,

"Our clan is descended from the dwarves who built these great halls. Here, our ancestors lived in peace, until hordes of evil creatures drove them out and into the realms of men and elves.

On the surface, our numbers dwindled, finally, our leader, King Teirgoh, gathered our people and led us underground, in search of our ancestral home.

Using secret knowledge, passed down through the royal family, we finally discovered these stone-carved halls.

The halls were vast and we only explored a small portion before we had to make camp in an enclosed area decorated with a stone portal. But while the camp slept, the stone portal flared with magical light! From the light, a horde of Drow charged us. They were led by a female they called Shindia. We rose up and fought the dark ones, though we were exhausted by long weeks of travel. Both sides suffered many casualties, but in the end we forced them to retreat into the portal from which they came.

The battle was costly. King Teirgoh was wounded by a poisoned dagger, and now lies in eternal sleep. Nothing our cleric can do will wake him. His only son, Prince Keirgar, was captured by the invading Drow. With no member of the royal family among us, we no longer have access to their secret knowledge of the exits from these halls.

Now we wait, while our cleric heals our surviving warriors. Once prepared, we will try to rescue our prince and avenge the fall of Teirgoh. Our numbers are small, but we would rather fight to our deaths than abandon our prince to the Drow. Unless... if your party were to rescue Prince Keirgar from the Drow and return him to us, he could give you information about the exits from these halls. You would have your information and we would have our prince. So, will you help us?"

{ Help him / Leave }

Armun accepts your help with gratitude. He hands you a medallion made of stone.

"Take this. Shindia dropped it in the battle. It is the key to activate the portal through which she and her minions came.

Our ancestors built the portals to transport them from one location to another quickly. When the portal doorway is touched with the right object, the portal is activated. We would have followed Shindia and her Drow Elves back through the portal, but we are not ready to confront them.

The ancient ones also used powerful magic such as this to gain knowledge. Legend has it that there is an Oracle of Knowledge and the key to its operation is the powerful Black Orb. By placing an orb into the oracle, its power is released.

Our cleric can help heal your wounds. Be careful not to tax him too heavily, he has been healing the wounds of our warriors and trying to revive the King from his poisoned sleep."

Armun stops you. "One other thing: A young dwarven warrior would like to join you in your quest to find the Prince. Will you allow him to join you?" { Yes / No } Dohrum joins the party.

(Got Stone Medallion + 6 rations)

16. Dwarves everywhere, partly blocking access.
17. Wall solidifies after walked through. Button opens it permanently
18. A weary dwarven cleric greets you. "Yes, how can I help you?"

{ Heal party / Resurrect dead / Leave }

Chose Resurrect, and got a choice to resurrect one of the two heaps of bones we dragged round. Chose to resurrect Anya...

Anya looks about in confusion. "My companions and I died fighting the minions of Xanathar. I expected to awaken in the afterlife, not in the dungeons where I had fallen. I do not like this place, but I am a fighter. I would join you in your hunt for Xanathar, so that I may avenge the deaths of my companions." { Yes / No }. Let her join party at the expense of Dohrum (which perhaps was a bad decision...)

(And Dohrum was gone forever, so can't redo this.)







Dohrum, Dwarf Fighter	
Str	18/29
Int	13
Wisd	11
Dxt	16
Const	17
Cha	14
AC	3
	Lv 3/5024XP

Anya, Hum. Fighter	
Str	18/59
Int	5
Wisd	11
Dxt	14
Const	16
Cha	9
AC	5
	Lv 4/8000XP



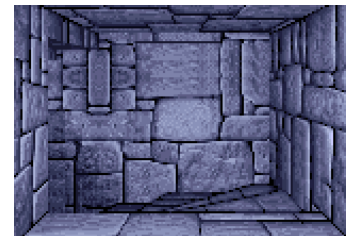
19. Wand
20. PP opens the pit permanently
21. Rock

Teleporter room:

Teleporters **D** → **d** etc. Final destination **h**, but must open the three doors first.  
Lever at **i** opens door **d2**.

At \*: Sword, at \*\*: Scroll, both inaccessible

22. Lever opens door **d3**
23. Lever opens door **d1**
24. "Things are not always as they appear"
25. Spear, food
26. Scroll of Haste
27. Scroll of Aid
28. Stone Necklace



Portal **P5**:

Beginning to understand how the portals work.

To activate the portal use the stone item corresponding to the missing symbol on the portal face

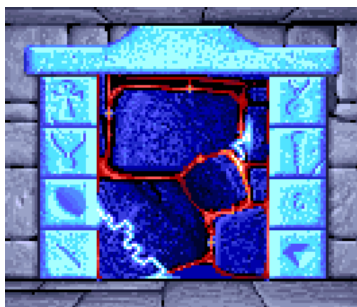
In this case the necklace symbol is missing (2. row left), which means that the portal is activated by using the stone necklace on the portal.

The rune at the top surely has some significance.

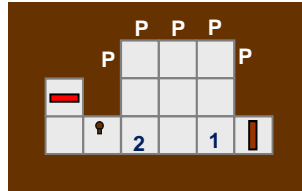


Anyway, as we now have the stone necklace we can give it a try.

Placing stone necklace on the missing symbol, the portal begins to glow and comes to life



After some action we found ourselves at a new and unknown location, in a room containing five portals.  
(Later we will find out this is level 7)



1. Wand
2. Rock



The missing symbols (which we now use to classify the portal), from left and clockwise to right:

Holy symbol

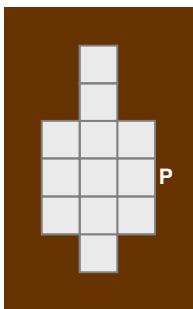
Necklace (small stone)

Dagger

Medallion (large stone)

Gem

The portals is the only way to get out of here – tried the dagger portal:



Ended up in a room which we will later find is on level 9. This was also a dagger portal, which took us to the portal **P4** on level 4.

With new knowledge we could identify **P4** as medallion portal.

From there we found our way back to the stairs down from level 5.



Status at end of level						
	Eowyn	Thorin (F/T)	Elrond	Mariah	Taghor	Anya
Lv	5	4/5	5	5	5	4
KXP	26.1	13.1/13.1	20.3	26.1	28.3	8.6
HP	59	46	45	27	45	45
AC	-5	1	1	6	5	5

### Level 6

P6 (Ring) → P10B

Below pits (20).

1. Dwarven Key
2. Key (golden)

→ Dart-shooting trap



A screenshot from the game 'The Sims' showing two gnomes standing in a stone tunnel. They are wearing blue capes and holding wooden staffs. The tunnel has stone walls and a tiled floor.



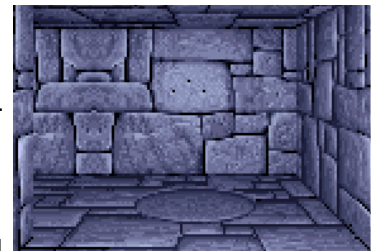


1. "Store weapons before proceeding"
2. Place a weapon on each PP to open door. Weapons can be retrieved afterwards.
3. PP releases darts from slots in wall. Darts are in great demand, so it's unfortunate that these traps only work a few times (not infinite dart supply...)
4. You interrupt a dark-robed figure. He's startled at first, then sneers in recognition.  
 "Oh, you Waterdeep's saviors of the week. You don't realize how many other adventurers have been sent to find the truth about the evils underground. Well, rented redeemers, let me give you the benefit of my vast and profound knowledge. Xanathar has been undermining Waterdeep for years. When Waterdeep is sufficiently weakened, he will lead his minions in conquest of the unsuspecting city. The only way to stop Xanathar is to kill him, and that would be virtually impossible without the **Wand of Silvias**. As I understand it, the Dwarves have the magical artifact, but they do not know what they possess. The Drow know that the Wand of Silvias is powerful, but not of its use against Xanathar. You see the wand is one of the few magic items that can effect a Beholder, because it is made from a Beholder's eyestalk. Stupid Drow. They're supposed to be Xanathar's allies, but they plan to finish off the Dwarves, steal the wand, and use it to raid the city. This would alert the Lords of Waterdeep to the immensity of the threat from below ground and delay Xanathar's plans of conquest. So, I have to stop the Drow and get the Wand of Silvias for myself.  
 You see my friends, I have no intention of stopping Xanathar until he has completed the conquest of Waterdeep. After the conquest, Xanathar will be at his weakest. Only then will I strike. Xanathar will be at my mercy, and Waterdeep will be mine. So, I certainly can't let you keep Xanathar from conquering Waterdeep. I need only get the Wand of Silivas ... and, of course, kill you." ... But he wasn't a very demanding opponent ... Dropped 2 potions of extra healing and one scroll of Hold Person.



The lock (2) north of here was not possible to pick, so had to return to the drain area above to get the last golden key. While at it, dropped down to western part of pits, to the rooms which only can be reached this way, to (5) and (6). (At least that's what I thought at the time...)

5. Scroll of Flame Blade
6. Ring
7. "Nest"
8. Placed 10 Kenku eggs on floor here -- **Special Quest for this level**. Walls opened.
9. Chieftain Halberd (+5)
10. Each of the PPs activate a dart trap. Most can be avoided by stepping / sidestepping until trap is empty. But not much harm anyway. Use to collect as many darts as possible.
11. A dagger and a dart in alcove (hint to what goes in an alcove?)
12. "Silverware rack ... be neat"
13. Wand; after taking wand placed a dart in niche, and wall opened. Many new "rooms" opened this way contained one to three niches which operated the same way – placing a dart or dagger in niche opened corresponding wall. Continued until exhausted (of both niches and daggers / darts...) and thus revealed quite an area and some secret goodies.
14. "Dart rack" ... (As if we hadn't found out by now)
15. Mace+3. Button opens wall.
16. Dwarven shield (+1)
17. Scrolls of Dispel Magic and Cure Serious Wounds
18. "Round and round"



When we enter this area only the northern key hole is visible. By unlocking that lock, an area opened up near the lock, the lock had disappeared and a new lock had appeared (center one of the three). One way of explaining what's going on is that the walls with the key rotate 90° CW with each unlock. Can explain the cryptic message on the wall. Anyway, more keys are needed. The entire level has been explored, and no keys are available. Down stairs NW we came to two doors that couldn't be opened, but as the inaccessible rooms were right below the pits above, the solution was to jump down the pits, get key and open door from south side.

19. PP activates dart trap
20. Jump into pit to arrive in room with key below.
21. Stone ring

Status at end of level						
	Eowyn	Thorin (F/T)	Elrond	Mariah	Taghor	Anya
Lv	6	5/6	7	7	7	6
KXP	62	31/31	62	62	64	45
HP	68	56	55	38	66	61
AC	-5	0	1	6	5	5



1. Welcome committee.

A Drow patrol squad stops you from advancing. The patrol leader eyes you with contempt and snarls, "Okay troll bait, give me one reason why I shouldn't run you to the slave pens." ( Attack / Bribe )  
"What? Are you trying to bribe or insult me? I don't want toys, I want potential servants. Any creature will do: Kenku, Kobolds, Trogdolytes. The younger they are, the easier they are to break in. But what am I rambling on to you for? Get out of here, or we'll run you through with our swords!"  
-- Attacked them (dropped Admantine Swords) as that appeared the only alternative. Later learned that we could have bribed them with Kenku eggs, such that no Drow would attack us on this level.



2. Small holes in wall; "These holes look scorched"
3. Potion of healing
4. Arrow
5. Medallion
6. 3 arrows
7. Heard a "click" when stepping on this spot, but...
8. Scroll of Create Food
9. PPs release fireball from trap north. Items thrown over PPs are deflected
10. Scroll of Slow Poison
11. Fireball trap. Stepping on PP releases fireball which follows path of orange arrows. Step/sidestep.
12. "Don't delay"  
Had to take the long route to avoid trap
13. Scroll of Bless, Necklace, Food
14. Scroll of Fireball
15. Button closes adjacent pit, and also releases a fireball. Stepping on invisible PP also releases fireball, which is deflected on square north of PP, so just wait till it has passed.
16. Shield (looks nicer, but doesn't appear any better than those we have)
17. Stepping on PP opens the three doors to north, and releases three skeleton lords.
18. Scrolls of Remove Paralysis and Protection from Evil 10'
19. Human bones, holy symbol



The rest of the level can only be reached by descending and ascending a few times – the relevant parts of levels 8 and 9 are included here.

Down stairs **A**:

(Sp: Spider symbol, probably signifying passage)



20. Red gem  
Then went up **B** back to lv.7, and down **C** to lv.8.
21. Scroll of Shield  
Only way now was down to lv.9, chose stairs **D**.
22. "Storage"
23. Spear
24. Scroll of Armor
25. Scroll of Flame Blade
26. Nothing but a Displacer Beast.  
Finished here, went all the way back to stairs **A**, and took stairs **E** down to lv.9. Further **F** up to lv.8 and found the Drow Key.  
Could hence proceed the eastern route (lv.9).
27. "One gem for one key"
28. Put gem in niche and press button. Returns a jeweled key whether a blue or red gem is used. (Got three keys for now.)
29. "Drow writing is written here". Went back later (hint) and threw an item at writing – **Special quest for this level!** – wall opened  
Now had access to stairs **G** up to lv.8.
30. "One gem for one key" – obviously in case all gems were used at (28).
31. "Looks like a mounting device of some sort" ... Putting a red gem here opened door. Blue gem didn't work.  
Went up stairs **H**, and were finally back at lv.7.
32. "One battle for glory"
33. "One sacrifice made"
34. Put an item (dart) in niche and pressed button – wall opened.
35. Ring, AC-2
36. "One leap for faith"  
Jumped down pit and landed at (37) without any damage
37. From pit above
38. "One's faith repaid" (Portal A → a)
39. Scroll of Raise Dead, Potion of Extra Heal. (Portal B → b)  
Stairs **I** to lv.7.
40. "No turning back"
41. "One way"
42. Door closes behind us
43. "Fight for your freedom"

44. Button opens all four walls
45. Room contains Skeleton Lord(s). On entry, heard a door open somewhere (see below). Found Scroll of Cure Light Wounds.  
-- All rooms contain Skelton Lords, and on entry always heard a door open or close somewhere
46. Scroll of Fear  
... After clearing out the western rooms, headed east, and then discovered that each time we entered a room, the corresponding door in the eastern part had opened. Hence we should have alternated between west and east, finishing off one or two Skeleton Lords a time. Now all the monsters from the eastern rooms attacked coordinated, which meant a very tough fight. (Had to use the Raise Dead Scroll we had just found....)
47. Banded armor (better than chain)
48. Three arrows
49. Scroll of Lightning Bolt  
Now had all the keys we needed to gain access to the Portal room (where we have been before). Having acquired more stone items we tested and found:  
7B (necklace) → P5 (dwarves) ... return trip  
7C (dagger) → Lv.9 ... return trip  
7D (medallion) → P4 ... return trip

Also have found that we don't need four fighters, and with only her sling Anya was pretty useless anyway. As the bones appear to be from a cleric, which would be more useful (more healing, cure paralysis etc.) we went to the Dwarf Cleric and resurrected the bones: (Ileria)  
Ileria looks about, jubilant. "May the gods be praised! I am sister Ileria. I journeyed with my comrades into these dungeons to fight evil and bring good. But we were overwhelmed, and most of us were killed. I see that because of my faith, I have been given another chance to carry on my mission of good. May I accompany you? My abilities to heal the wounded could be of great help" (Yes – dismissed Anya)



**Ileria, Human Cleric**  
 Str 10  
 Int 12  
 Wisd 9  
 Dxt 15  
 Const 17  
 Cha 17  
 Lv.6 / 20K XP / 52 HP



- Returned to portal room, level 7:
50. Just two Skelton Lords  
Portal **C** → **c**.
  51. "Magic"
  52. "Armor"
  53. "Weapon"  
Each button opens adjacent door, and disables the other two buttons. So must choose *one* item.
  54. Ring of Wizardry
  55. Bracers AC-3
  56. Sword 'Slicer' +3  
Took the bracers, and portal back **D** → **d**.
  57. Placed one "stone item" in each of the three niches – Special quest for this level!  
The stone items were still there, but in addition a scroll had appeared in each niche:
    - The Orb leads to great evil
    - The light of the stars sparkles in the gem. Follow one to see the other
    - Around the neck, made of gold. The sign of Dwarves you've been told.
  58. Three Orbs of Power. Button which probably opened the wall in the first place (when we threw rock at it)

Status at end of level						
	Eowyn	Thorin (F/T)	Elrond	Mariah	Taghor	Ileria
Lv	6	6/6	7	7	7	6
KXP	69	34/34	69	69	72	20
HP	68	63	55	38	66	52
AC	-5	-6	1	6	4	4





Note: Central part only reachable from above / below – described in level 7 – map.

1. Scepter of Kingly Might, Robe
2. Scroll of Protect Evil
3. Drow Boots

**P8A** (Scepter) → Green room further down → **P8B** (only receiver, no return)

4. Plate mail of great beauty (No positive use, but not cursed)
5. Flail
6. "Gaultlet of Flame. Turn Back!" . Button opens door
7. PP sends fireball from north (sidestep, avoid pit)
8. PP sends fireball from south (be quick)
9. Ring
10. Behind door – zillions of hellhounds ... PP closes door (finish hellhounds before entering)
11. Scroll of Hold Person
12. Scroll of Invisibility 10'
13. Rune "Turn around". Reading rune (clicking on it) moves party to the other (13) and spins round
14. Button opens all four doors, releasing lots of hellhounds.
15. Ring, medallion
16. Gaultlets around wall. Put darts in some of these (ran out of darts)  
Later returned with more darts, and placed darts in remaining holes. Then stepped on PP:  
All the darts flew out of the gaultlets, but now were Admantine +1 darts, -- **Special quest for this level**
17. Scrolls of Cure crit. wounds, Neutralize poison, Prayer
18. PPs toggles adjacent pit open / close. By one PP: Rock+1
19. Buttons open adjacent pit



**P8B:** Only receiver for portal further down, can't be used to travel

20. Wand
21. PP opens wall directly west, and also closes southern wall permanently
22. Scroll of Ice Storm
23. PP opens wall directly west, and closes wall north (hence only one of these rooms can be entered)
24. Lockpicks
25. Sword "Night Stalker"

Went back to lv9 (29) and found the Orbs of Power (hint). Next to Oracle of Knowledge (lv.4) and placed an Orb in the Oracle.

All magic items were then identified; what we have now:

Eowyn: Night Stalker+3, Admantine long sword+1, Necklace of adornment, Ring+3  
 Thorin: Drow Cleaver+3, Dwarven Shield+1, Luck stone medallion, Ring+2, Ring of adornment  
 Elrond: Wand of magic missiles, Rock+1, Ring of featherfall, medallion of adornment  
 Ileria: Rock+1, Wand of Stick, Ring of sustenance, Ring of adornment  
 Taghor: Wand of magic missiles, Ring of adornment  
 Mariah: Cursed Plate of great beauty -3, Medallion of adornment, Backstabber+3, Guinsoo+4

Status at end of level						
	Eowyn	Thorin (F/T)	Elrond	Mariah	Taghor	Ileria
Lv	7	6/7	7	7	7	6
KXP	82	41/41	82	82	85	33
HP	81	68	55	38	66	52
AC	-5	-6	1	6	4	4



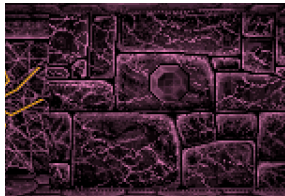
Note: Central part only reachable from above / below – described in level 7 – map.

1. "Donate armor"
2. "Donate sword"
3. "Donate missile"
4. "Donate food"  
After having placed the appropriate items on the PPs, the door to south opens  
(Retrieving any of the items closes door again)
5. Potion of poison
6. "The cunning and agile shall survive"
7. PP activates dart traps, partly hidden in the illusionary walls. Darts don't do much damage, and we need darts for the room on level 8 anyway. So just let them hit us. (The "obvious" tactic – dodging into adjacent rooms is just what the trapper wanted us to do....)
8. Remains of a Paladin; Holy Symbol, Helmet, Shield, Sword 'Severious', Plate Mail, bones
9. Drow word for "button"
10. PP activates Magic Missile from adjacent gaultlet
11. This button, and all the others, activate one gaultlet (magic missile). But didn't see any other effect. (Pressed all buttons and dodged, but don't think you need to press any button here.)
12. Tricky puzzle (needed hint...). No use throwing item at PP to south, because this is deflected and hits party. Throw item at *north* wall. Item disappears into wall, and wall to west (behind pit) opens. Then throw item at the newly revealed PP (west), and wall to north opens. Also, and as important, opens wall **W** (to SE). Then could walk round to **W** and proceed.  
(Door by **W** can't be opened from this side. If curious fall down from lv.8 and open from other side. Nothing interesting)
13. Scroll of Protect Evil 10'
14. Scrolls of Cure Serious and Dispel magic. PP closes the two pits permanently.
15. Scroll of Detect Magic

Now went back to level 8. Equipped with more darts, completed what turned out to be the special quest (16-17).  
Then took the portal **P7C** to **P9**.

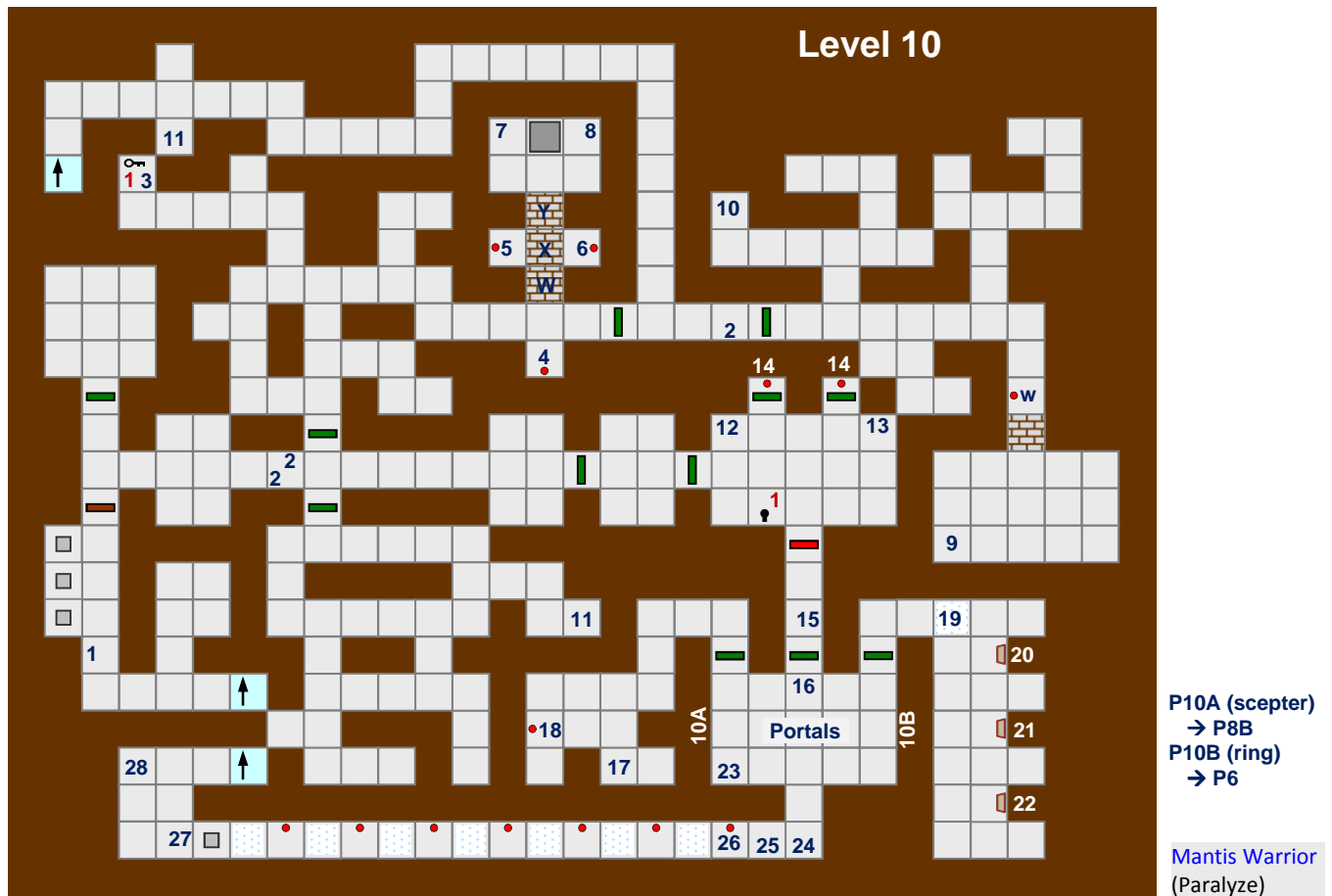
**P9** (Dagger) → **P7C** → **P9**

16. Scroll of Invisibility
17. PP closes door
18. 3 arrows
19. PP disables Thief alcoves
20. "You forgot something"
21. Thief alcoves – if not disabled (19), each alcove "takes" an item from the party (can't be retrieved)
22. "Hall of Thieves"
23. "You need a special key"  
Opened with "red rock" (rock+1?) found at (25)
24. "Watch your head"
25. "Red rock" falls down from pits in roof.
26. Scroll of Stoneskin
27. Oracle of Devouring.  
Can use an Orb of Power in niche to identify items  
(just as Oracle of Knowledge on level 4), but the Orb vanishes.
28. Put item (dart) in niche and press button to open wall.
29. Wand
30. Scroll of Raise Dead.
31. Chain mail
32. Scroll of Raise Dead



Status at end of level						
	Eowyn	Thorin (F/T)	Elrond	Mariah	Taghor	Ileria
Lv	7	6/7	7	7	7	6
KXP	87	43/43	87	87	89	37
HP	81	68	55	38	66	52
AC	-5	-7	0	6	4	4





There's a button there (!)



1. "Stow yer weapons"  
Place one weapon on each PP to open door (.... we had just dropped all our redundant weapons, so had to go back and get some)
2. "Hive"
3. Human bones
4. Operate lever to open **W**. Operate again to also open **X**.
5. Lever toggles walls **X** and **Y**.
6. Lever toggles walls **W** and **X**.
7. Rune "Jump", Potion of Giant Strength
8. Rune "Jump", Ring of Featherfall
9. Scroll Cone of Cold
10. Scroll of Neutralize poison
11. Arrow
12. "In case of fire..."
13. "In case of flood..."
14. Keep away from button – activates magic missile or fireball – much damage.
15. "Welcome" ... Reading this rune (clicking on it) activates a fireball trap, much damage
16. Met Shindia.

Shindia, suddenly realizing the odds, begs for her life. "Wait! Please don't kill me! Look, I know a lot, and I can give you important information! I can tell you how to save the King! That's worth something, isn't it?! I'm no good to you dead!"

{ Kill her / Hear her out / Let her go }

Anxious to stay alive Shindia blurts her story. "It's obvious you know of Xanathar's plot. He kidnapped Prince Keirgar to turn the Drow and the Dwarves against each other.

Because we knew the King was too stubborn to brainwash, I poisoned him. The only way to revive him from his coma is with the potion that I stashed on the level below, in the 'Room of the Levers' "

Before you can get any more information from Shindia, the party is distracted by a series of dancing lights far down the corridor. When the party turns back, she is gone.

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

{ Free him / Kill him / Leave }

Prince Keirgar sighs in relief, "I thank thee, for the timely rescue. Now I must hurry to my people to warn them of two foul traps. First, the Drow community was not behind my kidnapping. It was Xanathar's minion Shindia. If my people mistakenly attack the Drow, in their search for me, the Drow will annihilate them with superior numbers. Second, if my people continue their search for our ancestral home, they will run directly into Xanathar himself. I gather from Shindia's

comments that Xanathar has set up his main quarters right in the heart of our ancient city! I must find my people and stop them from attacking the Drow or assaulting Xanathar. Will you accompany me, brave adventurers?" {YES}

Keirgar joins the party. -- ... Now went directly back to the Dwarves and met with the clan leader:

The Dwarves rejoice at the return of their Prince. Warriors and the Cleric surround the Prince. Armund turns to you.

"Beyond hope, you have returned with Prince Keirgar. How can we possibly thank you?" "They wish information on ways to the surface", Keirgar interrupts. "Lore has it there is an ancient throne room about seven levels down. In the throne room, there is a secret door in the north wall. The door opens to a long underground passageway, which should take you to the lands just east of Waterdeep." Prince Keirgar says, "There must be some other way I can repay you for bringing me back to my people. The least I can do is continue to help you in your quest against Xanathar."

18. Wand. Button spawns a Mantis warrior
19. Invisible TP turns and deflects thrown objects
20. Potion of poison
21. Wand
22. Scrolls of Cure Critical and Flame Blade

Now placed one Kenku egg in each of the niches (20-22) – **Special quest for this level**; four Mantis warriors appeared, each dropped a ring.

23. Scrolls of Flame Blade and Remove Paralysis
24. "Thirteen"
25. "Proper sequence"
26. Lever changes behavior of portals. Don't understand this. First time all the portals were there, and party was moved to and fro. Tried anew to understand exactly what was going on, and this time all portals were turned off after a switch of the lever. So just walked through the now normal corridor.
27. PP turns off all portals in the corridor
28. Plate mail



**Keirgar, Dwarf Fighter**

Str	18/92
Int	15
Wisd	15
Dxt	12
Const	19
Cha	17
Lv.5 / 8K XP / 45 HP	

Status at end of level						
	Eowyn	Thorin (F/T)	Elrond	Mariah	Keirgar	Ileria
Lv	7	6/7	7	8	5	6
KXP	93	46/46	93	93	10	44
HP	81	68	55	43	45	52
AC	-5	-7	-3	6	3	3

## Level 11



P11A (holy symb.)  
→ P7

P11B (orb)  
→ P12

Keys:

1. Draw Key

Xorn

Mind Flayer

(Psychic Mind Blast –  
mass paralyze quickly.  
Attack melee swift.)



1. Arrival when jumping down pit level 10
2. Most confusing. All spots marked with a button and "2" toggles between;
  - button
  - Rune "This is a celestial star of navigation"
  - Rune "Leave no stone unturned"
  - Rune "Alignment must be true"
  - Rune "Your fate lies in the stars"



Apparently, pressing a button rotates the circle in question, and sometimes opens adjacent wall. If all three circles are "aligned", we can proceed through all three "circles" and enter one of the outer secret walls leading to the doors. Even though pressing the outer circle buttons has some effect, walls never opened this way. Had to go back to inner circle and try until all three walls opened in sequence. Didn't see any system so ended up going in circles and trying and failing until a new route was opened...

Later: Follow one direction all the way, go back to center room, take next direction CW and repeat. All walls will open, repeat until desired direction opens up.

3. Mossy rock (Rock+2)  
**West exit**
4. Banded armor+3, Sword 'Slasher'+4
5. Ring  
**South exit** -- new confusing area -- four separate rooms connected with invisible portals
6. Wand
7. Scroll of Hold Monster
8. Medallion, Scroll of Raise Dead  
**North exit**
9. Mossy rock+2, Scroll of Raise Dead
10. Scroll of Cure Serious
11. Dwarven healing potion
12. Set all levers in "up" position (requires several repeats) → get wand of frost at (11)
13. Many Xorns here, attacking from both sides and staying away from main corridor makes it tough
14. "Room of the key"
15. Stone Orb  
**East exit**
16. "CHWAT"
17. Human bones, spell book, ring, dagger "Flicka"+5, Robe of defense (AC-5), Bracers+2, Stone Holy Symbol
18. Orb of Power

Next returned to Oracle of Knowledge (level 4) to identify items, and then to the dwarves to deliver potion.

"This should awaken the King!", you exclaim, as you give the potion to the Cleric.

Skeptically, the Cleric administers the potion. A few moments later, King Teirgoh awakens, still weak, but very much alive! Quickly, the Dwarves explain the past events to King Teirgoh, including your part in awakening him from the coma. Grateful, the King thanks you.

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

Got [ Wand of Slivias ]

Some new items:

Admantine dart+5

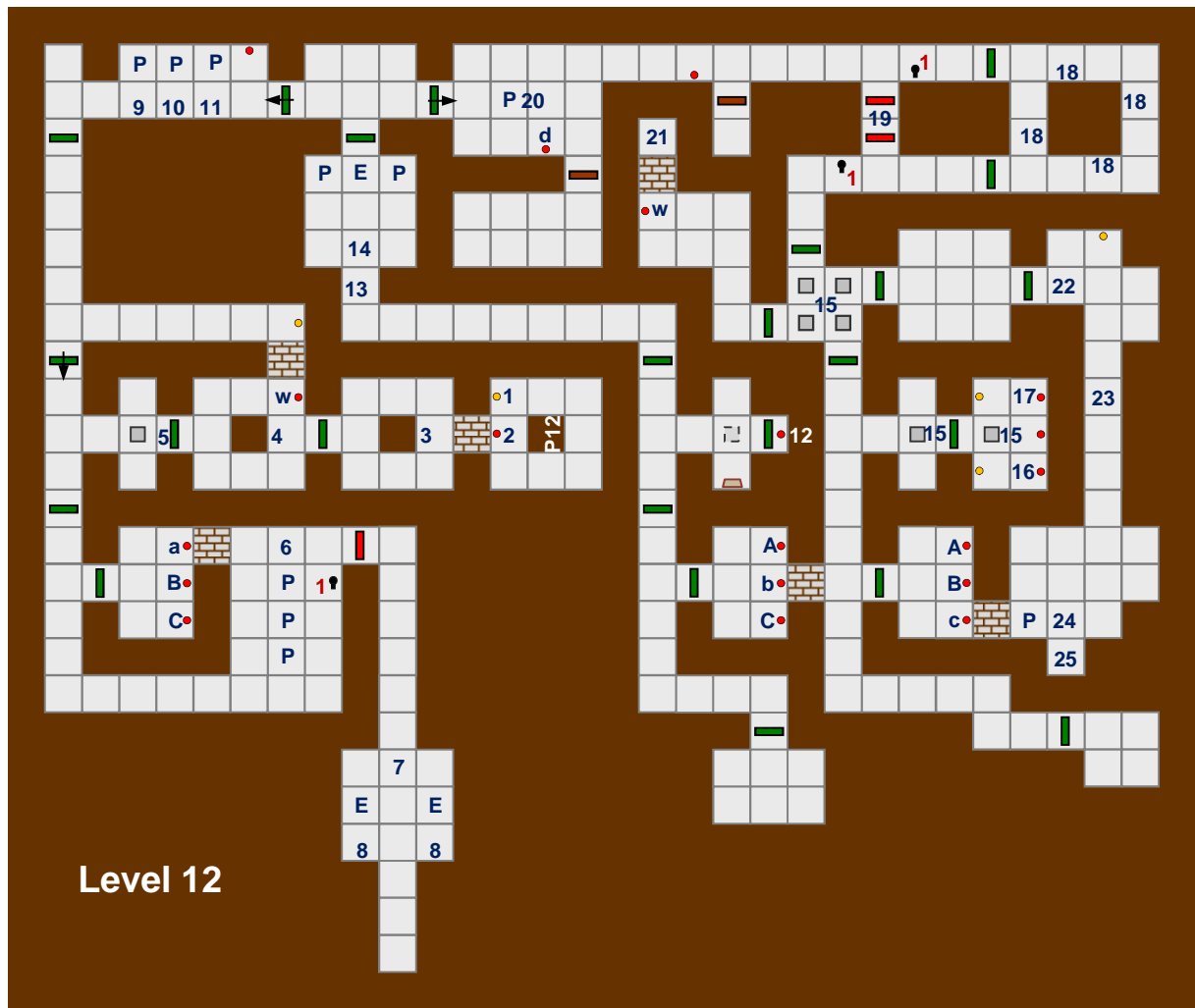
Wands of: Fireball / Magic Missile / Frost / Lightning / Stick

Ring+2, Ring+3, Ring of protection+2 (no cumulative effect)

Back to level 11, "lever room". Switched all levers down, then placed a scroll (of Flame Blade, not that it matters) in niche (11). Then switched the two southernmost switches up, and toggled a few of the others until "pling" -- Special quest for this level, and the Flame Blade scroll had been replaced with:

"The greatest weakness of the most feared creature is that, although it lurks in shadows and sees all, it cannot make itself invisible"

Status at end of level 11						
	Eowyn	Thorin (F/T)	Elrond	Mariah	Keirgar	Ileria
Lv	7	6/7	8	8	6	7
KXP	114	56/56	114	114	32	65
HP	81	68	65	43	56	57
AC	-7	-7	-3	1	1	1



P12 (orb)  
→ P11B

Golem  
Beholder

P: Pedestal  
E: Pedestal with Eye

Keys:  
1. Skull Key



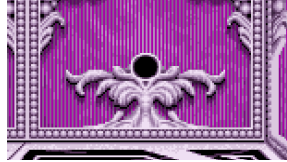


At SSI offices a day in 1990: "Well chaps, today we're gonna make the last level of EOB and finish the game" – "Do we 'ave to? We're sick and tired of the game and wanna do something else..." ... "You'll do as I say, moreover we've used up the budget so you have to work for free this final part. So let's get going, eg?" --- "Awlrigh, but it's gonna be a pretty cut-down ending if that's the terms" ... "I don't care – just get the f... game finished – OK?"

So that would explain the anticlimax of the whole level and especially the final Phoozie confrontation.

There's really *nothing* to explore or no reason whatsoever to do anything except taking the shortest route to the beholder and finish him off after a few restores...

1. "This hole reeks faintly of smoke"
2. Switch candle holder to open wall
3. "Turn back. No trespassing"
4. "You were warned"
5. A number of Golems, one of them dropped a **Skull Key** (not that we need it...)



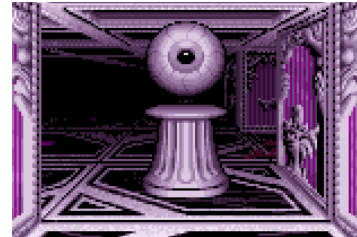
#### Teleporters:

Button **a** opens wall and moves party to wall square. If advancing wall closes behind us.

Button **b**, as **a**.

Button **c**, as **a**, except pillar blocks entrance, so we can only peek in. (→)

Buttons **A, B, C**: Moves party to **a, b, c**.



6. Just as well not to enter this room. A skull key and some useless items rest on the pedestals, but the pedestals rob the party of many small items, like rings, daggers, helmets etc. Trying to retrieve them results in even more robbery. Either leave all small items outside, or avoid the room altogether.
  7. The Eyes on the pedestals "see" the party and spawn three golems in south hall. Can be avoided with Invisibility spell.
  8. Potions of Vitality and Invisibility
  9. "Stone for substance"
  10. "Potion for strength"
  11. "Sphere for animation"
- Placing the appropriate items on adjacent pedestals and pressing button creates a golem which can be fought.
- (Why do something like that when all we want is to finish off this game?)



12. Button opens niche (SW) with a wand
13. "Room of the spheres"
14. Room contains three pillars which block the exit. Place orbs on pillars to make them disappear if you need to enter the empty room....
15. PP closes adjacent door
16. Button opens niche in adjacent wall, with Orb of Power
17. Button opens niche in adjacent wall, with Potion of Speed (Middle button activates fireball trap – much damage)
18. Niche with food. Taking food generates a "wall opening / closing sound". Replacing the food → same sound. But couldn't figure out what it was. (Hint, hint: These are *rotating* shelves – wow!)
19. Wand
20. Three Orbs of Power on pedestal
21. Two potions of invisibility
22. Confronting Xanathar:



"So, despite my traps, you petty hirelings of the Lords of Waterdeep managed to make it here after all. How unfortunate for you.

How sad for me as well. I enjoyed immensely watching you fight my minions and stumble through my traps. Of course, I'm responsible for creating the traps, just as I am responsible for creating the plan that will bring all of Waterdeep under my absolute control!

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

{ Surrender / Attack }

Surrender:

Your vision wavers. A feeling of incredible weakness washes over you. You feel compelled to drop some of your items.





So much for the “surrender” tactic. Hence chose *attack* the rest of the times (think I needed about five restores before we beat him.)

Spell “Invisibility 10’ “ was effective throughout – important at one point.

Immediately after pressing the “Attack” button, hit back-left and if we’re lucky we avoid the initial death spell.

Use Wand of Slivias to force the beholder one square south, so entrance is clear. Enter the room (22), and make for corridor southwards. At (23) there’s a light beam detector which sets off the fireball trap in the north wall. Being invisible prevents light beam from seeing party. (If not, there’s plenty of time to outrun the fireball and sidestep it when we arrive in the big room).

In room south of corridor, wait for the beholder on a square which can’t be seen from the corridor. When he arrives, sidestep continuously keeping him on a diagonal square, until he is at square (24). Step directly north an use Wand of Slivias. Beholder will move south to (25) which is a spike trap – and end of story.



And then for the *real* anticlimax – the most disappointing ending I’ve ever seen in an RPG:

Blue screen:

As the party picks through the remains of Xanathar’s shattered body, a teleporter triggers about them. As Xanathar’s lair fades from view, everyone prepares for battle and thinks, “What now?”

A stately marbled room fades in around the party. Two stone columns flank a large throne. Sunlight streams in through the windows. Clean air blows in from an open door. This is Piergeiron’s Public Hall! At last, the party is free from the dungeons under Waterdeep!

“You have killed Xanathar and saved Waterdeep from his evil!”, Piereiron Paladinson exclaims. “We were wise to pick such talented and resourceful adventurers as our agents. For today, let thee be proclaimed the Heroes of Waterdeep and let all know of your brave deeds”

Congratulations on your successful quest!”

→ Exit to DOS (!!!)