

The

FORGOTTEN REALMS

Atlas

by Karen Wynn Fonstad



The



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by Karen Wynn Fonstad



—To daughter Kristi—

**May she grow in the wisdom, courage, and love
of the heroines of the Forgotten Realms**

Acknowledgments

While the accuracy (or inaccuracy) of the product within these pages rests entirely with the author, the work could not have been completed without the encouragement, assistance, and endurance of many people:

My husband, Todd, associate professor of geography, who has grown increasingly familiar and helpful with the numerous questions of how the workings of our real world may be applied to those of an imaginary world. My son, Mark, and daughter, Kristi, who helped with the index as well as the housework. Mark also designed the map on which the Ivy Mansion was based. My sister, Marisa Crissup, for typing the index, and Lisa Richardson, for lettering the many maps.

The personnel of TSR who answered questions, provided a deluge of materials in a timely manner, and strug-

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The FORGOTTEN REALMS® Atlas

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Welcome to The Forgotten Realms world, and well met! In these pages you will see its lands and roads and buildings on paper, many for the first time. We who walk the Realms have seen them in our minds, but this book is a magic casement into the Realms for everyone to see them—to marvel at and love them as we do.

You will see the Realms come alive in these pages through Karen's magic—the same wonders she has worked for other worlds. She's done it again, bringing the Realms to us all, where once only one man—with one sage as his guide—knew the Realms. Now they belong to all of us, and their splendors shine as a certain sage wanted them to.

The Realms have seen more than a few winters since Elminster first peered suspiciously around the front door of TSR's headquarters and the gaming world got its first full look at the world of Abeir-Toril. More than twenty summers have fallen on Faerun since it first came to life and Elminster came striding out of the mists and into a certain Canadian cottage, angrily informing its owner that said owner was getting things wrong and that he'd best sit and listen a while before he made too many blunders.

Now, Elminster's read an awesome amount in his hundreds of years, and seen a lot, in and between several worlds, too. There isn't much in any of our libraries—even gamers' libraries—to interest him. Most shelves earn a two-second scan at most, a puff or two at the pipe, and a snort, or (more rarely) a chuckle.

Maps, however, are a different thing altogether. Whether they're old school maps of colored corners of our world, fantasy maps, or little bits of Europe covered with hexes for wargaming tank units to fight over, the old mage is mightily interested. We've even caught him peeking at road maps, when he thought we wouldn't notice.

He chuckles, now, when we say, "Quick, Elminster, check the map!" He's even paid several secret visits to Wisconsin to peek at Karen's work . . . and who can blame him?

Maps of strange, exotic places are best. New places you've not seen before; forbidden territories, unknown lands . . . forgotten realms. They have a magic all their own. You'll find the magic of the Forgotten Realms here, expertly and lovingly captured by a cartographer royal whose skill and attention to detail matches the best work of Waterdeep, Neverwinter, and Suzail. This book retraces the action in the novels that first explored Faerun and pokes around in many hidden corners and important crossroads of this vast world that so many ADVANCED DUNGEONS & DRAGONS® game players have come to call their own.

Know ye that it is a work that Elminster approves of. Several copies of this atlas, both in the wilds of Ontario and in the beautiful heartland of Wisconsin, will no doubt reek of a very strange scent—a malodorous pipe smoke that is not wholly tobacco—all too soon. You see, Elminster loves maps as much as we do.

Ed Greenwood, March 1990

The heart of the AD&D® game is its maps—from the smallest scribbling of an underground lair to world-straddling continents, maps have held a fascination for the players and Dungeon Masters of the game. More informative than ornamental art, but with a direct and clear presentation that surpasses text description, maps are the first and best tool used by DMs in communicating with their players. Anyone can describe a ten-foot-wide corridor leading to a fountain guarded by stone statues, but a clear and concise map defines the details and sets everything in its proper place.

The heart of the Forgotten Realms lies in the maps as well, starting with the twenty-four 8-1/2 by 11-inch sheets of paper that appeared on my desk early into the project, photocopies of Ed's hand-scrawled originals. Laboriously taped together, they became the Realms' "first" map, reproduced on pages 4 to 11. Little did I know that this was merely the tip of the iceberg. Ed Greenwood was a continual cartographer, a species of DUNGEONS & DRAGONS® game player noted for his prodigious and continual supply of graph paper, notes, scraps, details, and footnotes scattered over maps of the cities, nations, buildings, and dungeons of the Realms. Many of these originals of Waterdeep and Shadowdale (and other places) have seen their way into a number of projects from TSR over the years, and many are enclosed herein.

Ed's foundations were just the beginning—as the Realms were a shared world—and others began to work their magic within the confines already set down. Doug Niles altered the outline of the Moonshaes and helped drain part of a glacier for Vaasa and Damara, while Zeb Cook wheeled up the massive second half of the continent, known as Kara-Tur. Bob Salvatore played extensively with the northlands, working off Ed's original maps and expanding them further, giving them more depth and detail. My role in most of this was as an ever patient (and often bewildered) traffic cop, trying to keep the trains running on time.

But it all began with Ed's original creation, with the maps set out to amuse, entertain, and inform his fellow players. Karen Wynn Fonstad's creation here represents an enormous amount of research, not only into Ed's mind and what he envisioned for the Realms but in the stories created by him and Doug and Bob, by Kate Novak and me, by Scott Ciencin and Troy Denning, and by Jim Ward and Jane Cooper Hong. Karen found out what we meant when we placed a particular building in a particular fashion, and she realigned and rectified divergent views of the same city or region.

It is an impressive accomplishment, though not a complete one, through no fault of its capable cartographer. The Realms continue to grow and develop with each new product, with the arrival of the Horde and the discovery of Maztica and the new world, with greater detail as to various cities and towns, and with new adventures and achievements of their populations. The Realms are a living entity, feeding on the creative energies of all its contributors, writers, artists, and map-makers. Enjoy.

Jeff Grubb, May 1990



Introduction

Although this atlas was to chronicle a worldwide view of as much of the FORGOTTEN REALMS® world known thus far and provide in-depth information about the more important locations within the Realms, the task bordered on the impossible. The Realms are so large and so varied that encyclopaedic volumes would be needed for a respectably complete presentation. The reams of paper provided by chroniclers too numerous to name, rolls of maps too large to view at close range, and tiny sketches gleaned from thousands of references gave the author's office an appearance akin to that occupied by Elminster's scribe and cartographer, Lhaeo:

"... a firetrap waiting for a spark. Parchment scrolls, leather-bound tomes, sheaves of loose leaves of paper, empty folders clearly labeled *Important* or *Confidential*, and bark textbooks . . . lay on every available horizontal surface or leaned against a vertical surface."¹

The result of this confusion was that the atlas is incomplete. It could not (and does not) fully map all corners of the Forgotten Realms. Location maps with brief analyses chart all the areas currently known, and fairly detailed site, pathway, and battle maps are included for some of the most famous tales of the Realms. Anyone who wishes to follow closely any of the selected sagas may do so using this atlas. Those interested in lesser-known tales of the West, however, or stories of the Eastern Realms will find the choices extremely myopic.

Even for the chosen stories, not every locale could be included, but much information was already available for these tales and others and may be obtained by those interested in further detail. Likewise, the tales that have been most thoroughly chronicled elsewhere—notably those of Shadowdale—were provided less space on these pages.

Note that locations associated with any given tale do not necessarily fall within the immediate area with which the account is associated. The most famous tales were of travels, and while the travelers may have journeyed to or from a particular place, it was usually only a stopping point—one in which their stories were later told and retold more frequently and fully than anywhere else. The tales of the Moonshaes fell entirely within the Moonshae Isles, but the tales of Icewind Dale ended in Calimport, and those of Shadowdale ceased in Waterdeep.

The Geography of the Realms

The Forgotten Realms covered a vast expanse, and bards and caravans carried more than songs and trading goods on their journeys. Most of the known Realms were fairly well mapped and chronicled in bits and pieces, but not all the information was common knowledge. It was only natural for local people to be parochial in their interests. Consider to what lengths Drizzt and Bruenor went to obtain an accu-

rate map of the North from Whisper of Luskan.² The names of the largest cities, and the locations associated with the greatest deeds or battles or the most fearsome monsters, were known almost universally. From some areas, however, there was little news, and accurate maps had always been difficult to obtain—especially in less-than-civilized areas, where demand naturally was low.

The Forgotten Realms lay on the planet Abeir-Toril, commonly shortened to Toril.³ The known Realms occupied a single land mass, sixty-five hundred miles north to south and eighty-five hundred miles east to west, totaling 28.5 million square miles.⁴ Island groups lay offshore on continental shelf locations, except for Evermeet, home of the elves, which stood alone more than a thousand miles west of the Moonshaes.⁵

The known Western Realms, also called "Faerun," stretched southward from the tundra north of the Spine of the World to the Great Sea, beyond the jungles of Chult, and eastward from the Trackless Sea to the eastern side of the Sea of Fallen Stars. A series of mountain ranges bordered the more settled areas east of the Sea of Fallen Stars, with sparsely settled border wastelands beyond. Two major seas lay in the west: the Shining Sea, which rolled from the Trackless Sea east, between the desert lands of Calimshan and the jungles of Chult, to the Shaar; and the inland Sea of Fallen Stars, the "Inner Sea," with its many sinuous arms reaching deep into the heavily populated lands of central Faerun. Its waters tied together the peoples of many diverse lands. In the past, a third sea jutted south into the Western Realms: the Narrow Sea, bounded on the east by the Forest of Anauroch. For centuries, however, the name "Anauroch" had instead referred to a growing desert.⁶

The Eastern Realms, known also as Kara-Tur, were bounded by broad marshlands in the north and intricately carved plateaus, complex mountains, and vast jungles near the southern coast. As in the Western Realms, a large sea cut into the coast; it was known as the Yellow Sea in the north and the Celestial Sea in the south. Another, the Segara Sea, jutted northwest south of the jungle lands, leaving a neck about five hundred miles across separating the ocean waters east of the Realms from those of the west.⁷

As wide as the isthmus seemed, it contained a south-running range of the great Yehimal Mountains. East of the ridge lay the Sempadan Forest, and west ran a dry coastline that formed the only practical land bridge to the unknown lands of the southwest. It was a pathway less than a hundred miles across that could only be reached overland from the west by passing through the desolate steppes of Eastern Shaar or the dust desert of Raurin and from the east by climbing the passes at the north end of the Ra-Khati Range, then turning south along the Jumpa River Gorge.⁸ Both East and West had turned their backs on this bridge to nowhere.

A closer and far more important barrier existed to separate East from West: the Hordelands. These occupied the wilderness between the edges of Faerun and Kara-Tur. The most populous and civilized part of the



Cross Section at F: Western Realms

Evermeet Trackless Sea The Moonshaes The Sword Coast Cormyr The Sea of Fallen Stars Dragon Reach Eastern Reach Ashanar The Horse

Cross Section at N:

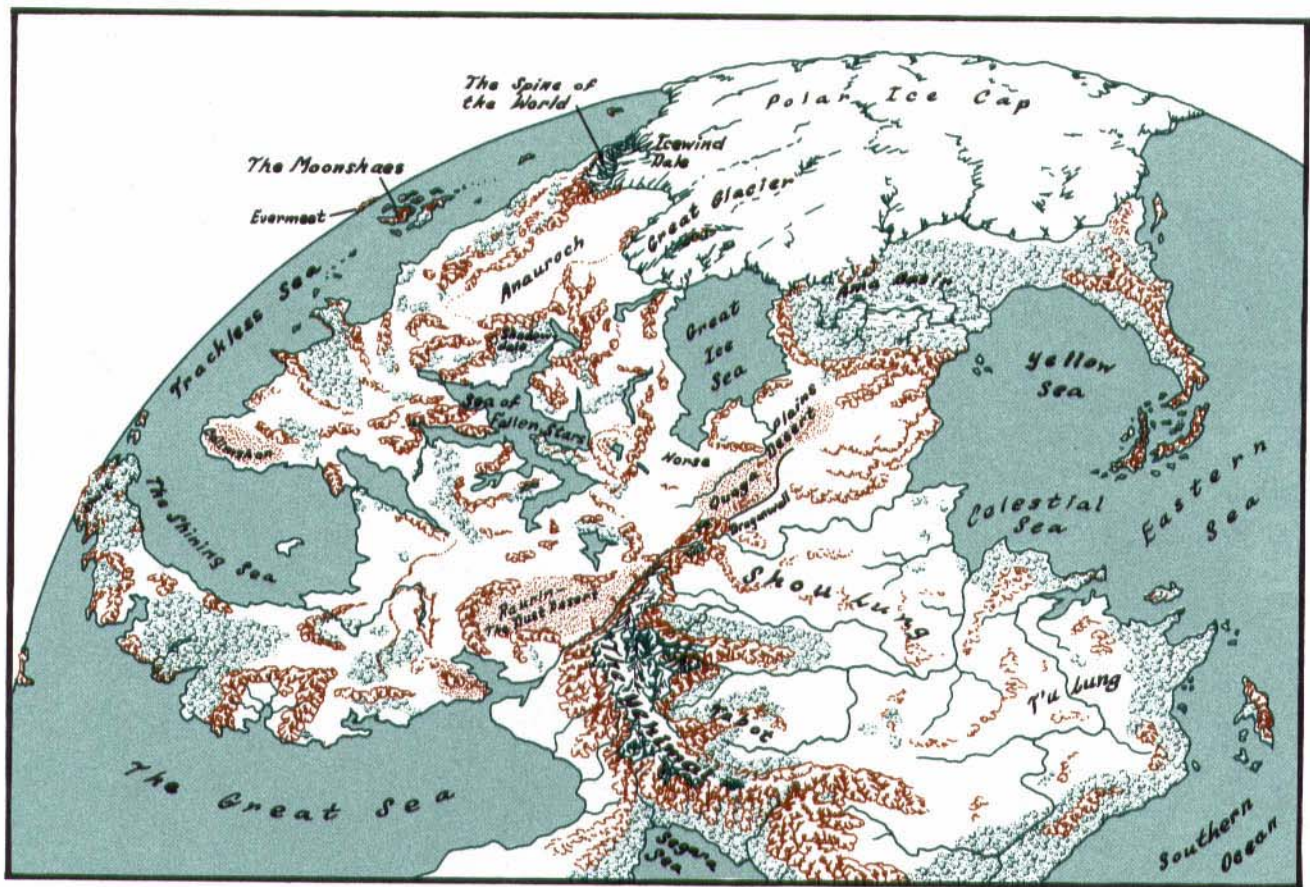
Trackless Sea Jungles of Chult The Shining Sea The Shaar The Great River Eastern Shaar



Hordelands **Eastern Realms**

Plains Quoya Desert Dragonwall Chukai Plateau Yellow Sea Wa & Kozakura Eastern Sea

The Yehimal Tabot Plateau shou lung Tu Lung The Blood Plains Eastern Sea



Global View

river valleys flowing into the Celestial Sea. Thus, the face of Kara-Tur turned eastward, and the dry, barren lands were not merely ignored but actually blocked by the placement of the Dragonwall.⁹ Less obviously but just as surely, the Western Realms turned from the Hordelands as well. The interest of the West was focused on the Inner Sea or beyond, toward the Sword Coast and the Shining Sea. The Hordelands were both a physical and cultural wedge between the two more developed parts of the Realms. But far though they might have been from the heartlands of West and East, the Hordelands lay at the true geographic center of the Realms, and the barbarians stood poised in an ideal location to strike out in any direction. . . .¹⁰

The Format of the Atlas

So that the student of the Realms may have a single composite reference tool, detailed regional maps have been collected in the preliminary section. Symbols used to represent various physical and cultural phenomena are kept fairly constant, though some alterations were necessary (notably on pathway and battle maps). Standardized symbols are shown in the legend that follows.












To make the maps more useful in finding any of the many hundreds of locations (many with alternate names), a letter-number grid is included on each regional map, with corresponding coordinates in the alphabetical index at the end of this book. Grid marks represent two hundred mile distances, though the

drafting of a rounded surface on a flat map by necessity has distorted some shapes and distances, especially near the poles.

For ease of reference, all the major regional maps are drawn to equal scale. For gaming purposes, any of the transparent hex grid overlays from the Forgotten Realms, Kara-Tur, or The Horde Campaign Sets may be used by applying a different scale. A small hex, for example, would equal approximately twenty miles in diameter, and a large hex would be about two hundred. The scales of the site maps and subregion maps vary, but with a bit of calculation, the hex overlays may be used for any map in the atlas that was not drawn at an oblique angle.








As previously mentioned, the remaining sections of the atlas focus on the sites, paths, and battles described in the most famous tales of the west. These are arranged in approximately chronological order. A subregion and pathway map introduces each section, so the setting and chronology may be reviewed, if desired, before continuing to the in-depth study of specific locations. When a locale was visited by characters more than once, it was inserted at the point in a given tale in which it was most fully described. Waterdeep, for example, was far more important in the Avatar tales originating in Shadowdale than in the stories of Icewind Dale, which lay many miles closer. As Shadowdale was important in so many journeys, however, it was mapped at the beginning of the entire section, just after the subregion map.

Physical:












	Low Hills
	Moors
	Snow-capped Mountains
	Alpine Glacier
	Continental Glacier
	Ocean
	Lake
	Stream
	Rapids
	Falls
	Woodlands

	Marsh
	Desert

Cultural:









	Political Boundary
	City
	Town
	Ruin
	Road
	Bridge
	Ford

Site Maps:

	Fortified Wall
	Gate
	Courtyard
	Assorted Buildings
	Large Hall with Pillars
	Ascending Stairs
	Descending Stairs
	Doorway
	Pier
	Tree
	Underground Level

	Upper Level Cut-away
---	----------------------

Pathways:

	Major Character's Path
	Secondary Character's Path
	Campsite
	No Campsite
	Encounter
Battle Flow:	
	Attacking Force
	Continuing Action
	Retreat

Conclusions

Although the author has attempted to be as complete as possible, lack of space required that some names be relegated to subregion maps, or even be omitted. Given the difficulty in obtaining accurate information, it was indeed fortunate that Elminster himself found the project worthy of the loan of his hand-drawn originals, and in most cases, the areas drawn here are but copies of his vital charts.¹¹ Elminster's work was more commonly found in the West, however, so it was propitious that another sage of vast resources could provide many maps covering the lands of the East.¹²

In spite of the tremendous assistance provided by the loan of these materials, however, discrepancies

sometimes occurred. These required that compromises be made, with no opportunity for field checking to verify accuracy. For example, distances said to have been traveled by heroes in the tales do not always agree with those shown on pathway maps, dates of travel may seem too long or short, and place names in the East may have alternate spellings, due to the nature of the dominant language. Similarly, many of the site maps are based strictly on accounts of those passing through in hurried (and often harried) fashion, with no time for (or interest in) sketching the locale. Hopefully the results are acceptably close so that one may catch an illuminating glimpse of this vast and intricate Forgotten Realms.

Part One:
Regions



The Forgotten Realms

The area of the Forgotten Realms familiar to most people covered a single continental mass, yet the continent was not unified physically, just as it was not culturally uniform. Even the briefest of glances revealed a sharp dividing line in the midst of the southern half: the Jumpa River Gorge. To the east of the gorge were the greatest mountains of the known Realms, the Yehimal. To the west were a mixture of plains, plateaus, and lower ranges. It was as if the southeastern portion of the continental plate had been forced over the southwestern section, and in the process the deep gorge was thrust down and the immense mountains pushed up. This huge physical barrier separated the two halves of the continent in the south.

In the north, a different physical barrier existed: climate. The raw winds generated over Yal Tengri, the Great Ice Sea, blasted the central northern plains in the winter while those originating over the land area did the same in summer. The result was an inhospitable mixture of extremes that discouraged both travel and permanent settlement. Only the hardy nomad tribes of the Horde occupied what others viewed as endless wastes.

Between the climatic barriers of the north and the topographic barriers of the south, the continent functioned in separate units. Culturally, historically, agriculturally, architecturally, the Realms were divided. Even different names were applied to the same vast continental land area, for it was known as Faerun in the west and Kara-Tur in the east. It would be easy but inaccurate to apply those names to the subcontinental divisions; but the Western Realms and the Eastern Realms were merely two parts of the whole: the Forgotten Realms.

The Western Realms

The western half of the Forgotten Realms was a patchwork of people, politics, and physical settings; but even within the disjointed conglomeration there were some larger groupings that could be made. The Inner Sea was as divisive culturally as it was unifying economically, and it sharply separated the Western Realms into north and south.

Each culture viewed itself as best in some manner and disdained others. The southern kingdoms of Amn, Tethyr, and Calimshan considered it an insult to be classed as part of the Sword Coast, differentiating themselves from those farther north, whom they viewed as barbarous.¹ The travelers from Icewind Dale conversely were horrified by the blatant separation of classes they observed in the teeming cities of Memnon and Calimport and thought of the southern kingdoms as barbarous to ignore the filth and poverty that were evident there.²

The citizens of the lands northwest of the Inner Sea, regardless of actual government, had considerable independence. They could comfortably tend their fields

or ply their crafts in relative political and financial security, and generally thought their lot the best of all in the Realms. While they might have dealt with those from other areas by trade, they sometimes mistrusted anything or anyone that seemed exotic: the witches of Rashemen or the power-hungry wizards of Thay, for example.³ The Simbul of Aglarond, who opposed Thay with her powerful magic, was accepted with fear even in Shadowdale.⁴

The lands southeast of the Sea of Fallen Stars were the oldest in the Western Realms. They, like the southern kingdoms farther west, were disdainful of the upstart lands north of the Inner Sea, considering them uncultured, warlike, and primitive.⁵ Thus, culturally as well as physically, the Western Realms were divided into south and north.

The North

Within the major region of the North were further natural divisions. Anauroch, once a narrow sea, had become an expanding desert, cutting communications between the northeast and northwest except via the countries at its far southern extent.⁶ Similarly, the growth of Pelvuria, the Great Glacier east of Anauroch, combined with various mountain ranges to severely isolate the lands north of the Inner Sea. Both of these changes might have been magically induced.⁷ Fingerlike "reaches" of the Sea of Fallen Stars further divided the lands so thoroughly that the area east of the Dragon Reach was sometimes considered as being East, and not part of the North at all.⁸

West of Anauroch were the lands of the Sea of Swords: The Moonshaes; the Nelanther; the Sword Coast; and, tucked beyond "The Wall," tiny Icewind Dale. Over a thousand miles west of the Moonshaes was the refuge of the elves: Evermeet. Culturally and physiographically, Evermeet was beyond the Western Realms, so only the Moonshaes and those islands that lay close to the Sword Coast could truly be considered part of the region.

All the islands were fairly rugged, for they were formed by extensions of the mainland mountains that cropped up west of the basin containing the Sea of Swords. The peaks of the Moonshaes were, accordingly, fairly rich in minerals. Lowlands that had filled between peaks provided agriculturally productive land, especially in the two largest islands, Gwynneth and Alaron. Although the Moonshaes were not extremely far north, the northern islands in the group received both cold currents and winds swirling south from the Sea of Moving Ice.⁹

Icewind Dale, in contrast to the Moonshaes, was far to the north, sandwiched between the Sea of Moving Ice, the Reghed Glacier, and the Spine of the World. It was an almost flat, featureless tundra that allowed virtually no agriculture. The small amount of warmth generated by the Trackless Sea and funneled across the lowest part of the mountain wall was all that kept the dale even marginally inhabitable. Only the nomadic tribes, which hunted reindeer; the fishers; and related traders huddled next to the three lakes there, and the dwarves in their tunnels attempted to survive in the harsh land. Evil creatures flourished there,

however, in hundreds of delves in the mountains.¹⁰

The extent of the Sword Coast was debated, but most agreed it included all the lands between Candlekeep and the Spine of the World, west to the borders of Anauroch, though a natural border on the south would have been the mountains called The Cloud Peaks, north of Amn.¹¹ Such an extensive area could hardly be considered a coast, however. The activities of those living inland would have been far different from those of people along the shores of the Sea of Swords, but trade and travel tended to tie the area together, albeit very loosely. At the time of the tales in this atlas there were no nations, no formal city-states in the Sword Coast; each large community took care of its surrounding hinterland.¹² Waterdeep maintained a small navy and patrolled the roads in its vicinity while the riders of Nesme struggled with evil creatures in the Evermoors.¹³

Although settled for several centuries, the Sword Coast still had many wild areas. The Spine of the World and its related ranges were mined by humans and dwarves at Mirabar in the west, and by dwarves in the east, but there were plenty of sites for goblin delves between.¹⁴ Other hilly areas also provided lairs, notably Hellgate Keep, the Craggs, the Graypeak, and Nether Mountains.¹⁵ Several forested areas blanketed parts of the region, and most were unexplored in their interiors.¹⁶ The northern portion of the Sword Coast was probably best characterized by its rich mountains and evil creatures.

The central portion of the Sword Coast was underlaid by several cavern systems: the Endless Caverns of the High Forest; the Underground River system of the High Moor, accessed from Dragonspear Castle; and the caverns under Mount Waterdeep, which the dwarves expanded into Undermountain.¹⁷ The most outstanding feature of the area was not natural, but artificial: the great port city of Waterdeep, the most important city in the north. Indeed, even though its population had been smaller than that of the great southern cities, Waterdeep was considered by some as the most influential in all the Western Realms.¹⁸

South of Waterdeep both the land and the people were less wild. The southern Sword Coast was a gently rolling agricultural area centering on the Chionthar River, with the most temperate climate of all the Sword Coast. The valley was crossed by trading roads going north to the mines, south to Amn, and east to the Sea of Fallen Stars.¹⁹

Another region important to the tales of the Forgotten Realms lay between the Sea of Fallen Stars and Anauroch. Cormyr, Sembia, and the dales formed the core of the area. Cormyr was a small but bustling kingdom where agriculture mixed with sea and overland trade. The same was true of the neighboring country of Sembia, except that it was governed by an elected overmaster instead of a king.²⁰ Cormyr was almost entirely protected by mountain ranges while Sembia lay between mountains, forest, and water. Some types of forests would have been no protection, but those north of Sembia were the remnants of the Elven Court; while wild things had moved into the abandoned city of Myth Drannor, the rest of the wood

was relatively free. What problems might have developed were far more dangerous to the agricultural Dales along the edges of the forest than to Sembia.²¹

As in the Sword Coast area, the mountains in the far north held rich ores, especially the Galena Mountains between Vaasa and Damara. To exploit those riches, water and overland routes were developed to connect the Inner Sea, via the Elven Court and the Dragon Reach, to the Dragon Sea (or Moonsea, as it was also called).²²

Recent discoveries of ore deposits in the Earthfast and Earthspur Mountains of Impiltur made that country a likely area for growth, if a person were adventurous enough to chance the hobgoblins of the North. Impiltur had been forged from a group of cities west of Easting Reach. Cities along the eastern edge of the Dragon Reach, such as Tantras and Raven's Bluff, were not included in the coalition.²³

Beyond Easting Reach but west of a fairly continuous line of mountain ranges were the exotic lands many considered to be "The East." The area had once held four great kingdoms: Narfell and Raumathar in the north, Unther and Mulhorand in the south. The northern kingdoms warred constantly until both were destroyed.²⁴ Narfell's cold plains were subsequently occupied only by scattered tribes.²⁵ Parts of Raumathar were broken into lands that later came to be known as Thesk, Rashemen and Thay. In Thesk nomadic herdsmen occupied the mountains. The trading outposts along the Golden Way were the main settlements which survived.²⁶ Rashemen, east of the great lake of Ashane, became isolated from the rest of the north, except when forced into conflict.²⁷ One such conflict was with the Red Wizards who eventually arose as the rulers of Thay. Thay occupied a large land area centering on the plateau around the Thymount, which dropped to the high plains of the Priador. Both the country's gold mines and farms were worked by slaves.²⁸ Politically, racially, and historically, Thay was probably closer to the cultures of the south.

The South

Beyond Thay were the other two of the four original nations of the area: Mulhorand and Unther. The rulers and inhabitants of the ancient, slave-worked lands had grown decadent over the centuries.²⁹ The farther west one traveled along the south shores of the Inner Sea, the more vigorous were the people found there; the folk of Gildenglade in Turmish farmed their own well-kept fields, and those of Akabar went abroad for trade and adventure.³⁰

As in the northern part of the Western Realms, the far west was the most recently settled portion of the south. Nevertheless, it had been occupied longer than its northern counterpart. Orcs, goblins, and other creatures that plagued the northwest were almost absent in the southwest, though there were at least a few hill giants and one dragon in Amn, and half-orcs were common in Calimport.³¹ The biggest enemy other than the increasingly dry conditions of the Calim Desert was humankind: rival merchants, bandits, pirates, and virtually everyone was involved in all

sorts of scurvy double-dealing.

The most northwestern of the lands of the South were the Nelanther. Those islands were less rugged than the Moonshaes to their north, and better protected climatically. Their location was the key to the way they developed, however. Like the southern shores of Gwynneth, the Nelanther must have been pocked with sea caves. The natural hideaways, combined with the proximity to the Tethyr Peninsula across Asavir's Channel, made the isles a perfect spot for pirates preying on ships traveling between the southern kingdoms and the Sword Coast.³²

The three so-called "Empires of the Sands" lay along the southern end of the Sword Coast: Amn, Tethyr, and Calimshan. Any of the three was sufficiently populous to overrun its neighbors, had it chosen to spend its energies in that way.³³ Instead, they—and especially Amn—focused on trade.³⁴ In fact, the existence of Calimshan depended almost entirely on trade. The more northern lands of Amn and Tethyr were fairly well suited to agriculture, with the Purple Hills being quite productive.³⁵ In Calimshan, the Calim Desert occupied the central third of the country and was bordered by lands only slightly less dry. The marginal lands allowed herding of goats and sheep, but little else. Even the Forest of Mir was stifling, though the forest's greatest threat was not the heat but its inhabitants: drow elves.³⁶

East of Calimshan the forests and rivers north of the Lake of Steam attested to the area's more temperate climate. That, combined with flat topography, produced good cropland, so both cultivation and fishing supported the populations of the large cities along the Lake of Steam. Farther south, the lands of the Shaar were crossed by fewer streams, and had smaller areas of woodlands and fewer cities.³⁷

South of the Shining Sea a huge peninsula jutted nearly fifteen hundred miles west into the Trackless Sea. At its western end was a plateau rimmed with mountains, some of which were volcanic. Four hundred miles closer to the equator than the Calim Desert and almost encircled by water, Chult was covered by jungles. The islands of Lantan, which lay offshore, were less densely forested, allowing several coastal fishing communities.³⁸

Beyond the long southern peninsula was the Great Sea. Along the rugged coast was a whole series of bays interspersed with coastal cliffs that marked the seaward end of mountain ranges of varying extents. The greatest of these were the mountains of Halruaa. The peaks blocked the excessive heat and moisture, which produced jungles farther west, and allowed almost temperate conditions in the elevated basin. As a result, the basin was used heavily. Olive Ruskettle even referred to the country as "magical."³⁹

The halfling bard's knowledge of Halruaa was not totally surprising, for she reported herself as having been trained in another interesting enclave along the south coast: Luiren, land of the halflings. Luiren was a tree-encircled lowland centered on a deep bay. It lay beyond the Toadsquat Mountains at the farthest end of Traders' Way. In spite of the seemingly pleasant surroundings, it hardly seemed a location of choice for a

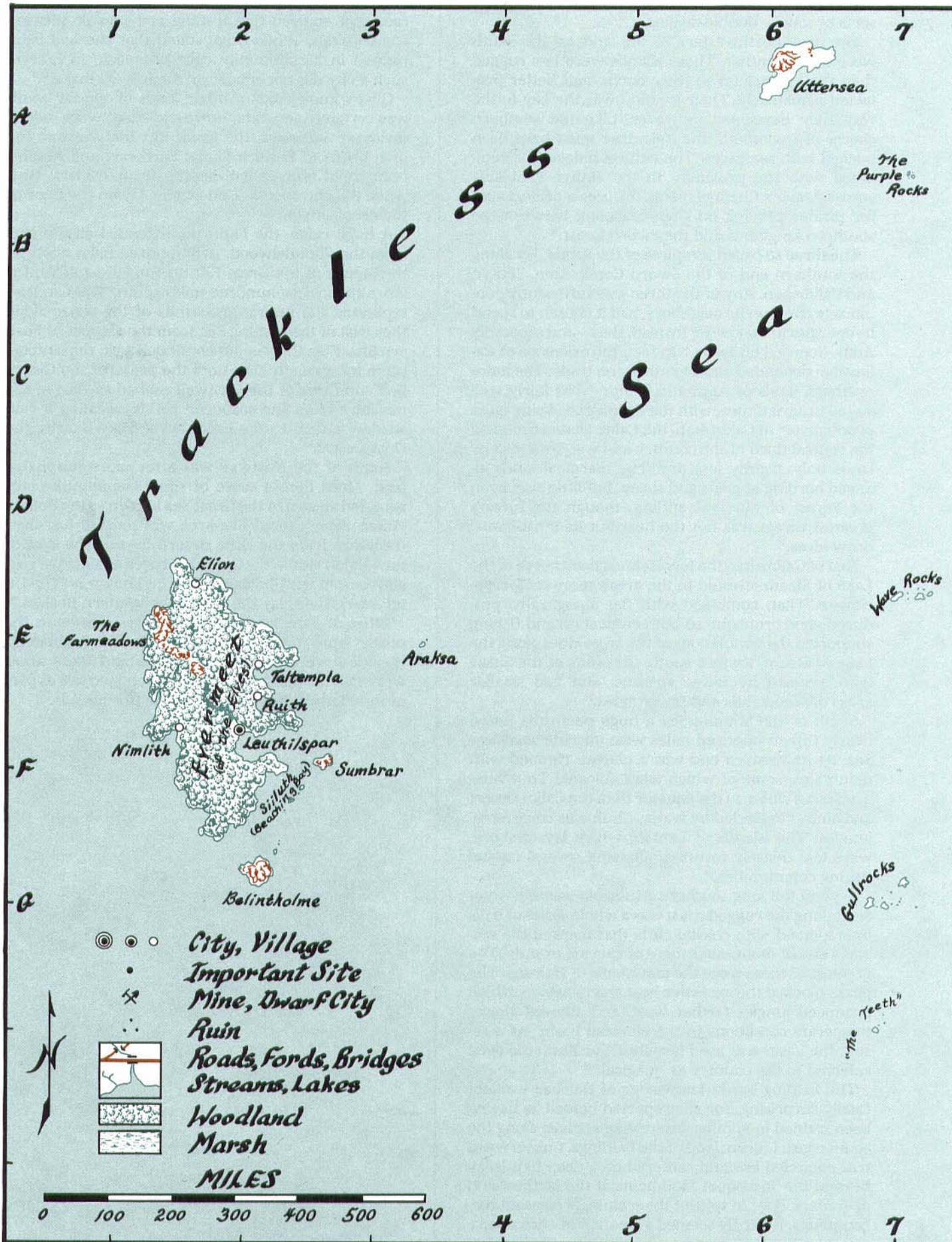
race that enjoyed the bustling activities of thriving communities. While Olive stated that she had been trained in a community called Sespech, in Luiren, such a city did not appear on Elminster's maps.⁴⁰

Olive's knowledge of other lands of the far south was certainly accurate, however. There were indeed dwarven tunnels in the Great Rift that cut into the high plains of Eastern Shaar. Eartheart and Kholtar both could be reached directly from Traders' Way, while the entrance to Underhome lay on the floor of the deep canyon.⁴¹

A huge ridge, the Landrise, extended all the way from the Chondalwood, two hundred miles north of the mouth of the Great Rift, to the Forest of Amlar, more than three hundred miles south. The Landrise separated the prairie grasslands of the Shaar along the coast of the Shining Sea from the steppes of Eastern Shaar. As the steppes continued east, the land became increasingly dry, until the peaks of the Giant's Belt and those of the Dustwall robbed the last of the moisture from the seaborne winds, creating a rain shadow effect. In the basin beyond lay Raurin, the Dust Desert.⁴²

South of the Dustwall was a far more hospitable land. More than a score of small communities surrounded an arm of the Great Sea known as the Golden Water. Even a junglelike area was present just over the peaks from the Dust Desert. Beyond the inlet of the Golden Water, the Great Sea raged against the rugged coast in whirlpools at the point known as "The Utter East." There lay the end of the Western Realms.⁴³

What of Semphar and the Endless Wastes to the north? Were they not part of the Western Realms? All regions have a zone of transition, and these areas were that for the Realms. They functioned less as part of the Western Realms than of the Hordelands.



Trackless Sea

Ultensea

The Purple Rocks

Wax Rocks

Gullrocks

"The Teeth"

The Farmeadows

Arahsa

Elion

Taltempla

Ruith





Leuthilspar

Nimlith

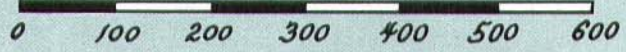
Sumbrar

Sillubhoy
(beaching)





Bolinholme

- ⊙ ○ ○ City, Village
- Important Site
- ⚡ Mine, Dwarf City
- ⋯ Ruin
-  Roads, Fords, Bridges
-  Streams, Lakes
-  Woodland
-  Marsh

MILES





- City, Village
- Important Site
- ⊗ Mine, Dwarf City
- ⋯ Ruin
-  Roads, Fords, Bridges
-  Streams, Lakes
-  Woodland
-  Marsh

MILES



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Trackless Sea

The Whales' Flukes

"The Sean" Mother of Mists (The Daughters)



The Beacon of Rocks

The Great

5 6 8 9 10 11





The Hordelands

In the center of the Forgotten Realms was an area that could not properly be classed with either the Eastern or Western Realms of the continent. The Hordelands consisted of a wedge nearly two thousand miles across in the north and only a few hundred miles in the south. This wedge lay between the intermittent mountain chains from Raurin to Sossal and the border formed by the Jumpa River Gorge and the Dragonwall, from Raurin to the Ama River Basin. At the time of the selected tales, the lands were occupied by countless members of disorganized nomadic tribes, which for the first time in history had been forged into a unified army that came to be known as "The Horde."¹

The south end of the wedge was Semphar, an outlying land of the Western Realms that once had been part of Mulhorand. Semphar was not occupied by the nomadic tribes but actively traded with them—as it did with both the Eastern and Western Realms. Each part of the continent viewed Semphar as the last remnant of civilization before entering the strange realms beyond. The country was a true gateway between east and west. Names, customs, and knowledge from both parts of the Realms mingled there.² The land was pleasant climatically, far enough south to avoid the worst of the cold and far enough north to decrease the rain shadow effect that helped produce Raurin. Gbor Nor, or Brightstar Lake, was fed by numerous streams originating in the mountain ranges northwest, north, and east of the lake. From the Godswatch Mountains, the Teyla Shan to those of the East, the land sloped gently west, gradually changing from plateau to plains. A large stand of forest, the Shalhoond, even survived in northern Semphar.³

North of Semphar were the true Hordelands. They were virtually synonymous with the steppes that stretched in an arc from the mountains of Rashemen, south to the forest of Shalhoond, then northeast to the margin of the last trees and swamps of the Ama Basin, beyond the Chigidi and Chigiogi Mountains.⁴ In the West the central area was called the Endless Wastes, based on its physical characteristics. In the East it was referred to as the Horse Plains, based on the primary cultural and economic characteristic. Both, of course, were valid points of view. The term "wasteland" was relative, however. To those who knew the secrets of living in harmony with what the land provided, the land could hardly be viewed as waste. Most of the land was steppe, short grass plains that could support grazing of a variety of animals as long as the herds were not too large or did not stay too long in any single location. Given water and an adequate growing season, some parts could even support certain hardy crops.⁵

Some areas of the Endless Wastes were more productive than others. The narrow Kora Shan mountain range ran through the midst of the steppes, producing several springs and oases, which supported lush grasses.⁶ East of the Kora Shan the cold Quoya Desert was rocky and lifeless. Yet, even in the midst of the desert, water diverted from the intermittent streams

flowing into the Merket Depression was used to irrigate the famous melon fields of Kwachow.⁷

East of the Quoya Desert was the single most impressive architectural feature of the Realms: the Dragonwall. While the desert had helped deter raiding to the east, it was not adequate to preclude it. Only the placement of the Dragonwall for a thousand miles along Shou Lung's border finally stopped the devastating attacks on that part of the Eastern Realms.⁸



The Eastern Realms

In contrast to the scattered mountain ranges of the West, the mountains of the East enclosed what seemed to be almost a single vast basin. The result was an empire almost as vast: Shou Lung.¹ In the past it had extended from the Celestial Sea to the Segara Sea, with the capital of its southern lands at Tempat Larang, one hundred miles north of the Segara Sea.² Only the tribes of the Ama Basin, far in the north; the nomads of the Horse Plains; the distant empires of Koryo, Wa, and Kozakura; assorted offshore islands; and the almost unpopulated plateau of Tabot remained independent.³

After lava buried Tempat Larang, the southwestern lands of Shou Lung were abandoned, and the finger valleys to the east returned to the isolated existence they had known before.⁴ Centuries later, T'u Lung rebelled against the empire. For three hundred years since it had been independent, T'u Lung battled Shou Lung to the north, the Warring States farther south in the jungles, and its own internal upheaval and intrigue.⁵ It was little wonder that the ruler of the island kingdom of Bawa viewed the activities of the mainland countries as decadent.⁶

The Heartlands: Shou Lung and T'u Lung

At this time, the great empire of Shou Lung extended from the Koryaz Mountains north of the Chu-kei Plateau to the Shao Mountains south of Tabot (twenty-six hundred miles) and from the Dragonwall and Katakoro Plateau in the west to the Celestial Sea (sixteen hundred miles).⁷ The empire was governed from the Forbidden City atop its artificial plateau in the midst of the capital of Kuo Te'Lung, which stood at the junction of the Hungtse River and the Grand Canal from the north.⁸ From Kuo Te'Lung roads radiated to all parts of the empire. Even remnants of the ancient route through the Shao Mountains to Tempat Larang could still be found.⁹

Shou Lung contained fourteen provinces.¹⁰ The Chu-kei province in the far north was the birthplace of the empire. The plateau was once fertile but had become dry and windswept, and its ancient capital of Kuo Meilan was said to be haunted. In the west the last reaches of the Chu-kei formed the easternmost part of the Plain of Horses. South of the Chu-kei escarpments, the province of Mai Yuan stretched from the Dragonwall eastward to the Celestial Sea. The land and the people were different from the tribesmen of the Horse Plains, but, in spite of the Dra-

gonwall, trading occurred between the tribes and the horsemen of the empire at Yen Ching on the Silk Road, which passed from Khazari to Semphar. Only in the Rendai Hills was there a notable difference, for some mining occurred there.¹¹

The third largest province was Ch'ing Tung. Although it did not include the populous and productive coastal lands bordering the Celestial Sea, it was a fertile land where it changed from the drier grasslands of the west to the increasingly fertile river basins along the Ch'ing Tung River on the north and the more heavily populated Hungtse River on the south. Several hilly areas, two of them quite extensive, broke the relative uniformity of the province.¹²

The northernmost of the hill lands were terraced into rice paddies as they extended into the cavern-riddled province of Sheng Ti. From there the same bedrock formed the chalk-cliffs that covered the peninsula of Wak'an, which aligned with the Outer Islands of Wa. South of Wak'an and Sheng Ti the province of Ti Erte was similar in physiography and economy.¹³

The provinces of Hungtse and Wang Kuo were the most populous and heavily cultivated of the empire, both growing rice and tea. The major difference was the addition of silkworm farming in Hungtse and the governmental functions of Wang Kuo that resulted in increased culture and trade. East of Wang Kuo the province of Hai Yuan was distinctly different, consisting of a mixture of swamp and jungle along the shore below the central plateau.¹⁴

Inland from the maritime provinces were those of Kao Shan, Y'u I, Arakin, Chu Yuan, and Tien Lun. All but Tien Lun were backed by mountains; while Y'u I and Arakin were high and rugged, Kao Shan and Chu Yuan were lower in elevation. Kao Shan's lowlands were good agriculturally, however, while Chu Yuan's were poor as it lay in the transition zone into jungle. Tien Lun's lands were also unproductive, but for a far different reason. It was the blasted battleground between Shou Lung and T'u Lung.¹⁵

T'u Lung was originally part of Shou Lung and physiographically was an extension of the lands of the empire, regardless of political estrangement. The jungles of the Hai Yuan province extended along the Joi Chang Peninsula north of the Straits of Va'shung. Beyond the embattled Blood Plains the central province of Wai was as extensively laced with streams and irrigation ditches for rice paddies as the fields near the capital of Shou Lung. Given T'u Lung's preoccupation with war, however, many had not been well maintained.¹⁶ Numerous ruined cities were scattered through T'u Lung; none was stranger than the city deliberately drowned by the damming of the Henai River in the southeast.¹⁷

T'u Lung included six provinces, but they were divided politically rather than physiographically in most cases.¹⁸ The heart of T'u Lung was the agricultural land centering on the Wong Flats. A scattering of hills was interspersed with major river valleys. The greatest of the rivers was the Fenghsintzu, which flowed east along the jungle edge, then meandered to the northern arm of the Straits of Va'shung.¹⁹

The Border Lands

Although Shou Lung had once reached all the way to the Southern Sea, such a claim must have been only nominal.²⁰ Beyond the Fenghsintzu River there were some cleared areas that held the Malatra in the east and Petan in the southwest; but dense rain forest lay beyond, broken only by the peaks of the Intan and Himasla Mountains. Communities had been carved out of the jungle, especially in Malatra, but most were isolated.²¹

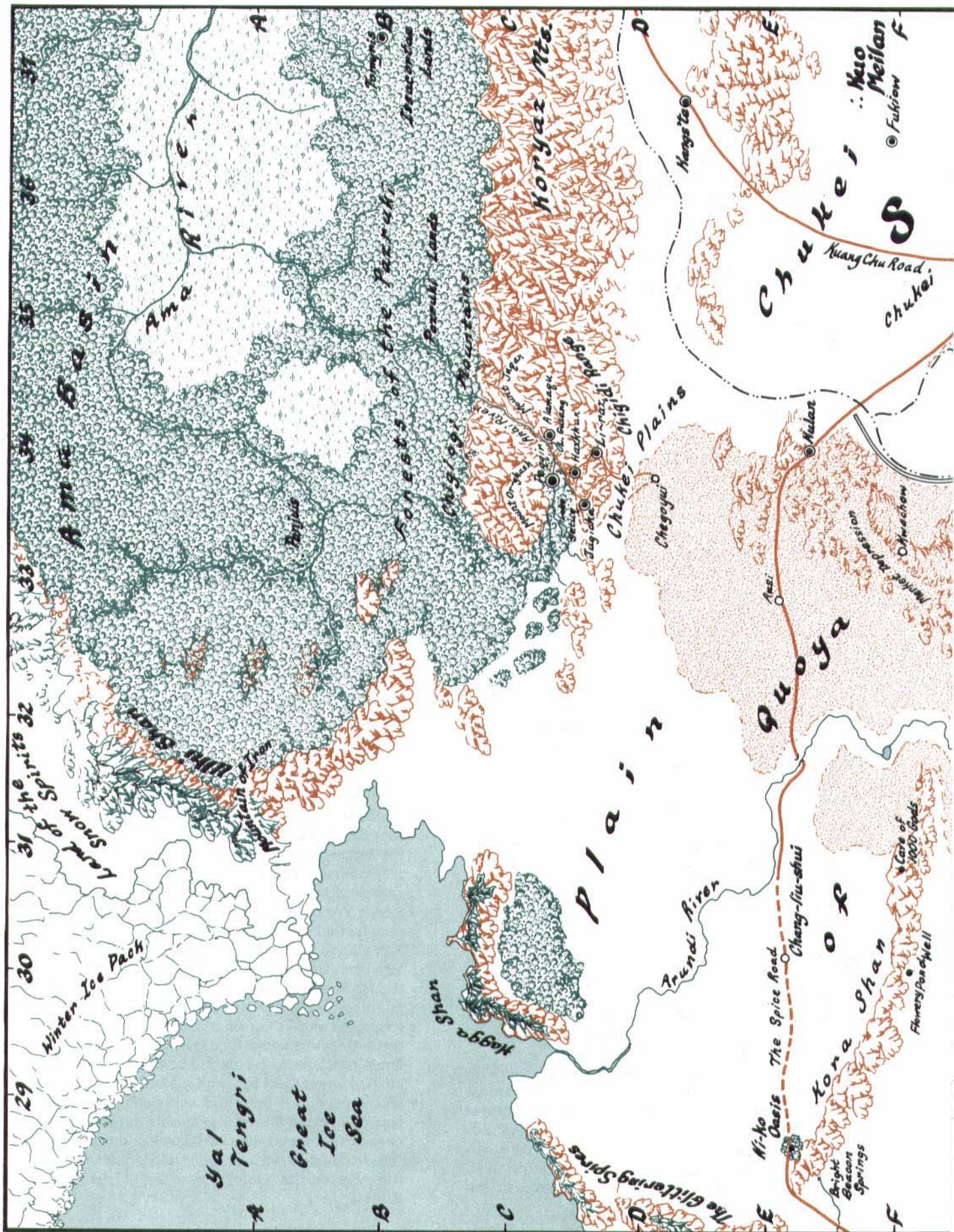
Southwest of Shou Lung were the highest and most extensive mountains in the Realms: the Yehimal. Although one system, the Yehimal had many ranges. Three east-running arms thrust into Shou Lung. The central range was the Po Yul Dzayul, and both north and south of it the land extended in the high plateau of Tabot. Tabot's land was a religious retreat, but there were also residents who herded goats, sheep and yak.²² In this, Tabot was similar to the Katakoro Plateau north of the Yehimal.²³

One of the most interesting formations of the Yehimal was the series of finger valleys in the Shao Mountains near the Segara Sea. Legend reported that they had been dug by the Nine Immortals and perfected by the Celestial One himself.²⁴ The valleys were inhabited, but each was so isolated that it differed from its neighbors.²⁵ The Medan Perang upland separated the Shao Mountains from the Wu Pi Te Shao farther west.

The northern Yehimal also had several interesting features. An almost impassable range curved northwest, then northeast. To the east it dropped in stages to the Katakoro Plateau. To the west it ended abruptly in the precipitous cliff of the Jumpa River Gorge. Only a chain bridge across the Jumpa River at the base of the Ra-Khati allowed access between east and west.²⁶

Past the northern extension of the Yehimal the Dragonwall reached to the Chukei Plateau in the far north. Beyond the Chigiogi and Koryaz Mountains the Ama Basin was filled with a mixture of bog and forest and was home to several seminomadic peoples. The Ama River drained both the northern slopes of the mountains and the tundra melt-off from the ice-capped Land of the Snow Spirits, emptying them into the Yellow Sea.²⁷

The forests of the Ama Basin continued along the shores of the Yellow Sea all the way south along the Koryo Peninsula. There, and in the island archipelagoes farther south, which curved back toward central Shou Lung, a relatively high degree of civilization had also been achieved in the kingdom of Kozakura. Tiny though it might have seemed when compared with mighty Shou Lung, the central island of the kingdom stretched more than six hundred miles long. Around the extinct volcanoes forming the backbone of the islands there were fertile lowlands. Extensive forests yielded wood ideal for shipbuilding, and the offshore shoals produced bountiful supplies of mollusks and fish.²⁸ Although all were primarily agrarian societies, over the centuries they had developed unique and intricate cultures with all the related arts, even though they lay at the eastern reaches of the Forgotten Realms.

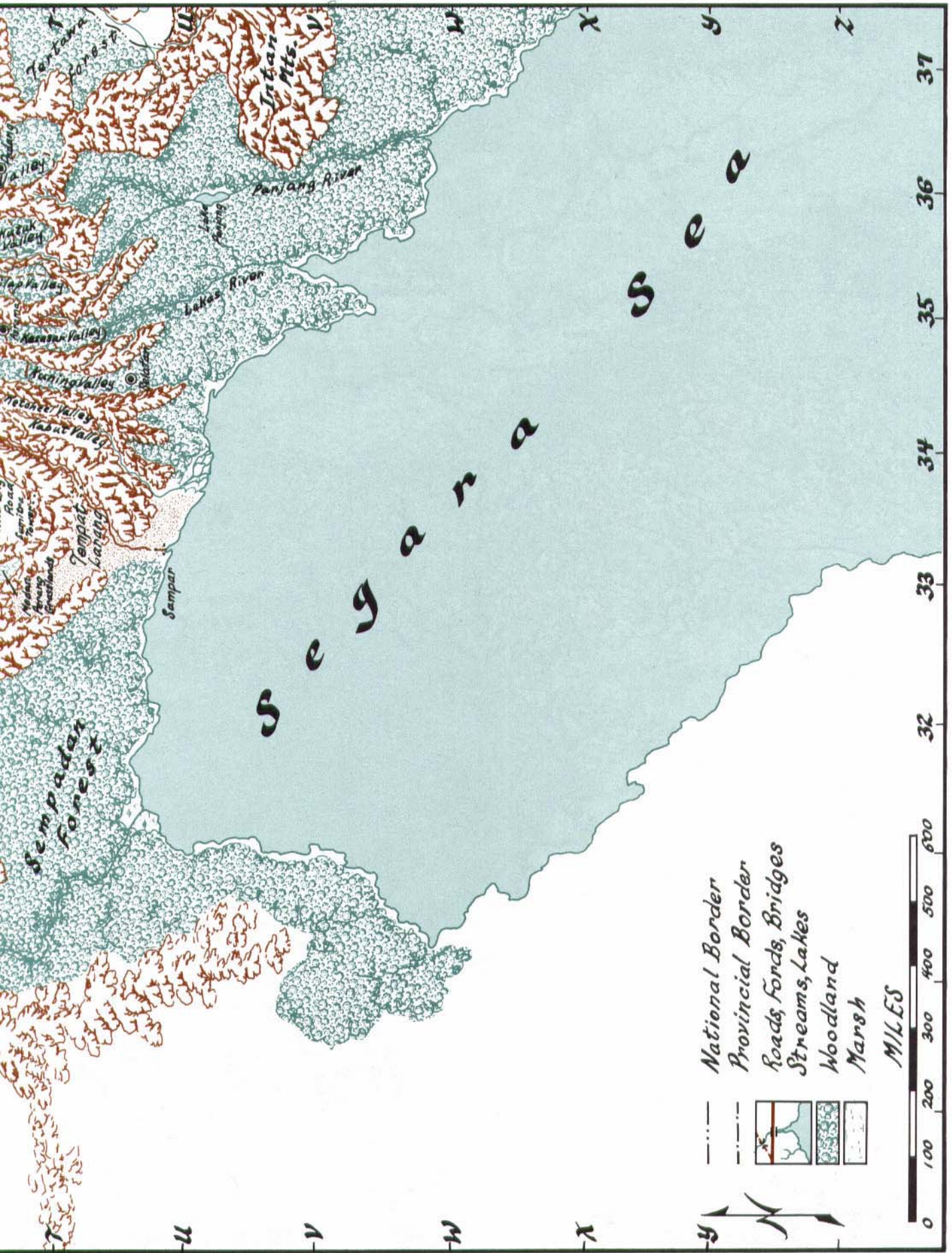


The Hordelands





The Eastern Realms: The Southwest



- National Border*
- Provincial Border*
- Roads, Fords, Bridges*
- Streams, Lakes*
- Woodland*
- Marsh*





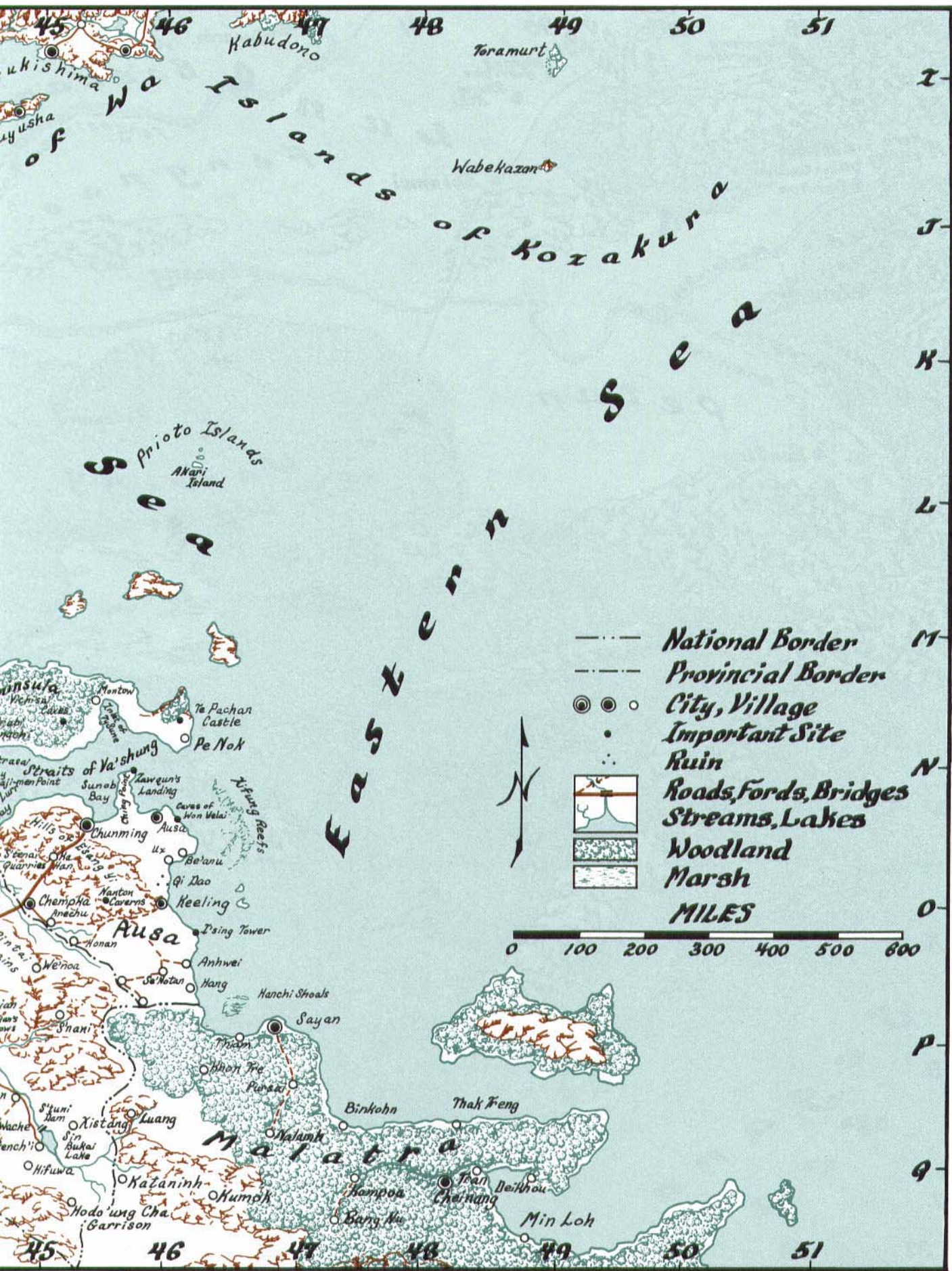
Outer Isles

Isle of No Mosquitoes	Isle of Fireand	Isle of the Gloomy Temple	Teukishima
Isle of Liars	Isle of Gargantuas	Isle of Poison	Shinkukir
Isle of Long Eared Barbarians	Isle of Long Legged & Long Armed	Isle of Glass	Sea of Patience
Isle of Mad & Madnes	Isle of Immortality	Isle of Pearls	Ishai
		Isle of Ghosts	Huyusha
			Isle of the Black Tree

43 44

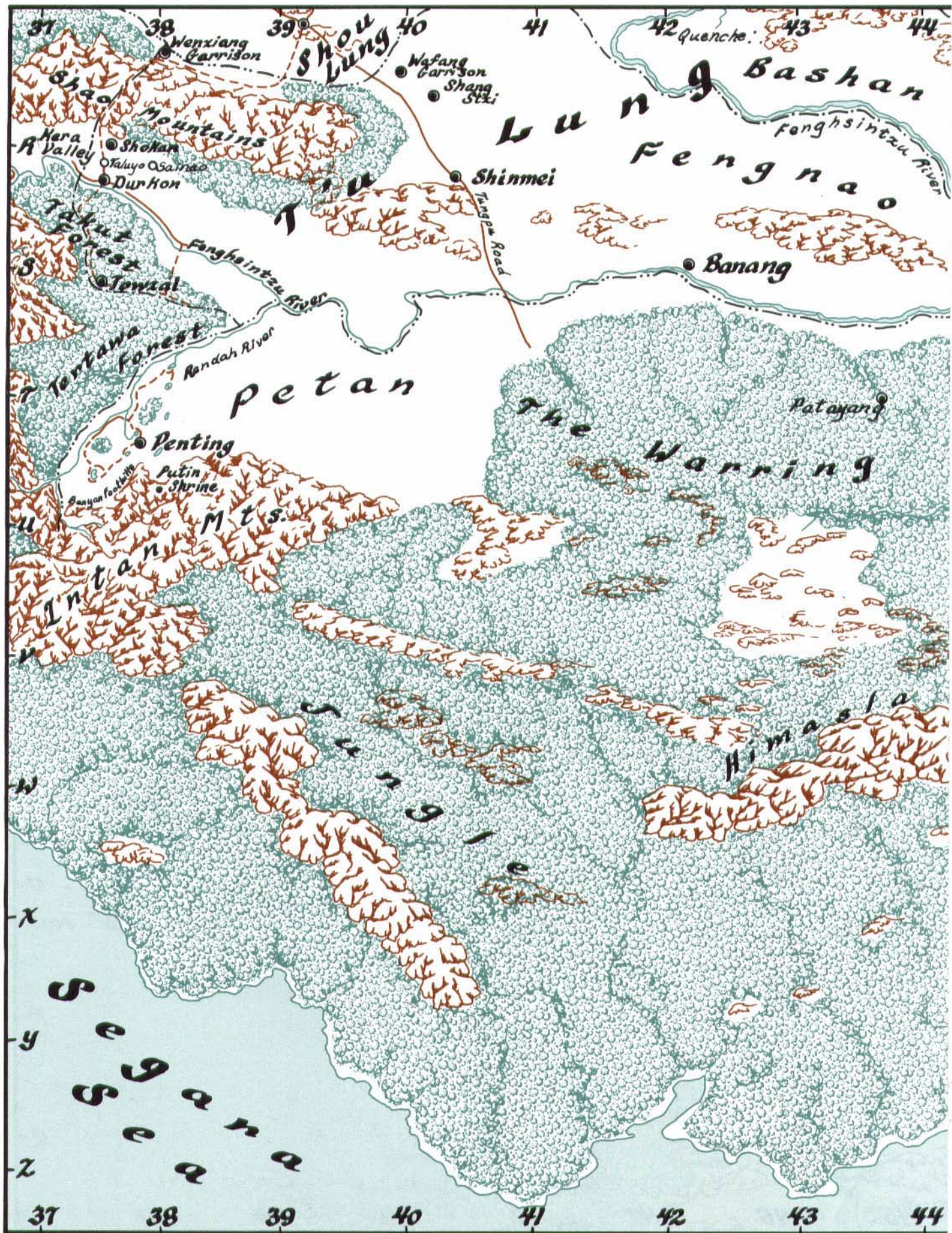


The Eastern Realms: The Heartlands



- National Border
 - Provincial Border
 - City, Village
 - Important Site
 - ⋯ Ruin
 - Roads, Fords, Bridges
 - Streams, Lakes
 - Woodland
 - Marsh
- MILES**







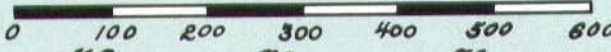
Malatya State

Ocean

Southern

- ○ City, Village
- Important Site
- ⋯ Ruin
- Roads, Fords, Bridges
- Streams, Lakes
- Woodland
- Marsh

MILES



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**Part Two:
The Moonshae Isles**





The Moonshaes

The Moonshaes, off the Sword Coast, were only lightly populated, but their tales focused much interest in the area. The death of the local goddess Earthmother and the rise of a true High King, who defeated the evil god Bhaal and all his forces, drew attention not only to the history of those events, but to their locations as well.

The islands contained three social and physical divisions. The southern isles were reasonably temperate and arable, and the Ffolk of the area were primarily agrarian, though fishing and trade were important along the coasts.¹ The northern isles were more rugged and cold. They were settled later by warlike northerners (many being worshipers of Tempus) who practiced herding, hunting, fishing, and frequently raided the lands of the Ffolk.² The Korinn Archipelago of the far north was useless for anything other than pirate bases, though a few hardy souls survived by raising livestock, fishing, and woodcutting.³

The Lands of the Northmen

The best known locations of the north were, according to the tales, Oman's Isle and Norland. The former was the site of the Iron Keep of Thelgaar Ironhand, a veritable bastion of stone.⁴ As mighty as it was, however, it could not withstand the earthquake force sent against it by Bhaal and was leveled.⁵ Oman's kingdom included the coastal villages of northern Gwynneth as well.

A far less pretentious location was Rogarsheim, Norland, and the lodge of Grunnarch the Red. Norland contained primeval forest and vast marshes below the towering peaks of the Jotunhammer Mountains, which formed the country's backbone. No roads and few trails cut inland. The sea was the highway as well as the livelihood of the venturesome northmen.⁶

Norheim, the lands of Raag Hammerstaad, joint commander of the eastern fleet of the Darkwalker War, was a scattering of islands that were smaller versions of Norland: rugged, primeval, and with an even more severe climate. It is little wonder the northmen were tough and adventurous.⁷

The Lands of the Ffolk

Moray, Sunset, Flamsterd, Snowdown, and the southern parts of Gwynneth and Alaron composed the lands of the Ffolk.⁸ The kingdoms of Corwell on Gwynneth and Callidyrr on Alaron were by far the

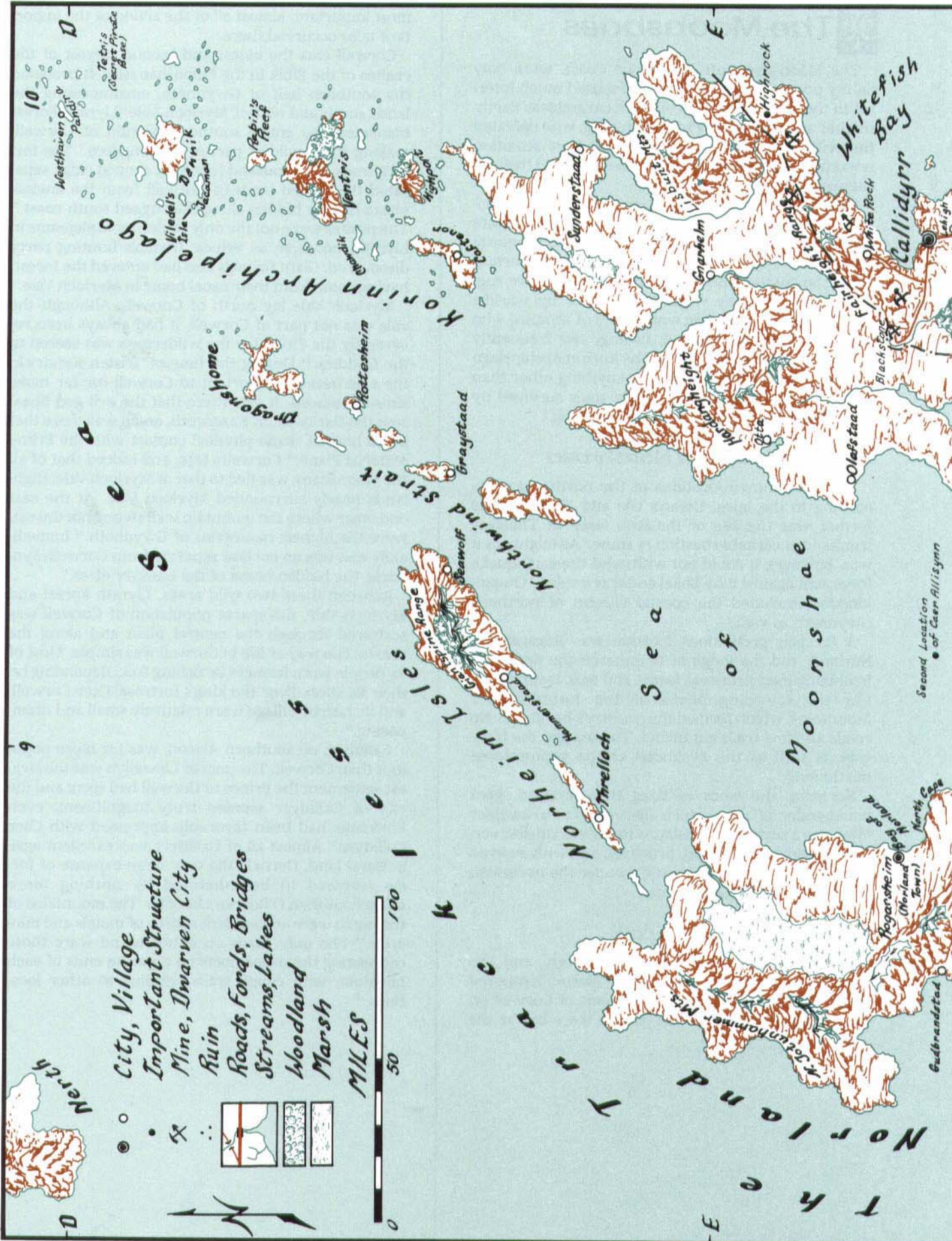
most important; almost all of the action of the important tales occurred there.

Corwell was the oldest and second largest of the realms of the Ffolk in the Moonshae Isles. It occupied the southern half of Gwynneth, encompassing the lands south and east of Myrloch Vale. Llyrath Forest blanketed the entire southern portion of Corwell, making it the wildest part of the kingdom.⁹ The forest's trees and thousand-foot-high central ridge separated the settled lands of Corwell from the lawless pirate havens hidden along the rugged south coast.¹⁰ The pirates were not the only undesirable elements in Llyrath, however, as Prince Tristan's hunting party discovered. Giant firbolgs also had entered the forest, having come from their usual home in Myrloch Vale.¹¹

Myrloch Vale lay north of Corwell. Although the vale was not part of Corwell, it had always been revered by the Ffolk, for the wilderness was sacred to the Goddess.¹² During the time of Tristan Kendrick, the vale became important to Corwell for far more sinister reasons. It was there that the evil god Bhaal sent the Darkwalker, Kazgoroth, and it was there that Bhaal himself made physical contact with the Prime Material Plane.¹³ Corwell's fate, and indeed that of all the Moonshaes, was tied to that of Myrloch Vale. Highlands nearly surrounded Myrloch Vale. At the east end, near where the mountain wall swung northwest, were the highest mountains of Gwynneth.¹⁴ Immediately east was an enclave separate from Corwell: Synnorria, the hidden home of the Llewyr elves.¹⁵

Between these two wild areas, Llyrath Forest and Myrloch Vale, the sparse population of Corwell was scattered through the central plain and along the coasts. The way of life in Corwell was simple. Most of its people were farmers or fishing folk, depending on their location. Even the king's fortress, Caer Corwell, and its nearby village were relatively small and unimposing.¹⁶

Callidyrr, on southern Alaron, was far more populous than Corwell. The port of Llewellyn was the largest settlement the Prince of Corwell had seen; and the city of Callidyrr seemed truly magnificent; even Elminster had been favorably impressed with Caer Callidyrr.¹⁷ Almost all of Callidyrr was excellent agricultural land. Dernall, the only large expanse of forest, seemed to be inhabited by nothing more dangerous than O'Roarke's bandits. The mountains of the north were an excellent source of metals and minerals.¹⁸ The only roads on either island were those connecting the major ports on opposite ends of each kingdom, with rough trails winding to other locations.¹⁹



- City, Village
- Important Structure
- ⊗ Mine, Dwarven City
- ⋯ Ruin
- ▬ Roads, Fords, Bridges
- ▬ Streams, Lakes
- ▬ Woodland
- ▬ Marsh





Underwater Realm of the Wizard

Sunset

Trackless Strait

Northmen Ffolk

Moray

Strait of the Leviathan

Trondhelm

Iron Keep

Strait of Oman

Myrloch

Aspenteight Vale

The Highroads

Myrloch

Corwell Firth

Stontawain

Greystone

Riamsterd

Hydrach

Dragon Head

Pirates' Caves

Corwell Road

Myrloch

Myrloch

Myrloch

Myrloch

Myrloch

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Northmen Ffolk

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Ches (March):

- 15 Dark of the Moon. A Moonwell in Myrloch Vale darkens and the Beast, Kazgoroth, rises and calls the firbolgs to it.²

Tarsakh (April):

- SD: Greengrass
Festival of Spring Equinox. Prince Tristan buys moorhound Canthus, meets Daryth, and has him appointed houndmaster. Druids give Tristan warning. Erian bitten by Kazgoroth.³
- 15 Kazgoroth subjugates the druid Trahern, then moves north.⁴ Tristan, Daryth, Robyn, Pawldo, and Arlen take Canthus on hunt.⁵
- 26 Companions discover firbolg print and follow trail.⁶
- 28 Evening—Battle with firbolgs. Bard Keren appears. Arlen killed and Daryth wounded.⁷
- 30 Erian transforms to werewolf and kills halfings.⁸ Council of Druids. The Goddess calls her children.⁹ Northmen sail to the Iron Keep.¹⁰

Mirtul (May):

- 3 Companions return to Caer Corwell. Funeral feast of Arlen.¹¹
- 4 Council of lords. Keren leaves Corwell.¹²
- 15 Firbolgs capture Kamerynn.¹³ Council of northmen. Thelgaar Ironhand refuses to raid. Kazgoroth kills and possesses Thelgaar.¹⁴
- 16 Kazgoroth/Thelgaar begins preparations for war.¹⁵
- 17 Firbolgs capture Keren at pass into Myrloch Vale.¹⁶
- 23 Sable reaches Caer Corwell.¹⁷
- 24 Companions leave castle before dawn.¹⁸
- 30 Companions reach firbolg lair "Big Cave," discover Sword of Cymrych Hugh, and free Kamerynn, Keren, and Finellen. Lair burns.¹⁹ Erian transforms into werewolf, leaves Corwell Town.²⁰

Kythorn (June):

- 5 Grunnarch's northmen sail toward east Corwell.²¹
- 6 Kazgoroth/Thelgaar's northmen sail toward west Corwell.²²
- 8 Bloodriders land. Leviathan killed, and damaged ships dry-docked.²³ Companions finally leave marshes. Keren and Robyn both dream.²⁴
- 8-25 Northmen raid eastern cantreves.²⁵
- 25 Companions meet smith Gavin. Bloodriders destroy Myrddale.²⁶
- 26 Companions reach Myrddale, follow horse-men.²⁷ Eastern army rendezvous at Cantrev Macsheehan divides force. Western fleet finally leaves dry dock.²⁸
- 27 At dawn companions reach Macsheehan and pursue northern force.²⁹
- 30 Midsummer's Eve. Erian's third and final transformation to werewolf. Avalon appears at campsite. Sisters of Synnoria join Tristan.³⁰

Flamerule (July):

- SD: Midsummer
Companions are led to Synnoria.³¹
- 1 Companions pass through Synnoria.³² Erian wins control of the Pack.³³
- 3 Finellen's dwarves arrive at companion's camp.³⁴
- 4 Battle of Freeman's Down.³⁵ Beast's fleet arrives at Corwell.³⁶
- 5 Tristan and Robyn reach Caer Corwell at dusk. Robyn learns heritage. Genna heals Canthus, who rushes toward the Pack.³⁷
- 6,7 Fall of Corwell Town; escape to castle.³⁸
- 8-19 Siege of Caer Corwell.³⁹ Canthus kills Erian

- and leads the Pack.⁴⁰
- 20 Battle of Caer Corwell. Northmen retreat from the Pack. Laric kidnaps Robyn. The Beast goes north toward Myrloch.⁴¹
- 27 Companions pursue Laric and Robyn. The Beast weakens and turns toward the Darkwell. Genna instructs Tristan to follow the Beast.⁴²
- 30 Full Moon. Genna frees Robyn, and Kamerynn slays Laric. Kamerynn carries Robyn to Tristan.⁴³

Eleasias (August):

- 5 Robyn arrives. Keren is destroyed, but Tristan kills the Beast. Moonwell is purified.⁴⁴
- 15 Dark of the Moon. Trahern of Oakvale finds heart of Kazgoroth.⁴⁵

Eleint through Flamerule (September through July):

Robyn studies in Sacred Grove with Genna, the great druid. Tristan does little.⁴⁶

Eleasias (August):

- 7 Robyn finds Trahern's "Acorn." Genna becomes ill.⁴⁷ Assassins sent by Cyndre to kill Tristan kill King Kendrick instead. Messengers sent to cantrev lords.⁴⁸
- 10 Last of lords notified of king's death.⁴⁹
- 14 King Kendrick buried. Robyn has dream of king on his bier.⁵⁰
- 15 Council of Lords decides to let High King choose new king.⁵¹
- 16 Tristan, Daryth, and Pontswain leave Corwell at dawn.⁵²
- 18 Tristan's group reaches Kingsbay in late afternoon. Cleric Hobarth sets a spell of decay on boat they hire.⁵³ Alexei imprisoned.⁵⁴
- 19 Tristan's boat sinks at dusk.⁵⁵
- 20 Caer Allisynn appears at dawn.⁵⁶ Tristan reaches Llewellyn by dusk. Pawldo sees the prince arrested and manages a rescue. Injured prince healed by cleric in Grady during the night.⁵⁷ Acorn attacks Robyn and is killed. Newt discards heart.⁵⁸
- 21 Hobarth reaches Myrloch, finds heart, and turns south.⁵⁹ Prince's group leaves Grady at night, following trail.⁶⁰
- 23 High King has O'Roarke's sister executed.⁶¹ During the night, Tristan reaches Dernal Forest. O'Roarke captures companions.⁶²
- 24 Prince reaches Doncastle before dawn.⁶³ Finellen leads dwarves to battle duergar.⁶⁴ Hobarth raises dead of Freeman's Down, marches north. Animals flee.⁶⁵
- 25 Upon learning of his sister's death, O'Roarke lends horses to Tristan, Daryth, and Pawldo.⁶⁶ Kryphon and Doric teleport to Grady.⁶⁷
- 26 Companions leave Doncastle at dawn, leaving Pontswain as hostage.⁶⁸ Wizards start journey to Doncastle.⁶⁹
- 27 Companions reach coast south of Callidyr; and Fiona's father sails them to the city by dusk.⁷⁰ Fall of the Sacred Grove in night battle. Kamerynn rescues Robyn.⁷¹
- 28 Warned by Allisynn, Robyn begins flight to Alaron.⁷² Tristan and Daryth reach castle in disguise, confront High King, and are captured. They escape and free Alexei, who leads them through Caverns of Callidyr. After evading duergar, they meet Finellen.⁷³ The sahuagin Deepsong begins calling the Dead.⁷⁴
- 29 Scarlet Guard begins march to Doncastle.⁷⁵ Fiona's father killed, allowing Fiona and Pawldo to escape.⁷⁶ Wizards reach Doncastle.
- 30 Tristan, Daryth, and Alexei leave caverns.⁷⁷

Eleint (September):

- SD: Harvestide
Finellen's dwarves begin retreat.⁷⁸ Kryphon kills Annuwynn, wizard of Doncastle.⁷⁹ Robyn reaches Dernal Forest, falls, and is taken to Doncastle.⁸⁰ Doric tries to

kill Robyn but is destroyed. Inn burns. Prince and Daryth return to Doncastle, as do Pawldo and Fiona. Reunion with Robyn.⁸¹

- 1 Kryphon tries to kill cleric, but Alexei heals.⁸²
- 2 Battle of Doncastle begins at dawn. City burns, retreat begins.⁸³ Desecration of Moonwell.⁸⁴
- 3 Tristan and Robyn reach Hickorydale and rally support to regroup. Newt finds Finellen as the dwarves leave caverns, and leads them north to Tristan. Sahuagin ravage Cantrev Codfin.⁸⁵
- 4 Tristan and dwarves meet at a promontory.⁸⁶
- 5 Battle of the High Kings. Robyn crowns Tristan.⁸⁷
- 9 Companions reach Llewellyn; Lords summoned.⁸⁸
- 25 Coronation.⁸⁹

Marpenoth (October):

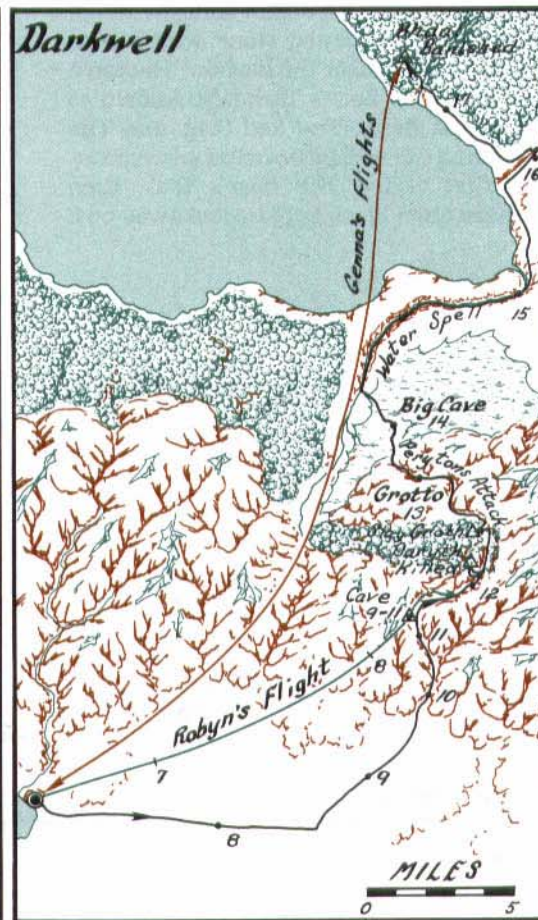
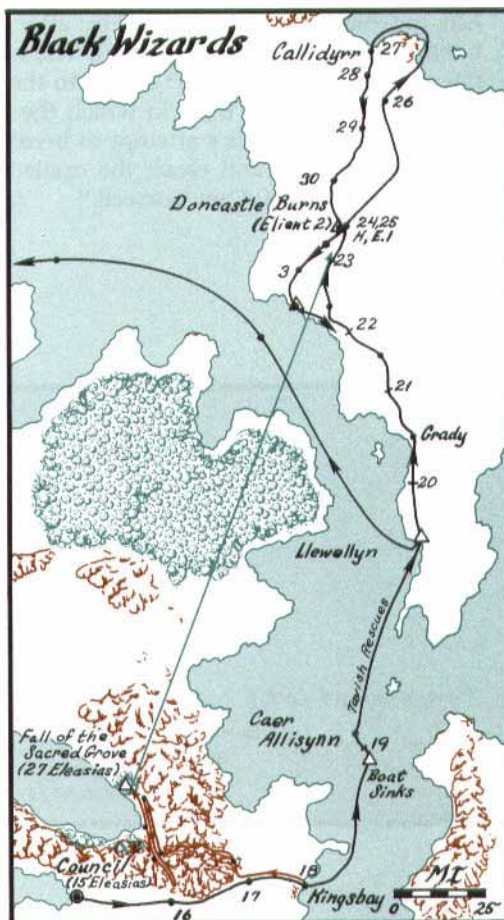
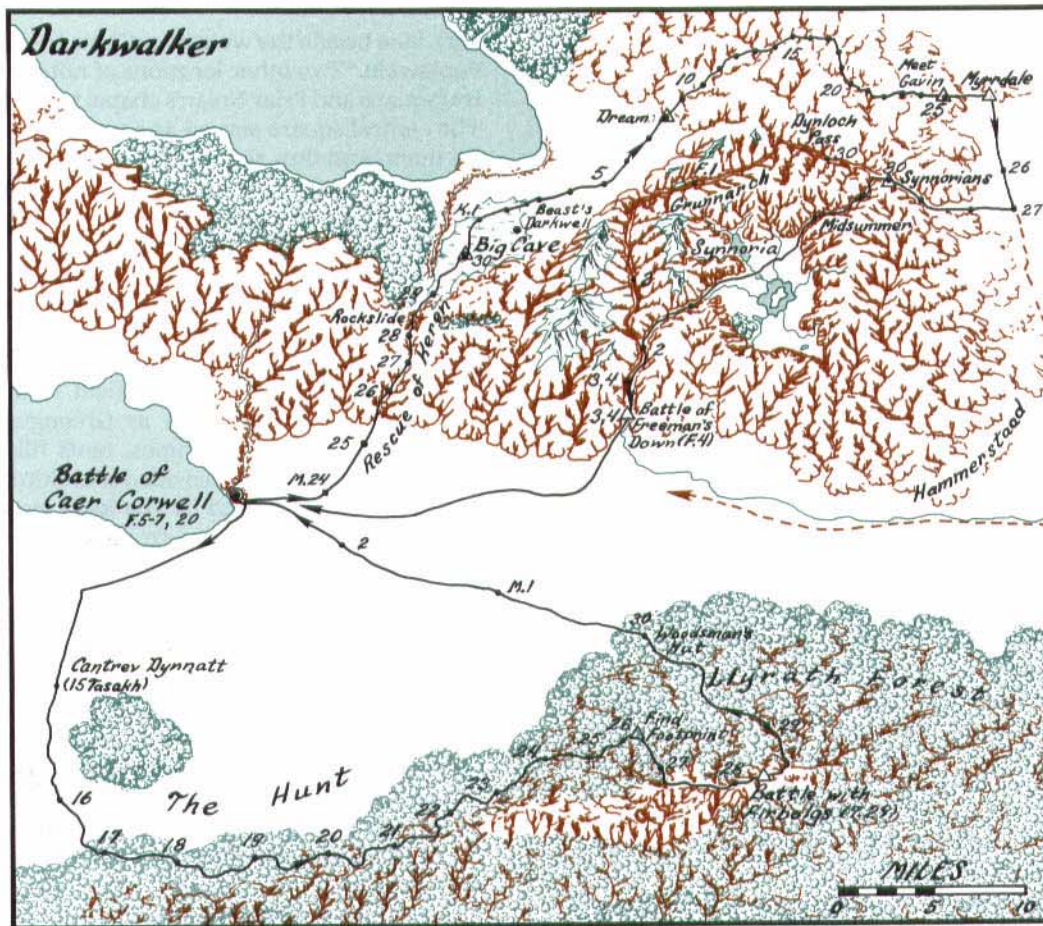
- 2 Sail for Corwell. Bhaal begins moving toward the Darkwell.⁹⁰
- 5 Encounter with Grunnarch and sahuagin. Grunnarch gives Robyn "Scrolls of Arcanus."⁹¹ Hobarth animates Genna with Beast's heart.⁹²
- 6 Genna flies toward Caer Corwell for two days.⁹³
- 7 Bhaal creates children.⁹⁴ Companions land. Disguised Genna seduces Tristan. Robyn flies to Myrloch. Genna also returns.⁹⁵
- 8 Tristan, Daryth, Pawldo, and Tavish leave at dawn.⁹⁶ Deepsong begins anew.⁹⁷
- 9 Near dawn Robyn crosses mountain crest and flight fails. She changes shape and hides when attacked by peryton.⁹⁸
- 10 Grunnarch calls for Council.⁹⁹
- 12 After Tristan's group passes nearby, Robyn changes again, kills peryton, and begins descent.¹⁰⁰ Tristan angrily sends Daryth away from camp. Robyn appears. Shantu attacks Daryth.¹⁰¹ Hobarth summons attack on Codscove. Gwen and Koll escape.¹⁰²
- 13 Daryth killed at dawn. Companions find and bury him. Later they rescue a firbolg and kill Thorax. Night in grotto.¹⁰³ Iron Keep partially destroyed as Gwen and Koll arrive.¹⁰⁴ Earthmother dies.¹⁰⁵
- 14 Perytons attack at dawn. Storm begins in Myrloch. Company shelters in ruins of firbolg "Big Cave."¹⁰⁶
- 15 Caer Allisynn appears to Gwen and Koll, and they sail west.¹⁰⁷ Robyn's water spell allows traversing half-day's walk in an hour.¹⁰⁸ Shantu kills Kamerynn. Companions camp just south of Myrloch.¹⁰⁹ Hobarth arrives in Corwell, meets with Pontswain.¹¹⁰ Council of Winter Night. Caer Allisynn arrives at Norland.¹¹¹
- 16 Northmen sail speedily south.¹¹² Sisters of Synnoria find companions, help kill perytons. Bhaal forms chasm, forcing them east. Genna appears at camp.¹¹³
- 17 Genna's elemental allows crossing of chasm. Camp two miles south of Sacred Grove.¹¹⁴ Pontswain leaves Corwell with stolen crown but is forced to take refuge when storm hits.¹¹⁵
- 18 Randolph pursues and kills Pontswain and returns crown.¹¹⁶ Second Battle of Caer Corwell. Northmen arrive midday.¹¹⁷ Canthus kills Shantu. Robyn destroys Genna. Bhaal's tie to the Realms is cut by Tristan.¹¹⁸

Uktar (November):

- SD: The Feast of the Moon

Nigtal (December):

- SD: Midwinter's Day
Tristan and Robyn are wed.¹¹⁹





Corwell Town

As Corwell was the oldest realm of the Ffolk, Corwell Town was their oldest settlement.¹ The deep harbor at the east end of Corwell Firth was one of the finest in the Moonshaes. A high stone breakwater with a gap wide enough to admit only one vessel at a time guarded the placid harbor. Docks for dozens of vessels lined the shore within.² Shallow-drafted long ships, however, could land on the gravelly beaches outside the breakwater, a disadvantage that allowed the northmen to attack.³ The land rose from the lowlands at the end of the firth to rolling moors. On one such hill, a mile from Corwell Town, were the halfling delves of Lowhill. Closer to the fishing town (and more important), however, was a far steeper and rockier prominence: Corwell Knoll, site of the king's castle.⁴

All that stood between the townspeople and the northmen during a landward attack was a low wooden fence. The fence was only four to six feet high when Kazgoroth's forces arrived; and when the unfortunate community was beset again a year later by the sahuagin and the living dead, the fence was even lower: "no more than waist high."⁵ Although the town was small, it had gates in all four directions: west toward Dynnatt and Pontswain, south to Lowhill, east to the eastern cantreys via the Corwell Road, and north to the castle.⁶

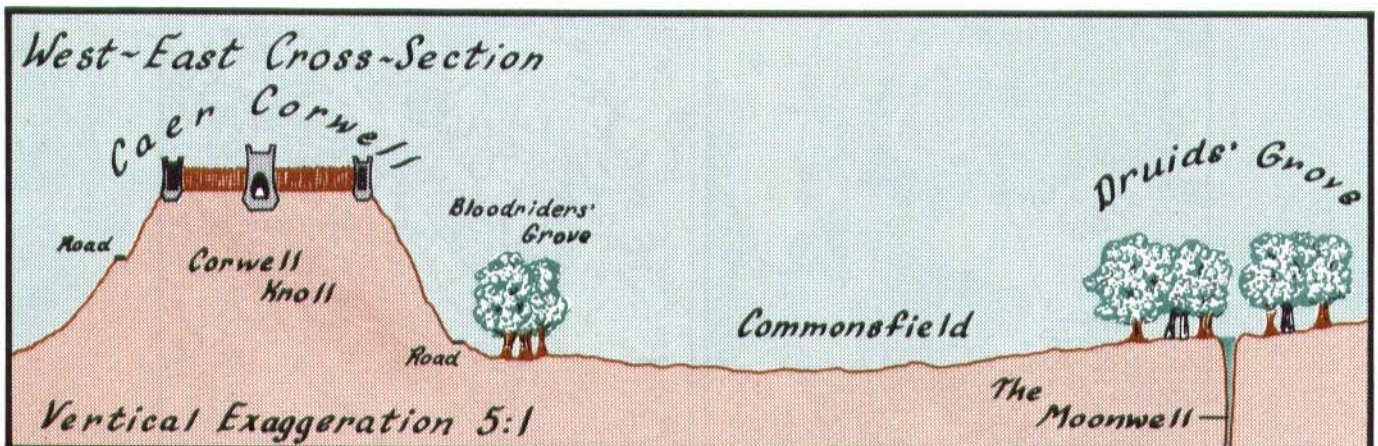
In spite of Corwell Town's importance as the capital of the Ffolk realm, it was a small fishing village with hardly more than a hundred wooden cottages standing behind the more substantial stone warehouses and commercial buildings near the harbor.⁷ The town included three inns: The Boar's Tusk (also known as the Inn of the Great Boar), The Red Stag, and The Black Eel. In scouting Corwell prior to the sahuagin attack, Hobarth first visited The Boar's Tusk, then moved to the more quiet Black Eel ("tucked away on a

dark lane beside the waterfront") for his meeting with Pontswain.⁸ Two other locations of note were the central square and Friar Nolan's chapel to the new deities. The central square served as a marketplace in peaceful times, and thus sat back from the raucous harbor. During the defense of the town, it was a natural gathering place for troops.⁹ The chapel was also important during the attacks, for the friar had healing powers, and the chapel served as an infirmary.¹⁰

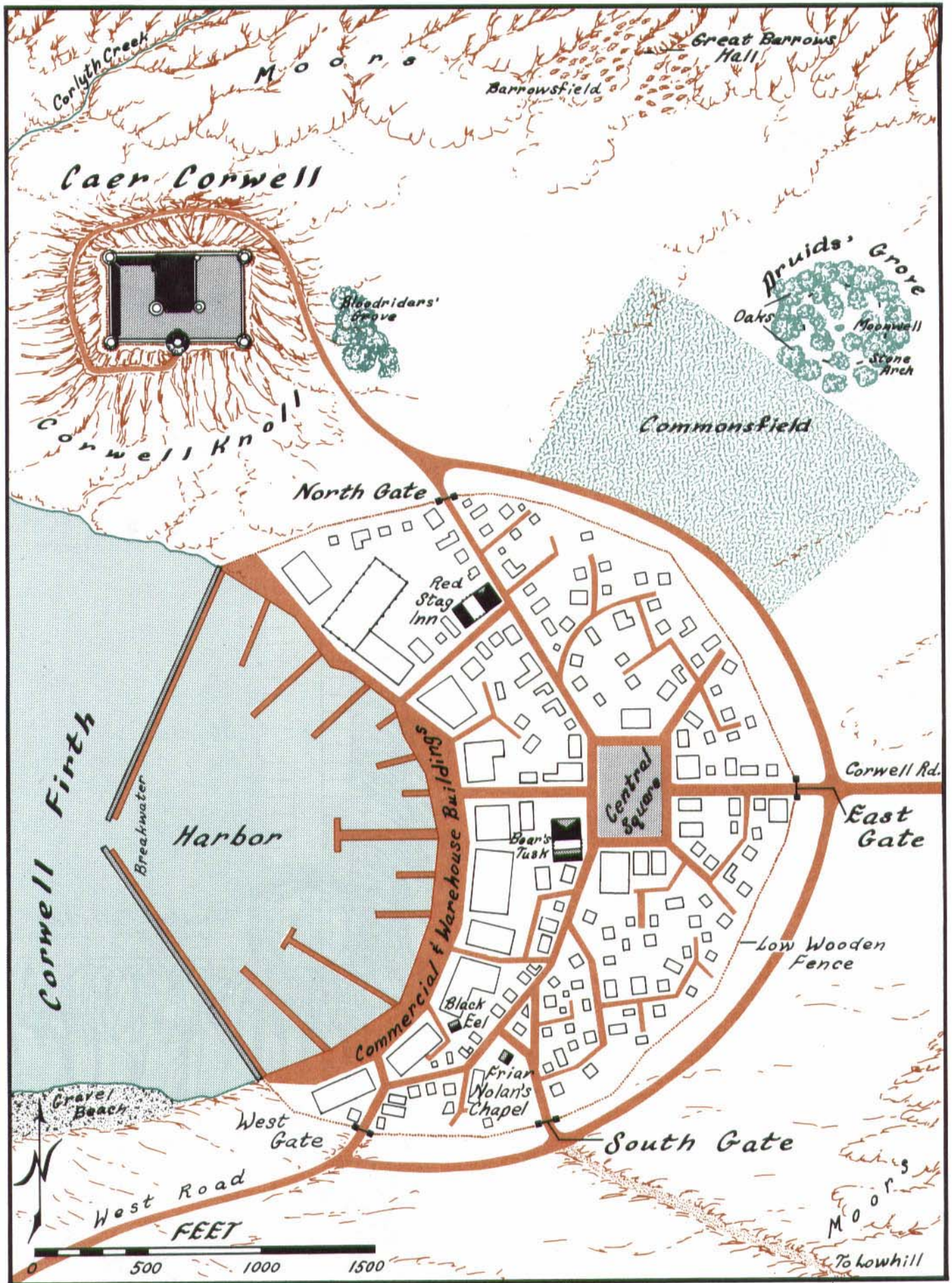
Like many walled settlements, not all important locations lay within the walls. Beyond the spur road that curved along the wall from Corwell Road to the castle road lay a huge, open commons field. Its most popular use was for festivals such as Greengrass, for the spring equinox. At such times, tents filled the commons, and merchants provided a multitude of goods and services: ale served by the local innkeepers, exotic entertainment, wares from near and far. Even Friar Nolan had a tent, opposite the entrance to the druids' grove.¹¹

Like an eye in the midst of a storm, the Corwell druids' grove was an island of peace in the midst of clamor. It stood beyond the commons field, but during the largest events it was surrounded. A nearly symmetrical ring of massive oaks formed the boundary of the grove, with ancient archways marking the entrance and scattered through the grove. At the grove's heart was a pool of still water that glowed a milky white: a Moonwell, which flowed straight from the Earthmother.¹²

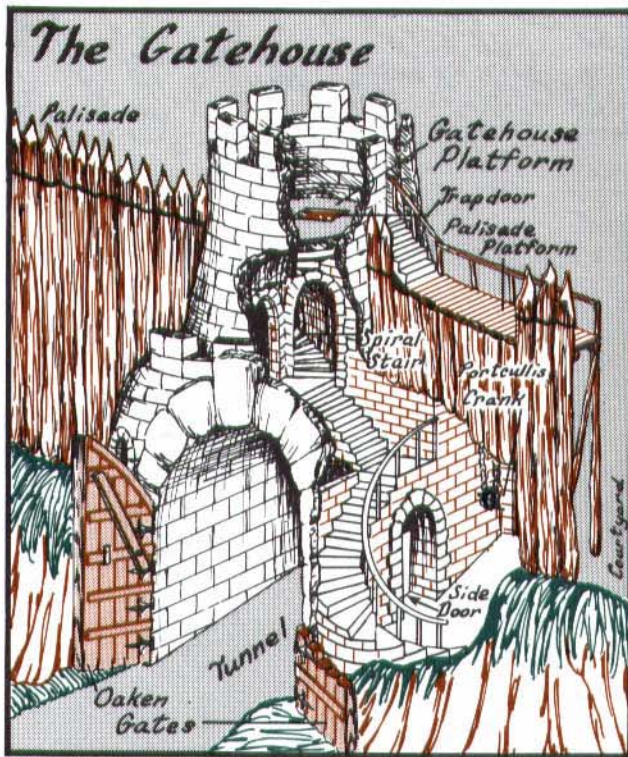
Three other important sites lay west of the festival grounds. On the rising moors was the great barrows hall, in which Arlen was laid to rest after Tristan's ill-fated expedition to Llyrath Forest. The hall lay amid the common barrow field.¹³ Closer to the north gate was a small grove of trees in which the Bloodriders hid, awaiting the Ffolk's attempt to break out of the beleaguered town and reach the castle.¹⁴ The third was the castle itself: *Caer Corwell*.¹⁵



West-East Cross-section



Corwell Town



The Gatehouse

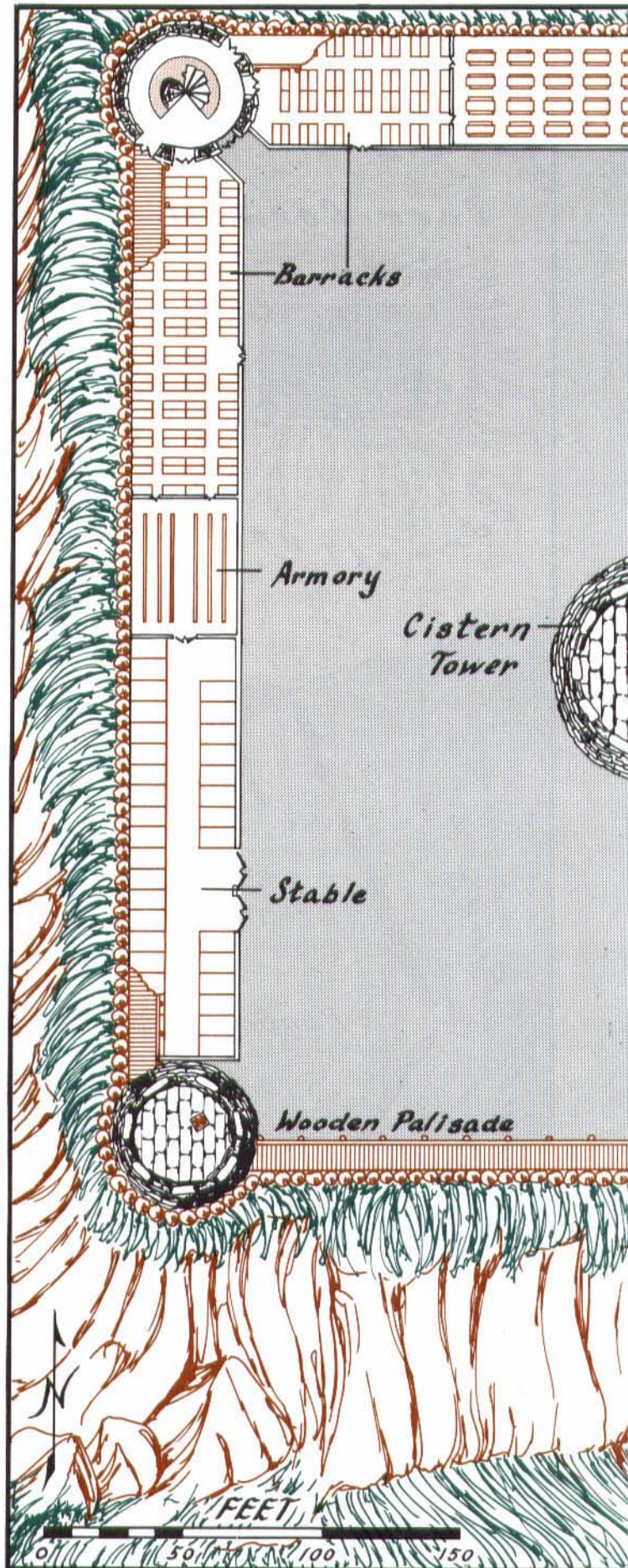


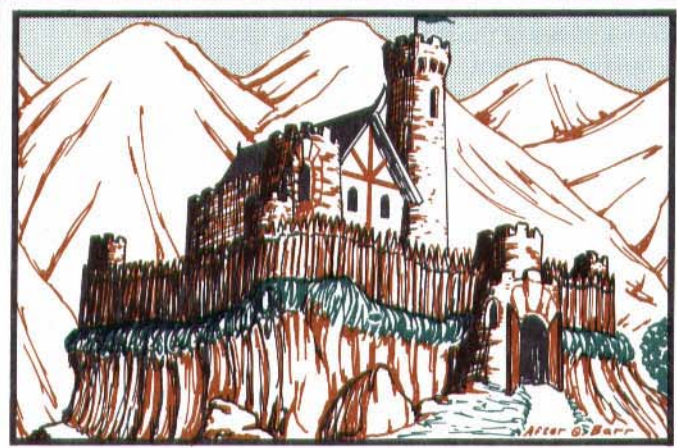
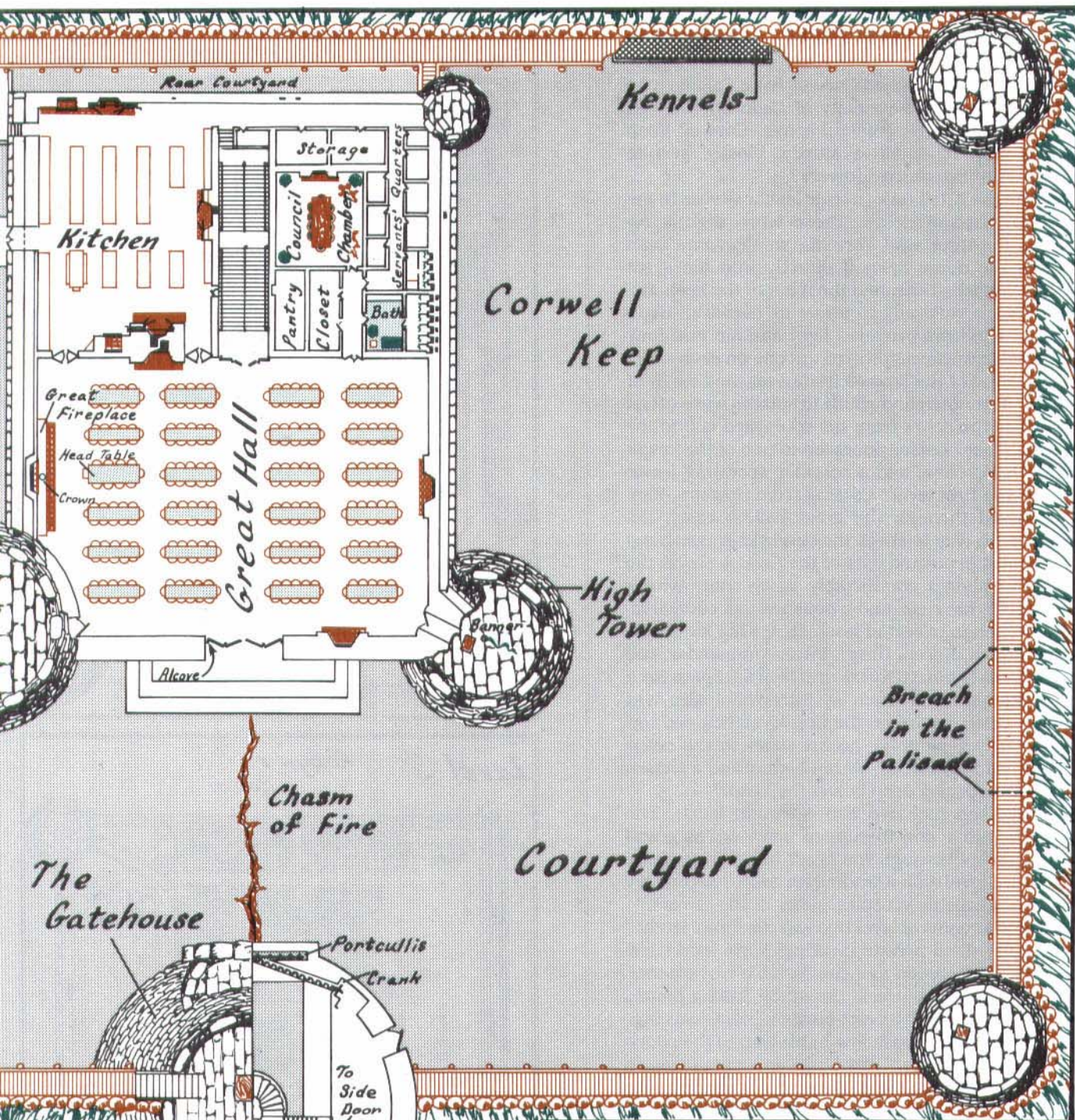
Caer Corwell

North of Corwell Town stood the fortress of the Kendricks, Caer Corwell. It was constructed atop a hundred-foot-high rocky prominence that rose from the rolling moors, the last remnant of the outlying Highlands to the north.¹ The road spiraled up the knoll to the single castle gate. Only the steeds of the Bloodriders, magically endowed, were able to climb the steep hillside.²

The top of the knoll was flattened, providing a fairly level site for the fortress. A wooden palisade edged the crest, with guard towers at each corner connected by platforms for defenders.³ The gate house stood at the center of the south wall. This large tower held an arched, tunnel-like opening that was barred by massive oaken gates and iron portcullis.⁴ The portcullis was high enough to allow riders on horseback to pass, and even when it was only half-open, Laric ducked under.⁵ Once into the archway, the attackers could either break the portcullis and pass straight into the courtyard, or pass through a small side door of the tunnel and climb the spiral stair to the trapdoor that accessed the gate house platform (with its fifty defenders) and the palisade.⁶

The courtyard extended a hundred yards between the eastern palisade and the entrance to the keep.⁷ Arms of the courtyard reached back on each side to the north palisade, and were blocked by the keep in the center.⁸ Near the rear were the moorhound kennels; the stables and the barracks of the two hundred-man garrison lined the western edge of the fortress.⁹ These were mere ancillary buildings to the heart of the fortress, however, for the primary structure was Corwell Keep.





Corwell Keep

When Elminster reached Corwell from Callidyrr, he was surprised by the rusticity of Caer Corwell.¹ In contrast to Callidyrr's graceful spires, Corwell Keep hunched atop its knoll—a sturdy, blocky, granite building with three broad towers.²

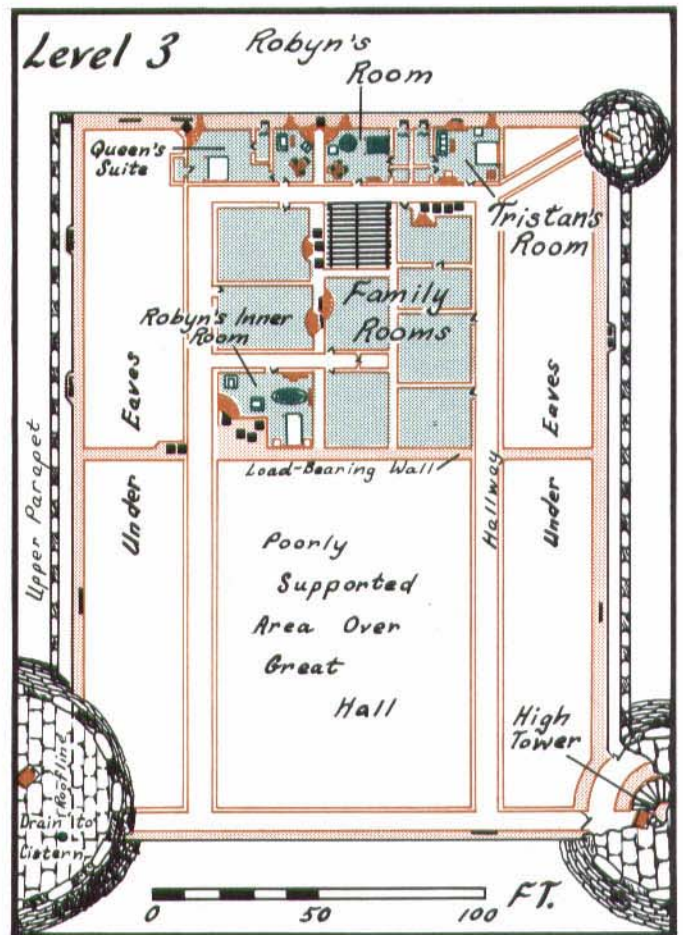
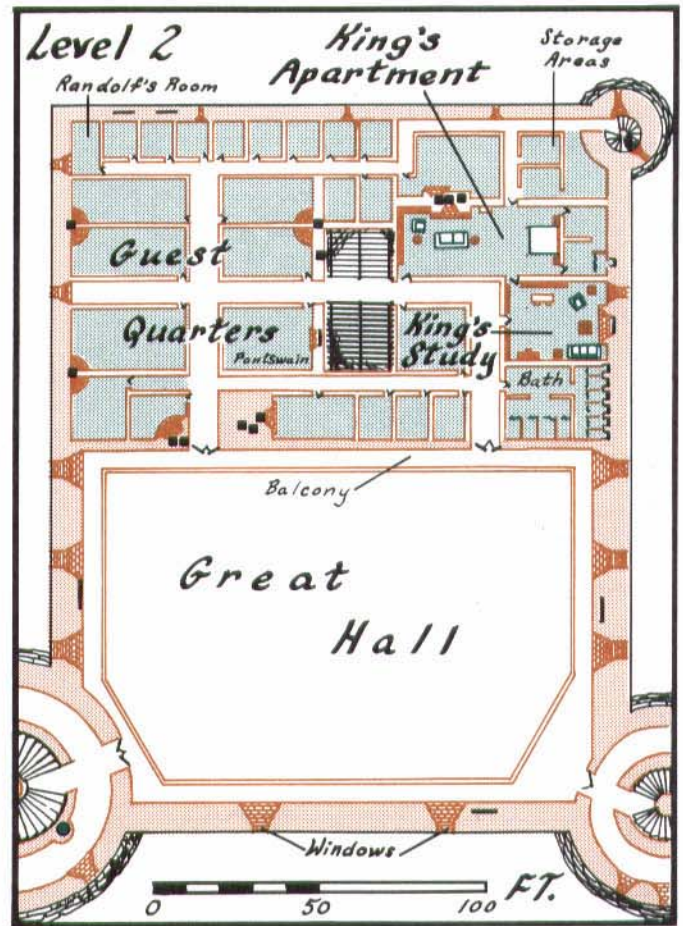
Opposite the gate house, a wide stairway rose to the keep's huge oaken doors. These were slightly recessed in the thick wall, forming an alcove on each side, and the doors opened directly into the great hall.³ The huge hall spanned the front of the keep, filling two levels vertically to offset its breadth.⁴ High, shuttered windows provided light and air, and four large fireplaces warmed the room, one on each wall.⁵ On the mantel of the largest Tristan set the Crown of the Isles.⁶ The north and south fireplaces were offset to allow for the doors from the courtyard and to the grand staircase.⁷ Lesser doors led to two of the keep's towers, the kitchen, and a corridor accessing lesser rooms of the first level.⁸ Coming from upstairs, Randolph passed through the great hall to reach the kitchen on his way to check the barracks and stables.⁹

In the most protected part of the first level was the council chamber, a comfortably lavish room with a great hearth, fur rugs, and a polished oak council table large enough to seat at least eight: King Kendrick, Tristan, Robyn, Keren, the garrison commander, and cantrev lords Dynnatt, Koart, and Nowll.¹⁰ Space for a few additional lords (such as Pontswain) also was available. Other rooms on the first level included servants' quarters; pantries; access stairs to the cellar storerooms for ice, meat, ale, and wine; and a cistern filled by the springs deep below the keep.¹¹

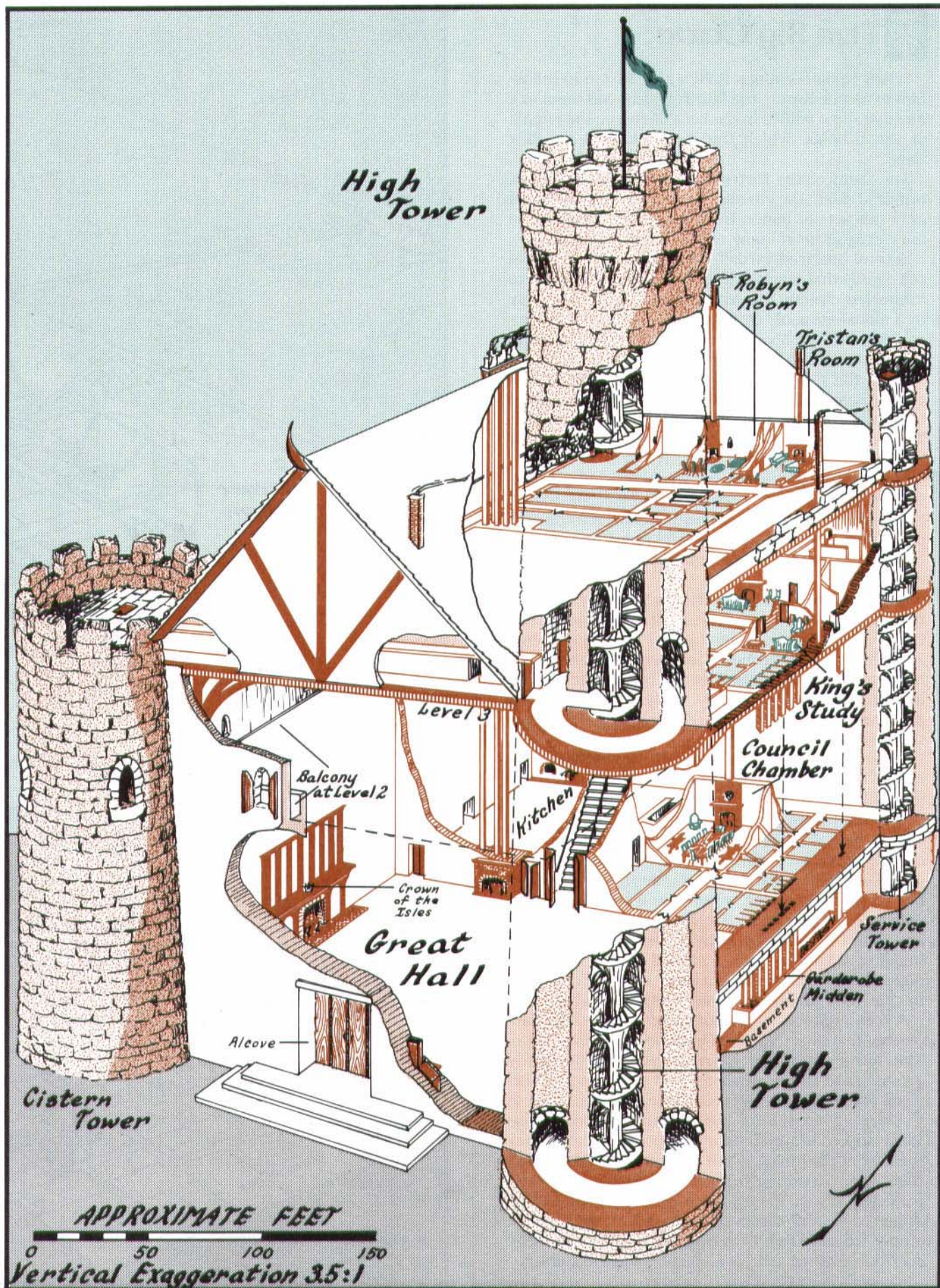
Corwell Keep had two above-ground levels. The lower was public and the upper, private. The grand staircase swept through the heart of the keep from first to third level with a landing for each.¹² Secondary access was available via spiral stairs in the towers.¹³

Among the rooms of level two was the king's study.¹⁴ Occasionally small private meetings were held here, but primarily it served as a comfortable workroom.¹⁵ In addition to work areas, the study held a couch, chairs, and a hearth.¹⁶ Its east-facing window was broken by the assassin Razfallow in his leap to the courtyard thirty feet below.¹⁷ The king's apartment was on this level for convenience. Here, too, were spacious quarters for dignitaries and small rooms for functionaries such as Randolph, captain of the guard.¹⁸

The windows of the third level were fifty feet above the courtyard, twenty higher than those of the second level.¹⁹ Robyn's room stood near the head of the staircase, with Tristan's beyond.²⁰ To reach the door to the highest tower, Robyn made her way around a corner, then into another hall. A trapdoor gave access from the top of the spiral stair to the open platform with its black Kendrick banner.²¹ Above the tower flew Keren's falcon, Sable, who beckoned the companions to rescue the bard in Myrloch.²² Later Robyn defended the castle from here with her newly learned druidic skills. And, finally, the possessed Genna Moon-singer landed here in bird-form, shape-changing into the temptress who drove Tristan and Robyn apart.²³



Upper Levels



Corwell Keep

The Big Cave

When Sable beckoned Robyn and Tristan to follow him to rescue Keren, the faithful falcon led them to a massive stone edifice in the Fens of Fallon: the temple of the firbolgs, which the giants dubbed the "Big Cave."¹

The front of the fortresslike temple stretched six hundred feet. Daryth discovered no windows and only two sets of doors: front and back.² Luckily, the fairy dragon Newt knew of a less obvious route.

Several hundred yards from the side of the temple ran a gully that emptied into the marshes. A drainage tunnel led directly toward the buildings broken only by a monster's pool.³ Once under the temple, the companions climbed a vertical pipe to an iron grate that gave access to a passageway.⁴

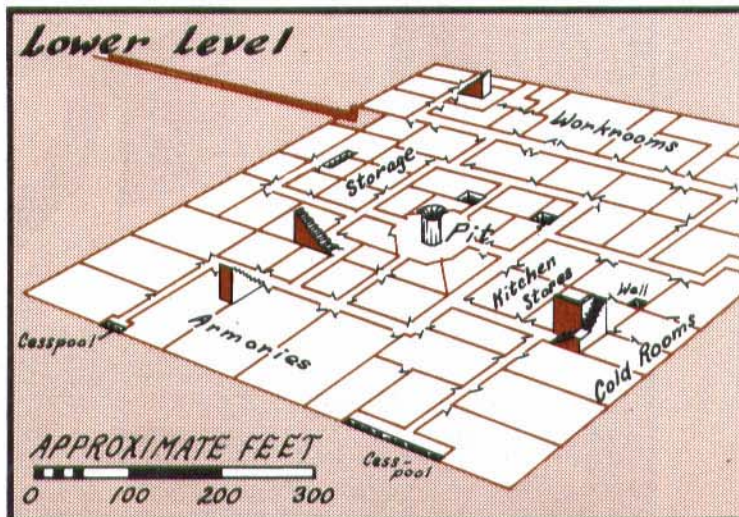
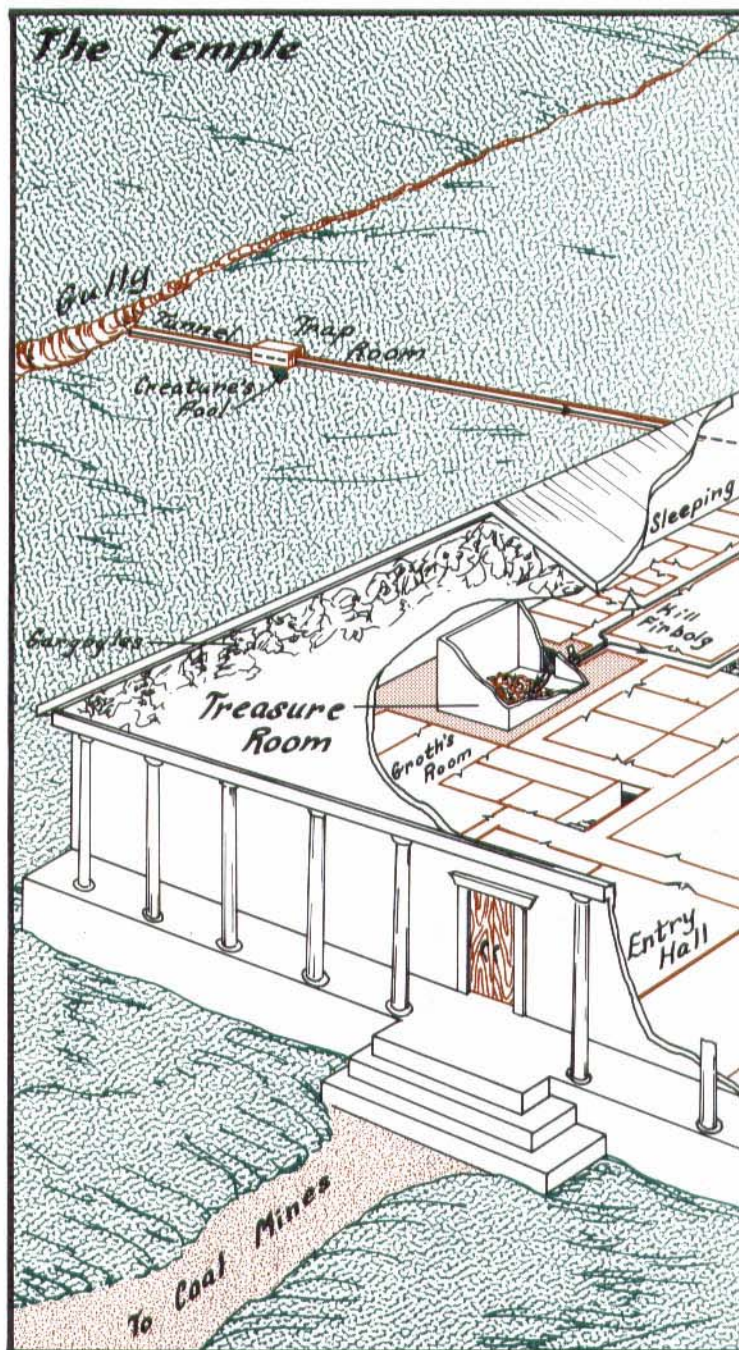
From the original passage they had entered, the companions walked stealthily toward a distant light: a torch next to a giant sleeping by a locked iron door. This treasure room contained not only Keren's bow but the fabled Sword of Cymrych Hugh.⁵

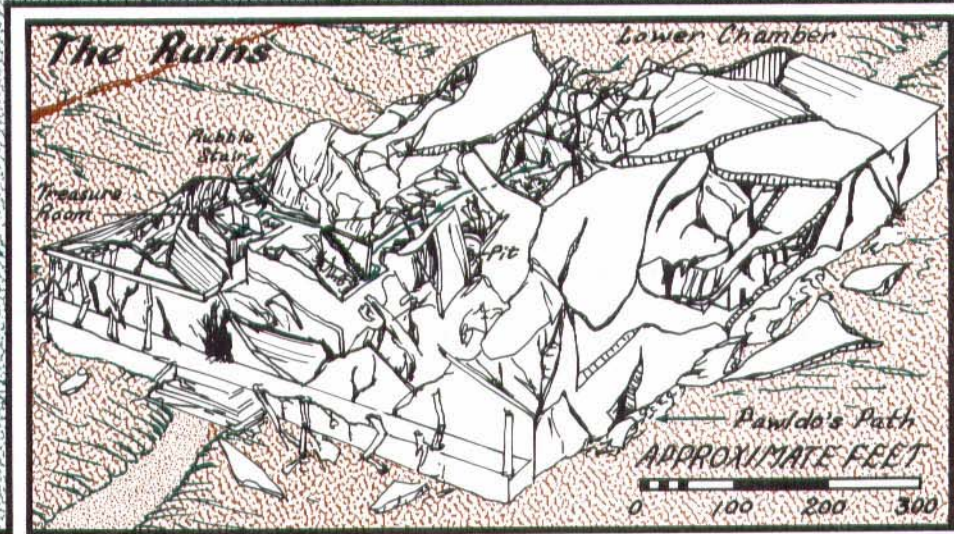
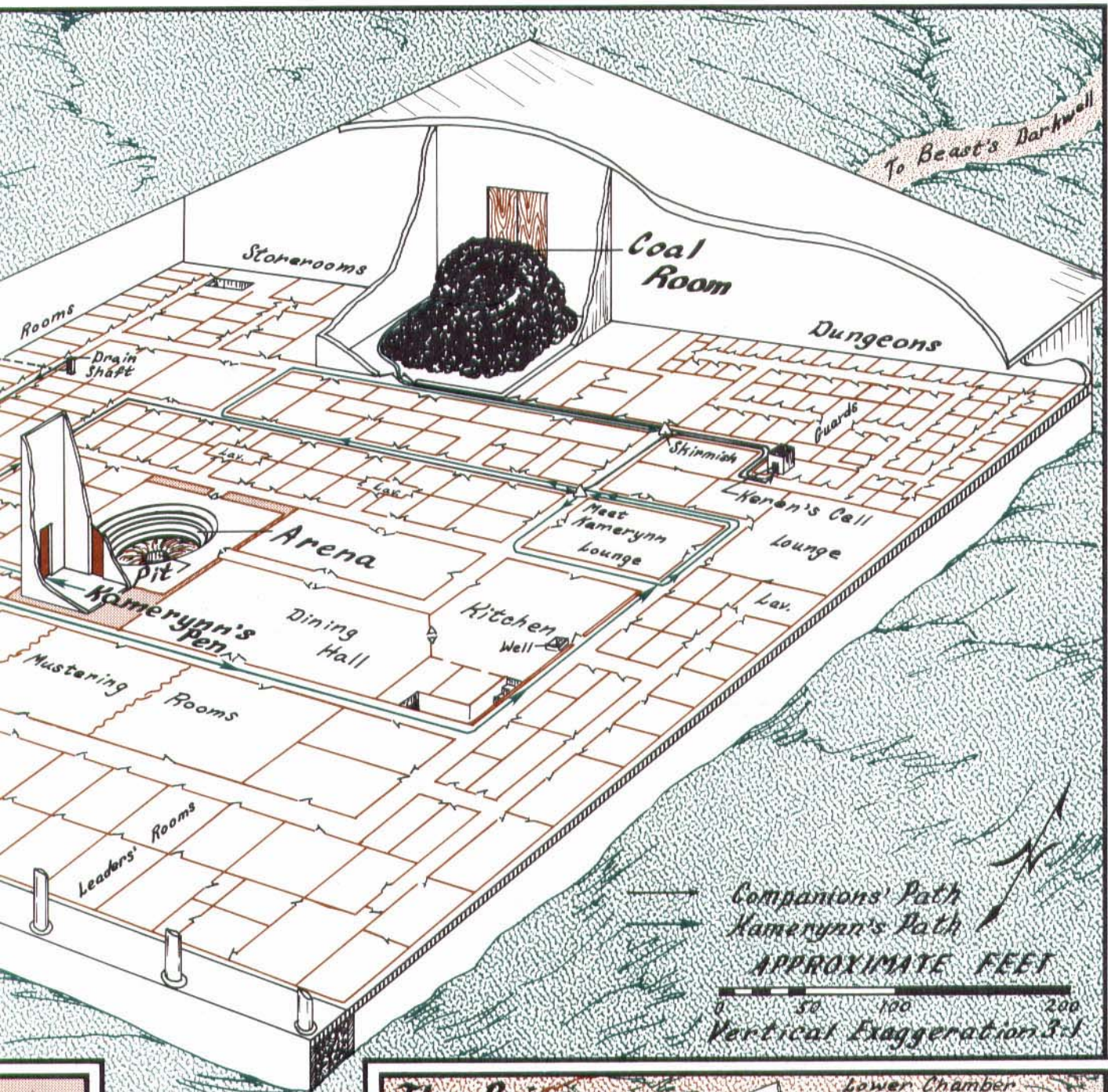
In the midst of the fortress was the firbolgs' entertainment hall, an arena centered on a gory death pit.⁶ Kamerynn the unicorn was being held in the adjacent death pen, but broke the gate and raced through the temple, his senses leading him unerringly toward an exit.⁷

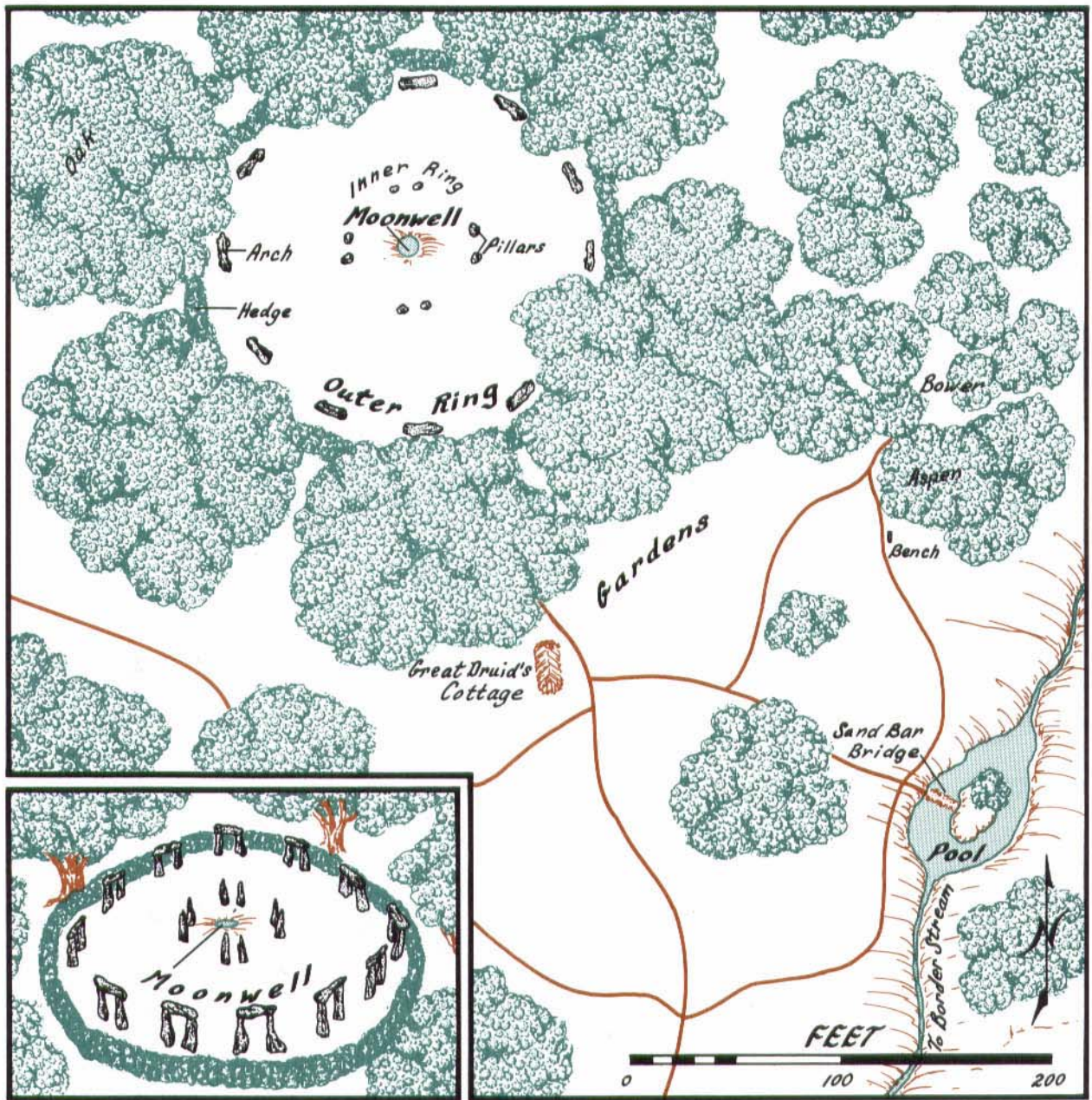
As the companions approached a four-way intersection, the unicorn appeared from the corridor ahead. He turned into the passage to their right, and Robyn knew instinctively he meant for them to enter the left-hand one. They ran to the nearest corner and ducked into an intersecting hallway. Robyn sensed Keren's presence. With Keren rescued, they began to retrace their path.⁸

Meanwhile, Kamerynn had led the firbolgs on a merry chase, apparently even doubling back over part of his earlier route so that the companions at one point could hear the pursuit in a parallel corridor.⁹ Just as they skirmished with a search party, the unicorn reappeared from the corridor ahead of them and killed the last giant. With Kamerynn, they continued along the corridor, which was lined with several doors. Sensing fresh air, they opened one of the doors and found themselves in the largest chamber of the building. Edging around a mound of coal forty feet high, they reached the immense rear doors of the temple. As a parting gift, they set the coal ablaze.¹⁰

A year later, the companions again entered the temple, but that time they crept into the abandoned ruins. The lower level had been almost entirely below ground, and the small rooms and passages had survived the collapse of the roof during the fire. Most of the larger rooms were buried, but the companions followed a winding corridor to a roomy chamber near the rear of the building, but far enough inside to hide their fire.¹¹ Treading carefully through the twisted passages, Pawldo gained access to the remains of the upper level and discovered the intact, but almost empty, treasure room.¹² A hole in the roof of a nearby corridor allowed exit via a pile of collapsed stone.¹³







The Sacred Grove

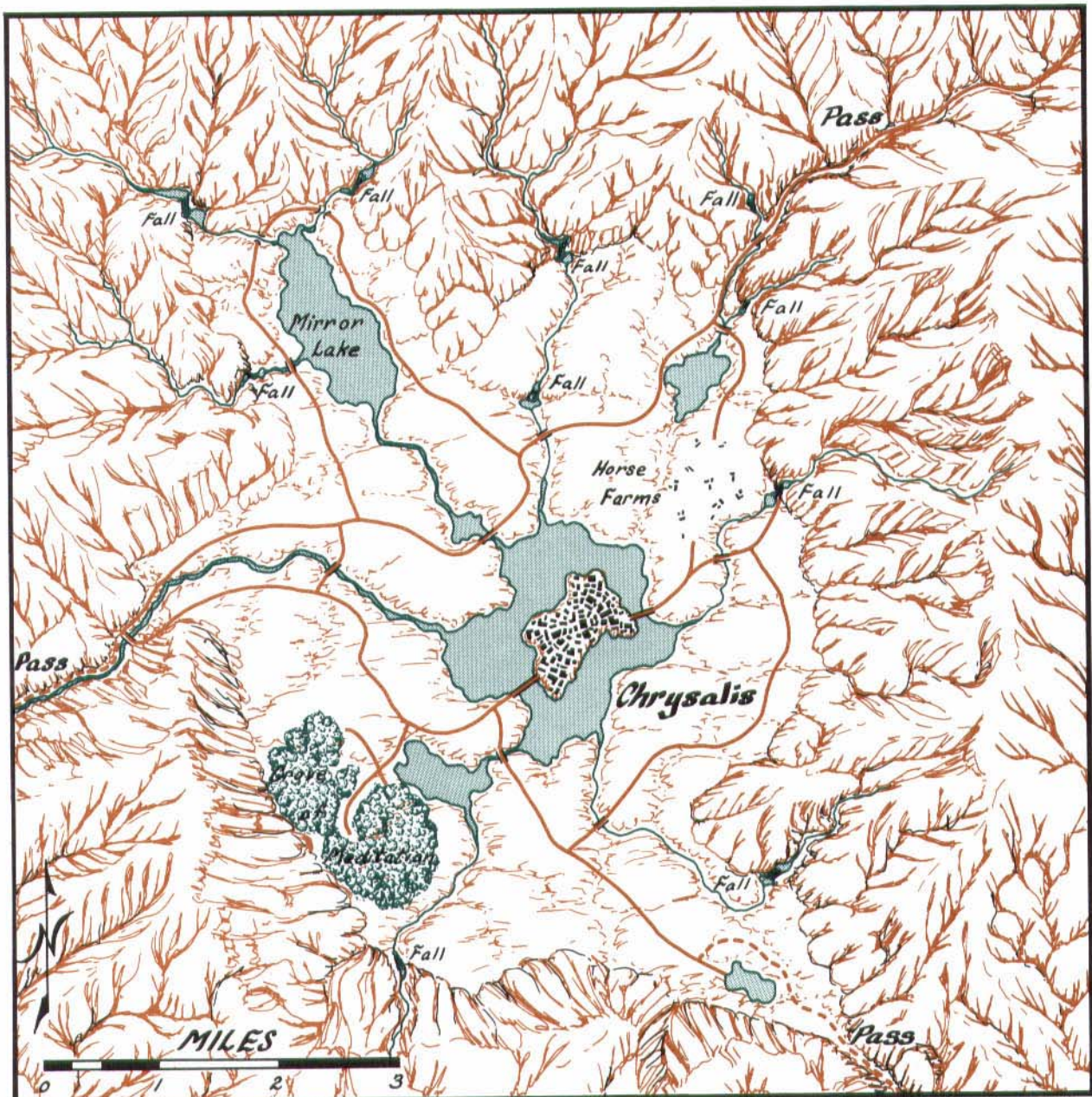
The Sacred Grove

Of all the groves of Myrloch Vale, none was more sacred or fair than the Sacred Grove of the Great Druid, on the northeast shore of deep Myrloch. Woods stretched for several miles along the shore, but the sacred grove was only a portion of the woodland. The southern boundary of the grove was the creek north of the woods' edge. The mistletoe that marked the grove's limits stood five hundred yards from its heart.¹

The heart of the grove was the Moonwell. It was surrounded by two rings of stones raised by the earthpower of great druids in ages past.² The outer ring held twelve stone arches, each formed of two massive stone pillars supporting a third of almost equal size. The eight pillars of the inner ring, however, were standing stones arranged by pairs without crosspieces.³ The Moonwell's outer ring was sur-

rounded by a tangled hedge that opened for any approaching druid. Beyond stood massive oaks.⁴

The home of the Great Druid was a tiny, thatched-roof cottage. It was constructed so near the Moonwell rings that it appeared almost within the protective hedge when Robyn approached from the far borders of the grove.⁵ Surrounding the cottage was a garden lush with wildflowers, with pleasant paths and even an occasional bench.⁶ Along the garden's edge, several aspen enclosed a grassy bower, where the Great Druid kept animals, such as Canthus, that needed healing.⁷ In the heart of the garden was a still pool with a grassy island that could be reached via a spell-raised sand bridge.⁸ The pool was a mere widening of the bubbling stream that originated at a small waterfall and emptied into the creek bordering the grove.⁹ The beauty of the sacred grove soon disappeared forever, though, as Bhaal and his minions sought to destroy the Goddess and her Ffolk.



Synnoria

Synnoria

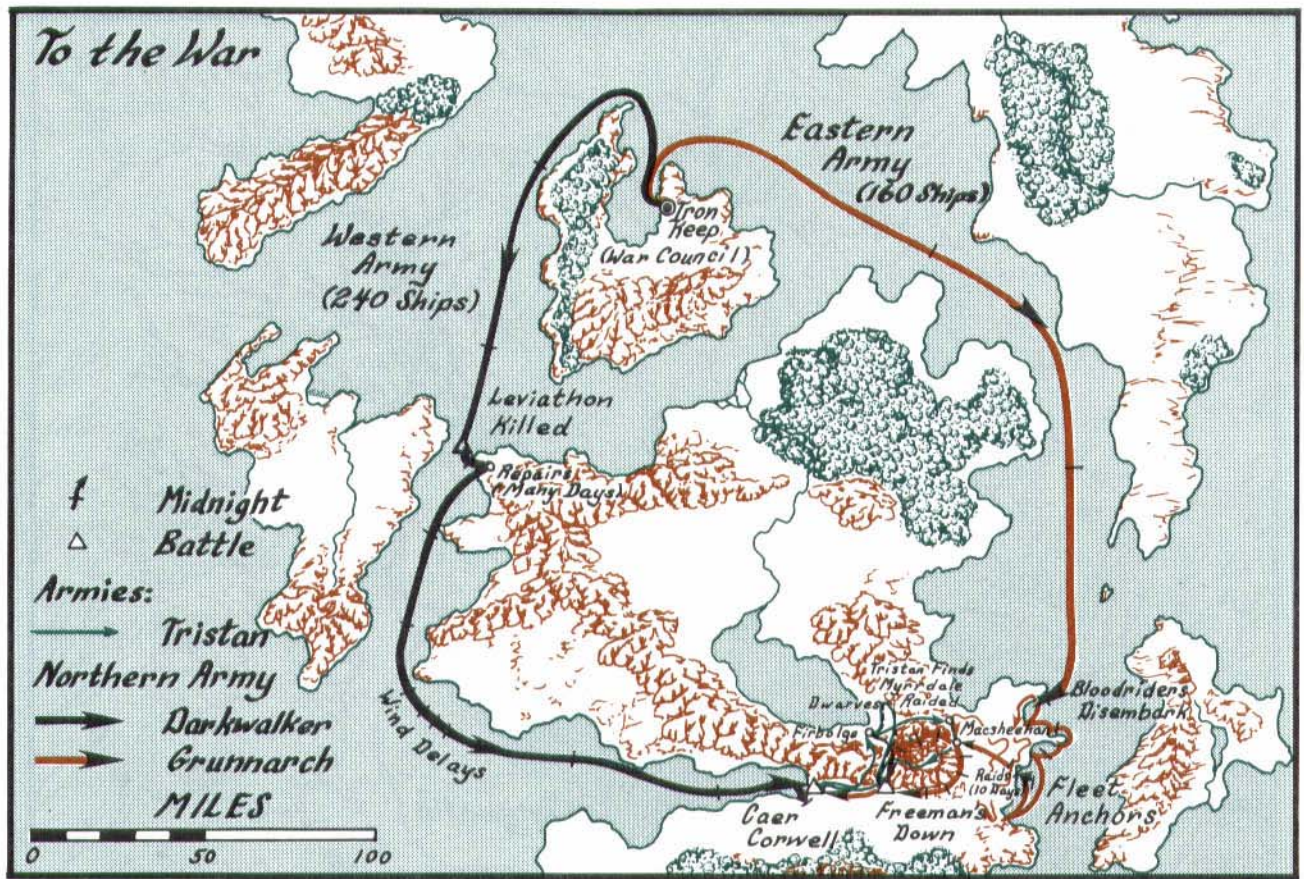
At the eastern end of Myrloch Vale rose the highest mountains of Gwynneth, forever guarding the hidden realm of the Llewyr elves: Synnoria.¹ Only three passes wound through the peaks to reach that enchanted realm; and though the cliff-lined paths were wide, they were a maze to any not trained to their secret ways.² In spite of its aeriellike location, Synnoria was relatively level. Its gently rolling fields amidst towering peaks made it appear almost like an ancient volcano, or perhaps a "window" cut of dense rock that resisted erosion.³

Runoff from the many peaks gave Synnoria a bounty of waterfalls, streams, and lakes. From the time Tristan and his companions were led blindfolded into the upland vale, the music of the falls was constantly in the air, and only Keren's discordant harp

tunes prevented the travelers' permanent enchantment.⁴

The Llewyr dwelt in the city of Chrysalis, whose glass, mineral crystal, and silver towers rose from the island hill in the middle of the valley.⁵ Its magnificence was different from, but in harmony with, the pastoral landscape. None of the Ffolk could ever report of its whereabouts, however, for all were blindfolded before entering. Rumors held that to behold the beauty of Synnoria meant sure madness.⁶

There were three other significant locations in Synnoria. Two were magic related: Mirror Lake, which answered questions, and the Grove of Meditation, which enhanced one's magical or fighting abilities.⁷ The third was the horse farm that housed the steeds of the knight Sisters of Synnoria and the mighty stallion Avalon, who escaped to give service to Tristan.⁸



Armies' Advance

The Darkwalker War

When the largest army in northern Moonshae history convened at the Iron Keep for a prewar council, it planned to smash Corwell and bisect the Ffolk lands so that all the south eventually would fall.¹ Thelgaar Ironhand, the mightiest northern king, refused to take part, then dramatically reversed his opinion the next morning. He had been consumed by Kazgoroth—the Darkwalker.²

The Beast ordered the one hundred sixty-ship fleet of Grunnarch and Hammerstaad to sail against eastern Corwell, for those cantrevs' destruction would prevent assistance to the capital. Thelgaar's army, plus those of six lesser kings, left a day later for the strike against Caer Corwell.³ Given normal sailing times and no delays, the landing at Caer Corwell would have been about three days after the eastern cantrevs were attacked, but both forces were delayed.

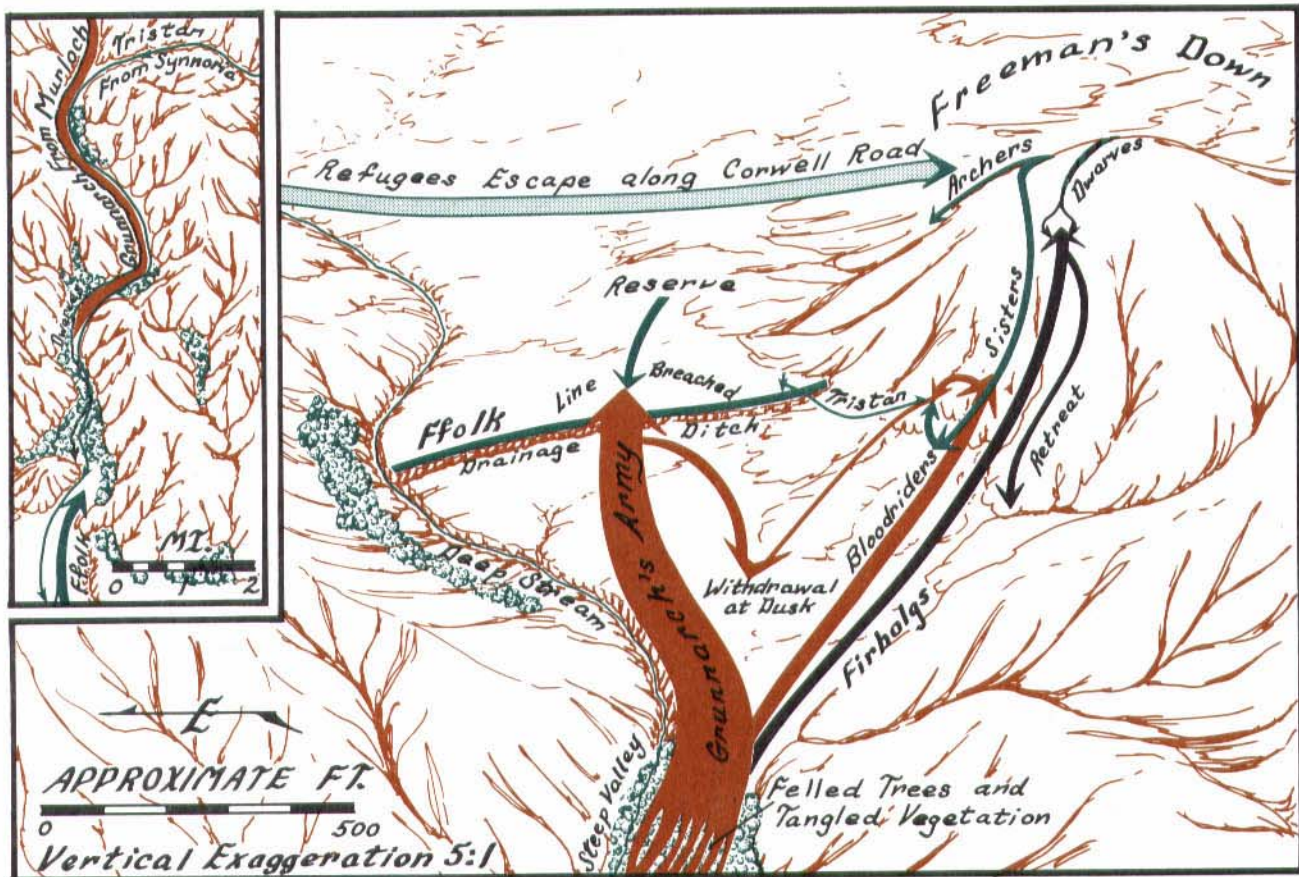
As he prepared to meet the leviathan, the Beast fitted all two hundred forty of his ships with rams, which slowed their speed.⁴ The leviathan damaged the fleet far worse than anticipated, however, sinking a hundred ships and wrecking so many others that the fleet had to be dry-docked for many days. When the fleet was again underway, the winds were capricious, forcing the northmen to row and preventing passage through the firth for several days more.⁵ Meanwhile, the eastern army fell behind schedule three days because of the late rendezvous with the

Bloodriders, another two days in the mountains, and a final day because of the battle at Freeman's Down.⁶ While the delay of the the western fleet was greater, the result was the same: the eastern cantrevs sent refugees, not warriors, to the battle of Caer Corwell—or so it seemed. . . .

The Battle of Freeman's Down

After almost two weeks of raiding in the east, the army and the Bloodriders reunited briefly at Cantrev Macsheehan to force the refugees west.⁷ Hammerstaad's half of the forces were to herd the Ffolk slowly along the road while Grunnarch's army (including the one hundred Bloodriders, Grunnarch's personal guard) was to be guided swiftly through the mountains, then south, cutting across Corwell Road ahead of the refugees and trapping them between the two armies.⁸ Thanks to delays forced by Genna Moon-singer, Tristan and his companions managed to emerge from the paths from Synnoria just ahead of Grunnarch's army, and the prince rallied the approaching cantrev refugees into a valiant stand at Freeman's Down.⁹

Tristan chose his battleground carefully. At the end of the narrow valley from the mountains stood a low hill. Several hundred yards across a flatland, a deep stream cut along the border, with a thick tangle of vegetation beyond. A drainage ditch crossed the flat from the hill to the river, forming a partial bunker. Four hundred Ffolk guarded the ditch, with two hundred more held in reserve. The hill's apparently empty crest actually was a trap hiding forty archers



The Battle of Freeman's Down

and Finellen's sixty dwarves.¹⁰ The twenty Sisters of Synnoria harried Grunnarch's army as it descended the narrow valley, driving the troops into a tangle of growth and fallen trees prepared earlier by Robyn and the dwarves. By the time the army broke through only two hours remained until dark.¹¹ Meanwhile, the Sisters had joined the other hidden forces on the hill.

When the bulk of the army charged straight toward the Ffolk guarding the ditch, Tristan ordered the archers into position. The army outnumbered Tristan's volunteers four to one, however, and the northmen breached a wide gap. Suddenly the Bloodriders broke ranks, intending to cut through the archers and flank the line of defenders below. Their charge was met midslope by the Sister Knights. Although vastly outnumbered, the Sisters' downhill momentum was sufficient to disrupt the Bloodriders. The few firbolgs of Myrloch who had joined the army lumbered after the Bloodriders and found themselves in the midst of a berserk attack by Finellen's dwarves. The giants hastily retreated.¹²

As the Bloodriders and Sisters had first clashed, Tristan signaled to the reserves, and the breach in the line was closed. With fearful losses the grieved and desperate Ffolk held against the northmen, forcing them to a standstill, and the Bloodriders and infantry withdrew.¹³ The Ffolk and their prince were elated, but as Keren warned, they had merely "met a small, demoralized army at the end of a hard march and held it up for a few hours."¹⁴

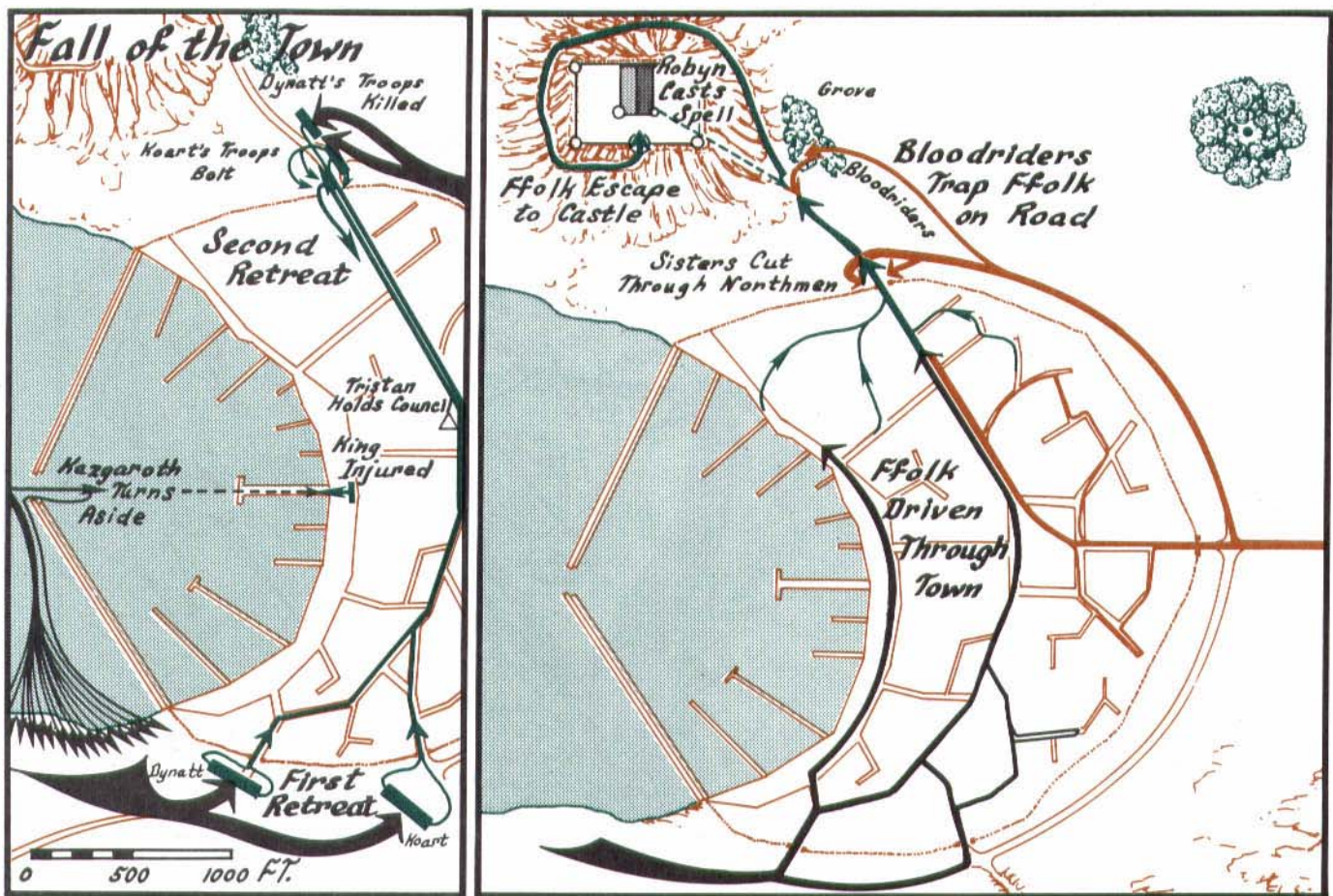
The Battle of Caer Corwell

The true thrust of the Darkwalker War was against the capital city, Caer Corwell. The same day Tristan faced half of the eastern army, his father struggled to prevent the landing of the western fleet. King Kendrick was partially successful, for Druid-made wind and catapults drove back the fleet from a landing on the docks—but not until a blast from the Beast collapsed a building onto him. The long ships were beached on the gravelly shores.¹⁵

When a messenger reached Tristan and Robyn the next day, Avalon galloped to Caer Corwell by dusk. In the king's absence the lords vied more for glory than victory and had deployed their forces outside the town walls. Even as Tristan brought the king's retreat order to the castle, they were driven into town.¹⁶ During the planning session that followed, a Sister arrived with the news that the knights were just north of town and the dwarves would arrive within two to three hours.¹⁷ An hour after their arrival, the evacuation of the town began. Lord Koart's company bolted, leaving Lord Dynnatt's to be massacred. The rest were forced to retreat to the town, but were cut off.¹⁸

The next day, the northmen streamed into the town from the south and east and forced the defenders toward the north gate. Tristan ordered an attempt to break through to the castle. Briefly they were trapped on the road, until Robyn's magic opened a path through the Bloodriders.¹⁹ They had reached Caer Corwell!

For a week the Beast prepared, then on the eighth day his attack began.²⁰ The firbolgs battering the gate

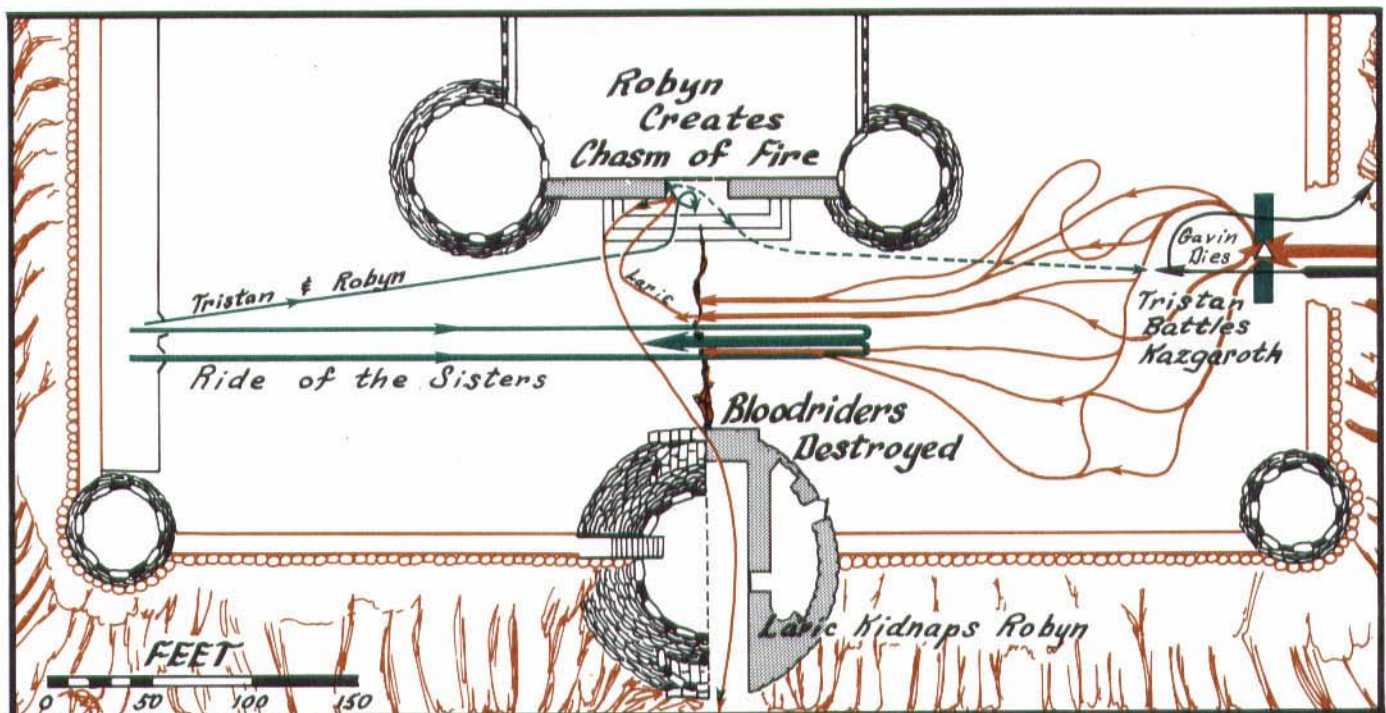
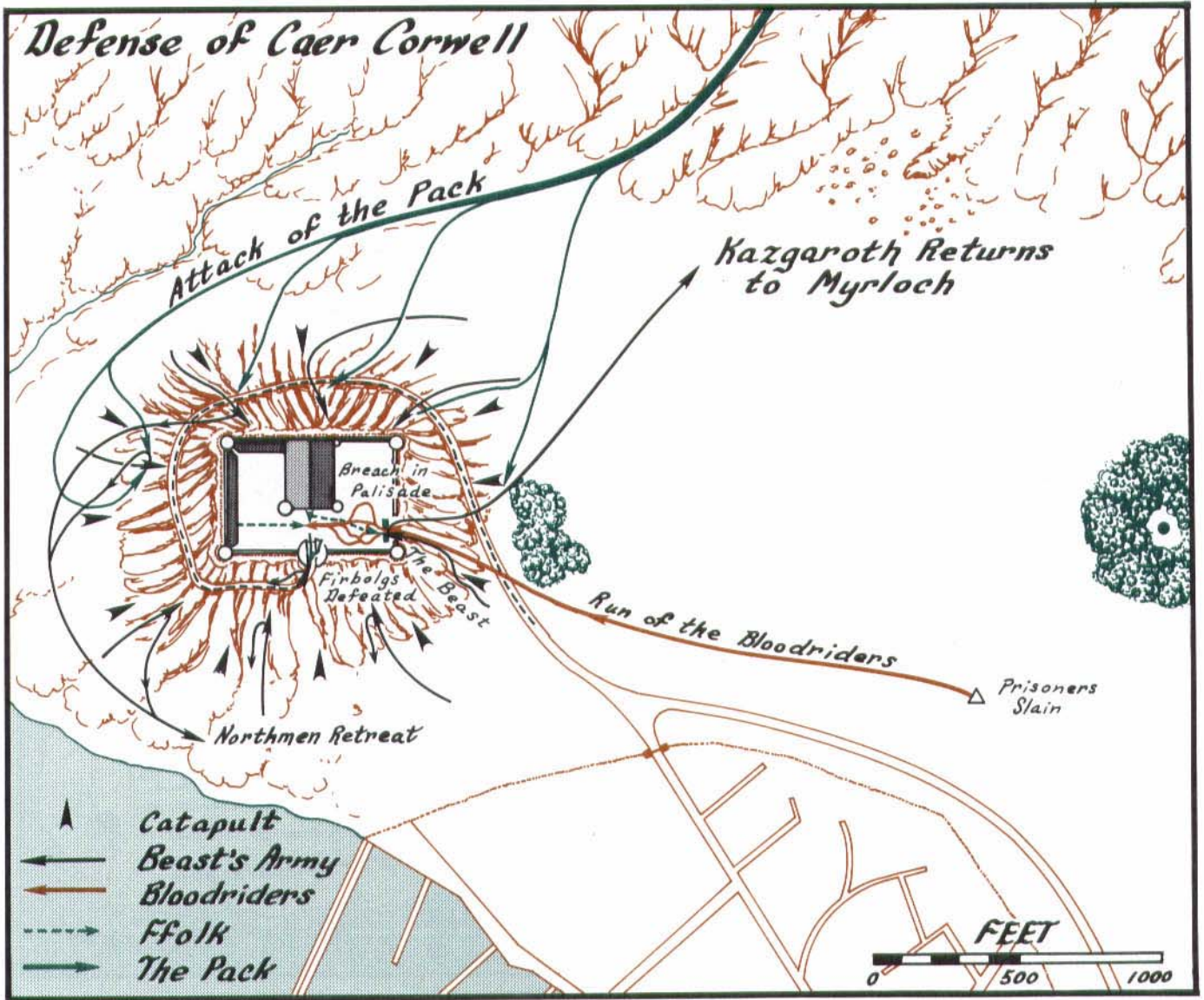


The Fall of Corwell

were driven back by Tristan's trustworthy companions and Finellen's dwarves, but the siege engines burned a breach in the palisade.²¹ The Ffolk fought heroically, losing then regaining control of the gap against the northmen; but they could not stand against the supernatural charge of the Bloodriders.²²

The riders rode straight up the steep slope at blurring speed, cutting like a scythe through the line of Ffolk. While the scattered defenders were slaughtered, the eleven remaining Sisters of Synnoria ran into the stables to ride. Acting on Robyn's plan, they charged across the courtyard, drew the Bloodriders to them, then turned in swift retreat. As they drew ahead of the Bloodriders, Robyn cast a fiery chasm that destroyed all but one of the riders.²³ Drained by her feat, Robyn lay unknowing as Laric stealthily carried her out of the fray—unseen until the last moment.²⁴

Behind the Bloodriders, Kazgaroth had immediately led the northmen through the breach. But even as Tristan and his remaining forces turned to face this final menace, unexpected help arrived. Led by Canthus, the wolves of the Goddess fell upon the troops still climbing the knoll, and the northmen streamed away toward their ships. As the Beast was revealed by his anger, the last of his troops fled.²⁵ Caer Corwell had survived.



The Battle of Caer Corwell



Caer Allisynn

East of Gwynneth, on an isle magically submerged in the straits amid the three major lands of the Ffolk, was another location even less known than the hidden lands of Synnoria: Caer Allisynn. Cymrych Hugh's joyous wedding gift to his new bride, Caer Allisynn, was doomed to become a tomb, and thereafter appeared only to a favored few.¹

The castle was designed for both strength and beauty. It was smaller than Caer Corwell, but was more finely constructed with blocks of softly glowing rose quartz shaped in delicately proportioned spires.² High battlemented walls broken by only a few windows formed a roughly rectangular complex with a single gate closed by a drawbridge and portcullis. Daryth was able to scale the gate and drop over the top to lower the drawbridge, admitting Tristan and Pontswain to the small courtyard.³ The courtyard was lined with ornate columns, and its doors and sweeping stairways gave way to the rooms and balconies tucked into the walls. The largest of these lay opposite the gate: Queen Allisynn's keep.

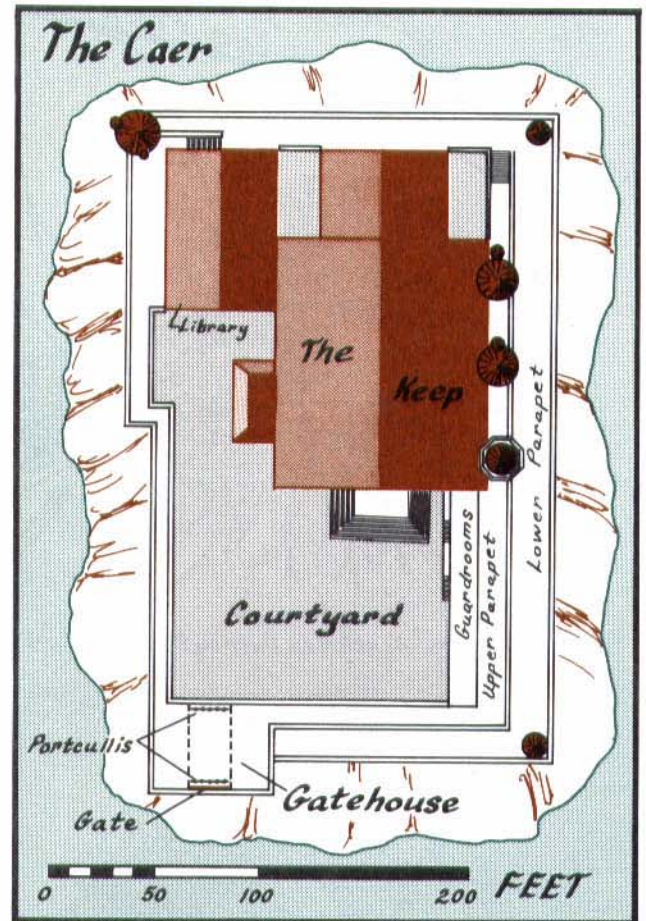
A wide, misty stairway led to two massive oaken doors strapped with bronze. Tristan and Daryth were unable to enter the keep through them, however, for pulling the doors' bronze rings activated a trap that sent them plummeting down a wide shaft into a thirty-foot cavern lined with rough-hewn stone.⁴ They might have remained in the trap, but the centuries of submergence/emergence had weakened the stone. Seeking an outlet, water in the trap had entered an underground drain nearby, and Daryth widened this opening sufficiently to allow the companions to swim through it. Once in the underground system, Tristan discovered a four-foot shaft that slanted shallowly enough to permit climbing.⁵

The shaft ended within the wall near the upper end of the slightly slanting corridor.⁶ Iron doors broke the inner wall about every thirty feet. Tristan forced open the closest one, and discovered a guardroom. The door on the far wall led back into the courtyard, while the remaining door entered directly into the great hall of the keep.⁷

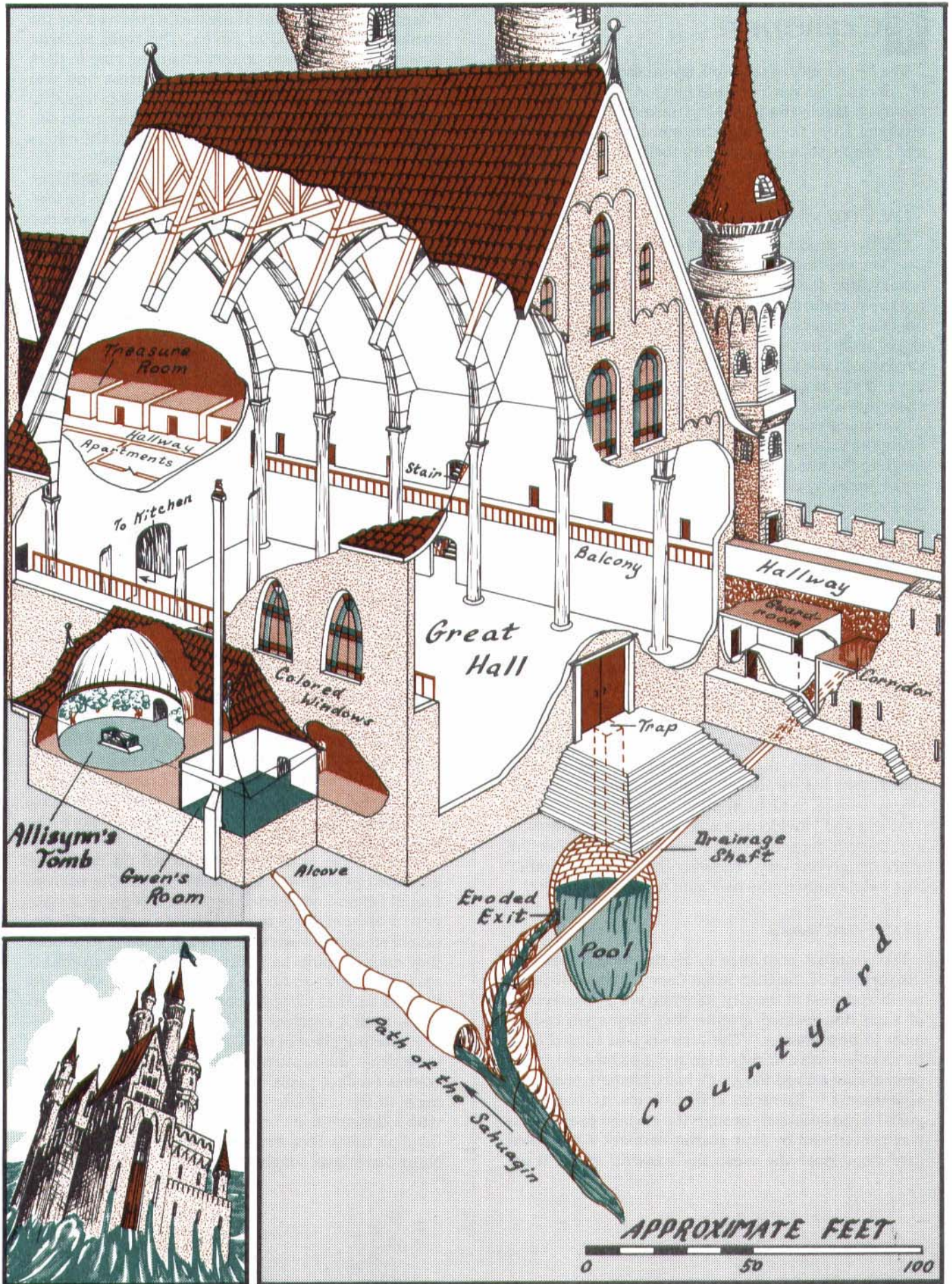
The great hall was awesome. High colored windows revealed the immense granite columns lining the walls.⁸ At the end of the hall opposite the great entry doors a passageway led deeper into the keep. Daryth ascended a stairway on the right and found himself on a balcony lined with rooms—one of which held treasure.⁹ Meanwhile, Tristan was drawn to a corridor left of the great hall, and after passing through two archways entered a light-filled room. The floor of the room was marble, and the domed ceiling was inlaid with gold, but the glow emanated from the crystal bier of Allisynn. Rising, Allisynn returned to him the Sword of Cymrych Hugh and prophesied the coming of the new High King.¹⁰

Tristan and Daryth were not the only visitors to Caer Allisynn. A year later, Koll and Gwen were saved from a shipwreck by the mysterious isle. Within still another corridor branching from the great hall, Gwen discovered a cozy room, and there the couple re-

mained while the castle transported them not only to Norland, but to Corwell Firth.¹¹ There it ran aground and was later explored at leisure, giving access to its scrolls, artifacts, and treasures.¹²



The Caer



Caer Allisynn

The largest city of the Ffolk lay on the eastern shore of Alaron: the port of Callidyrr.¹ After the rise of Cymrych Hugh, the High King moved his seat of government from Corwell to this more populous locale, and here he raised the mighty fortress of *Caer Callidyrr*.²

The City

Callidyrr stood at the southern end of Whitefish Bay. The vast harbor was protected by a druid-raised breakwater and lined by a seawall.³ The Ffolk were not great seafarers, but alongside their sturdy fishing boats lay “dozens of trading galleons and a pair of long ships” from the Sword Coast cities, and a huge shipyard was in use along one side of the large dock area.⁴ Beyond the docks, the walled city was “bright and cheerful” with *Caer Callidyrr* gleaming over all.⁵

Two major roadways served Callidyrr. One ran west along the southern edge of the fortress, then curved north to the mines of Fairheight Mountains, while the major highway of Alaron, the High King’s Road, traveled almost due south.⁶ As in most large port cities, Callidyrr’s inns, taverns, warehouses, and other businesses were constructed along a weblike network of narrow streets and alleyways near the docks. As Fiona led Tristan’s group to her father’s home, she steered them past several fish houses, through one of the factories, down an alley, around a corner, and through a narrow street.⁷

Fiona’s house was a small ramshackle structure, but it was not quite ordinary. In the narrow hallway beyond the first hearth-warmed room, a rug hid a heavy trapdoor from which a steep stair ran to a cellar fitted as a blacksmith shop. Several cots stood in a corner.⁸ A secret door from the cellar revealed a low, narrow tunnel that led through a hatch into one of the city storm sewers, which emptied through the seawall. This allowed Pawldo to sneak out of the city.⁹ Tristan and Daryth departed the house in a cleaner but far more dangerous way, following the street to another that led directly to the east gate of *Caer Callidyrr*.¹⁰

The Fortress

The grandest structure in all the Moonshaes was the fortress of the High King: *Caer Callidyrr*. It stood north and west of the city, its white walls constructed of such fine-grained granite that they appeared almost to be alabaster.¹¹ The fortress was spread over three hills, with a drawbridge and gate on each.¹² The central gate served the king’s halls, kitchen, and royal apartments.¹³ Barracks and grounds of the royal guard were accessed through the eastern gate, which was proclaimed by four scarlet banners.¹⁴ The third gate stood near the west: the wizards’ gate.¹⁵ It ac-

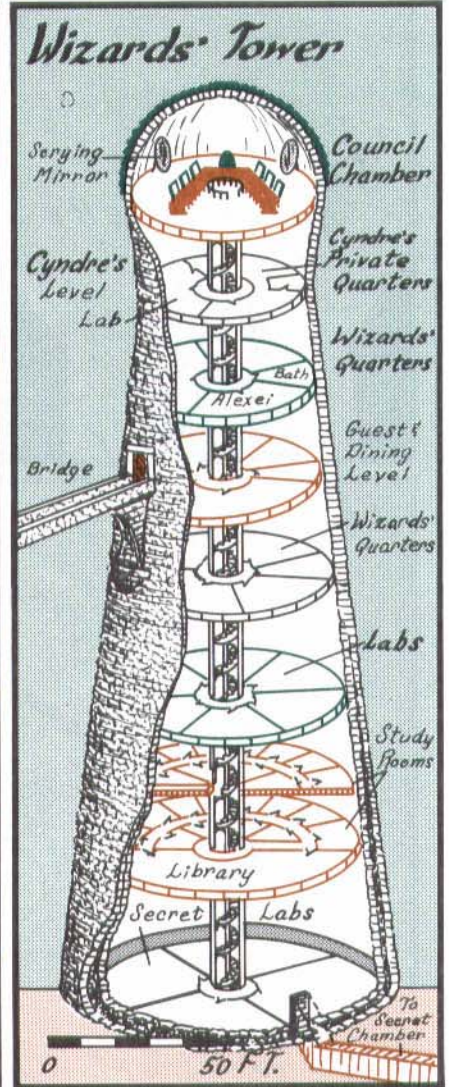
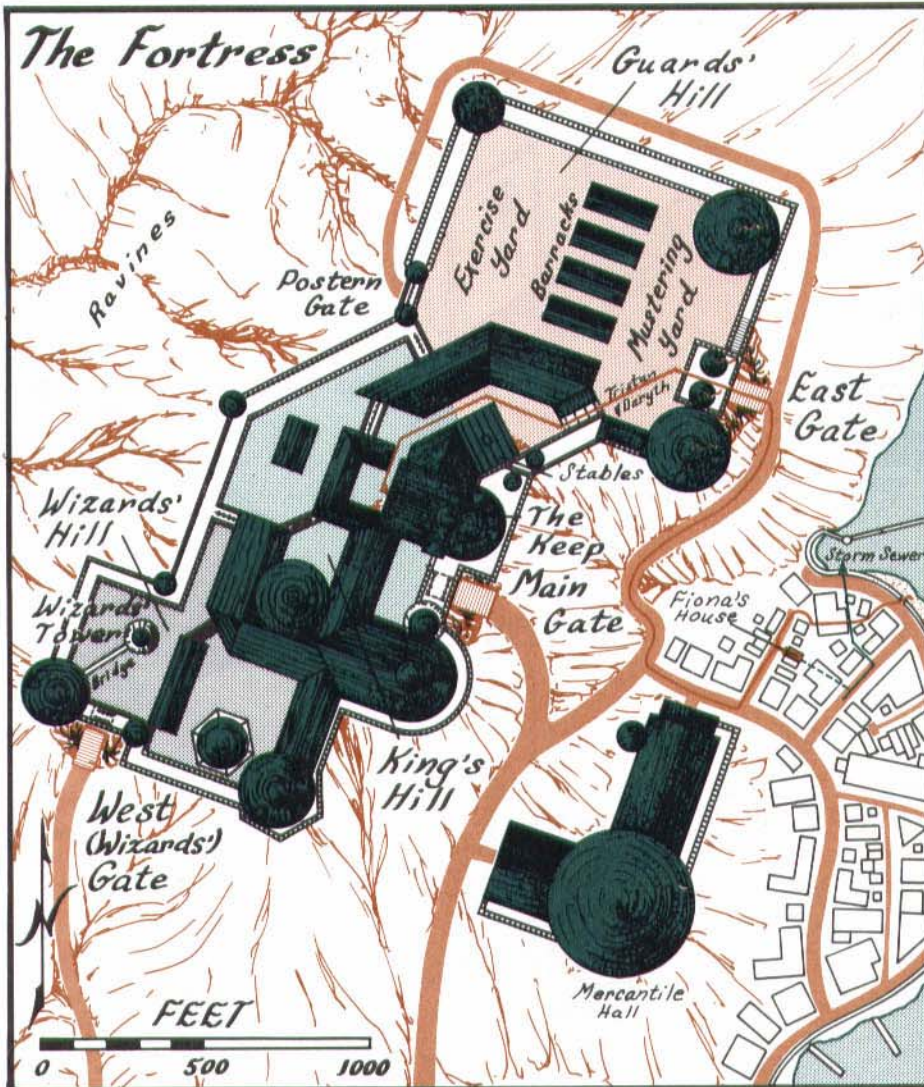
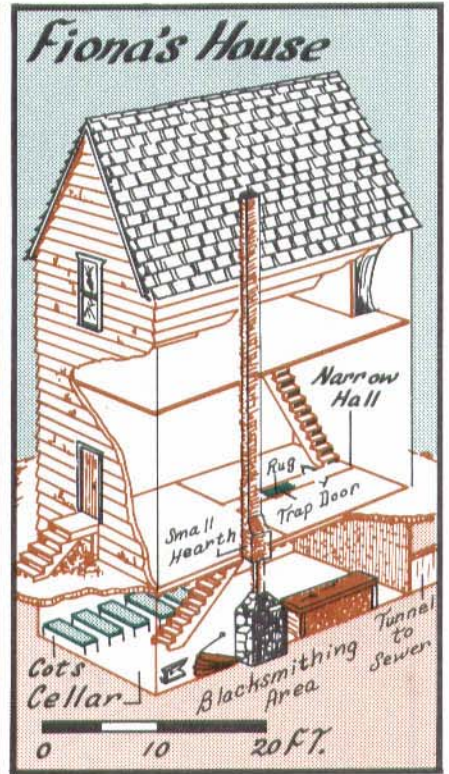
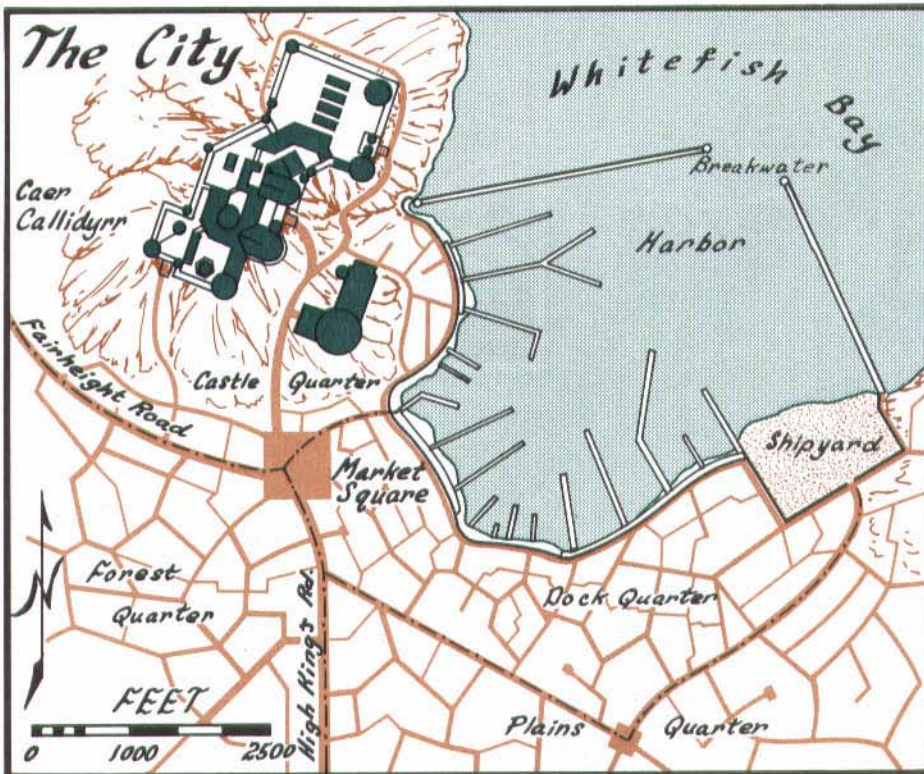
cessed a private section of the castle reserved for the needs of the Council of Seven. The main wizards’ tower, with its circular council chamber, rose in dark disharmony with the rest of the fortress and was reachable above ground level only by a bridge.¹⁶ In spite of the disparate functions of the three main sections of the castle, each had ready access to the others and doubtless all could reach the dungeons.¹⁷

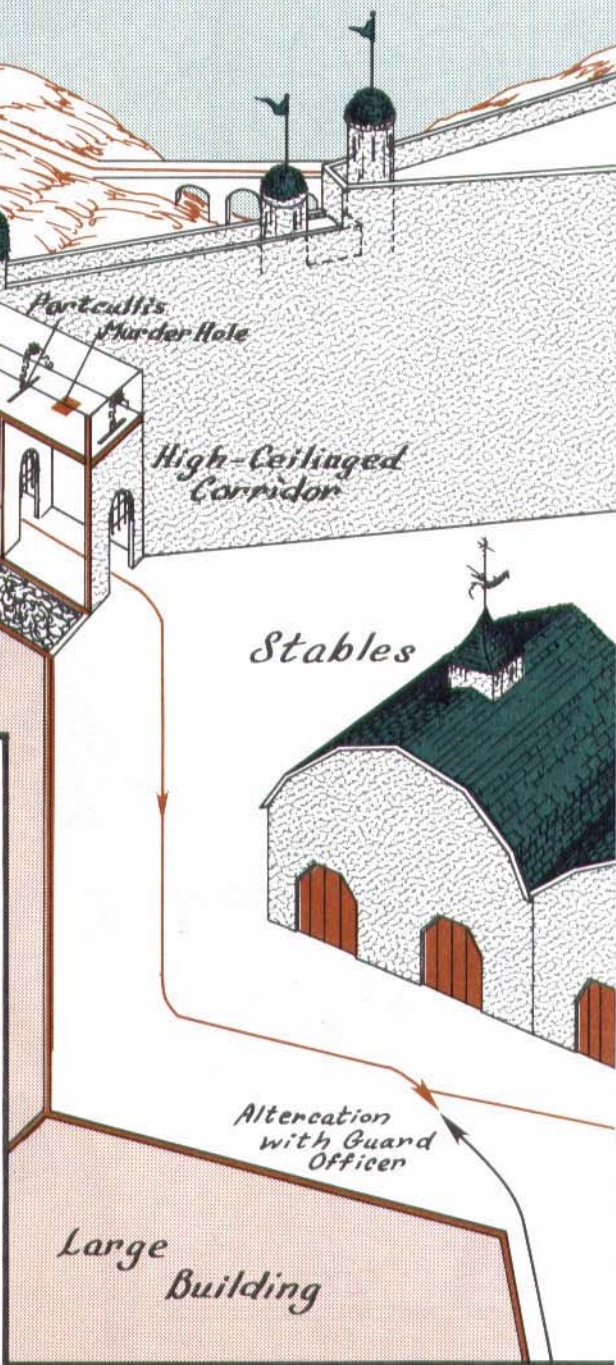
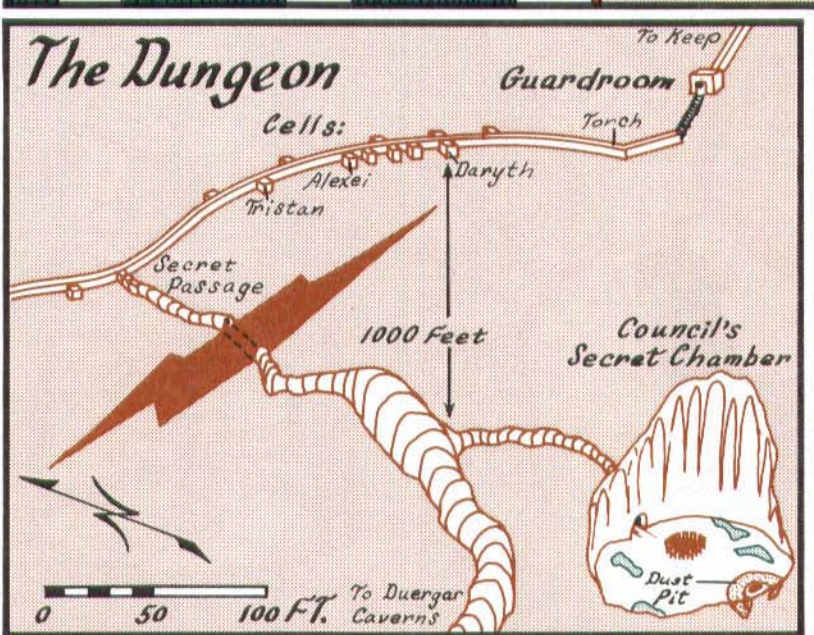
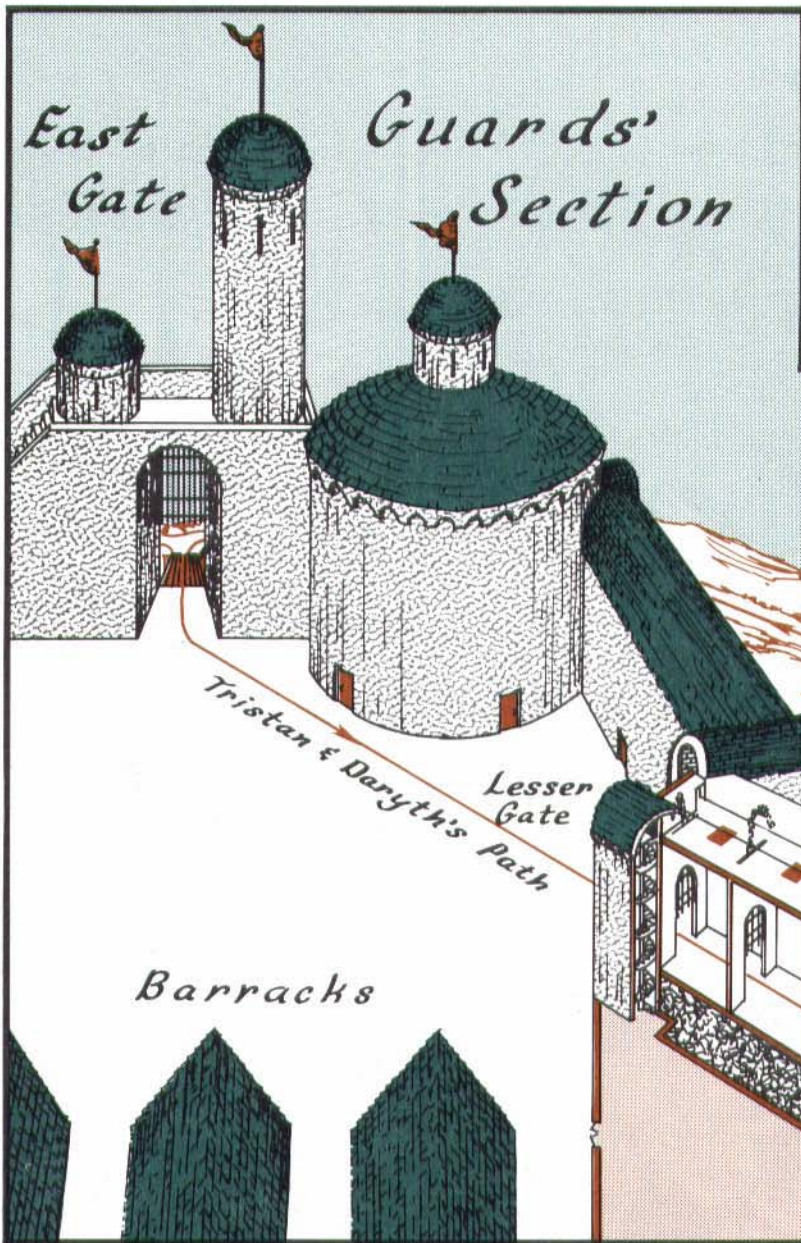
When Tristan and Daryth entered *Caer Callidyrr*, they passed through the east gate house with its towering walls. Beyond was a courtyard with wooden barracks on the far side. Using a diagram provided by Fiona’s father, they turned in a direction none of the guard officers took, following a passageway broken by several portcullises.¹⁸ The corridor ended in a small courtyard with the stables on the far side. An opening at the end of the stables gave way to another courtyard, which revealed “a vast high-walled keep.”¹⁹ From there, an archway opened onto yet another small courtyard, with the kitchen on the left.²⁰ They had reached the king’s section.

The door on the left opened onto a large entryway with several branching hallways. One ended at the huge kitchen with its many stoves, ovens, and counters. Another led to a wide stairway that rose to a long, carpeted hallway on the next level. The hall was lighted by beveled glass windows at each end and was lined with mirrors, but only one door broke its entire length: the opening to a small guardroom that protected the High King’s chambers.²¹

Trapped by Cyndre’s magic in the king’s room, Tristan and Daryth were imprisoned separately in one of the many enclosures of the dungeon.²² When Daryth escaped, he turned right from his cell to take the torch from its bracket a hundred feet away. Rounding a nearby corner, he recognized the steps down which they had been brought. These were barred at the top from the guardroom above. He recovered the weapons and retraced his path to find Tristan. Beyond Daryth’s cell were four empty ones, then one holding the imprisoned wizard Alexei. Tristan’s cell lay some way beyond.²³

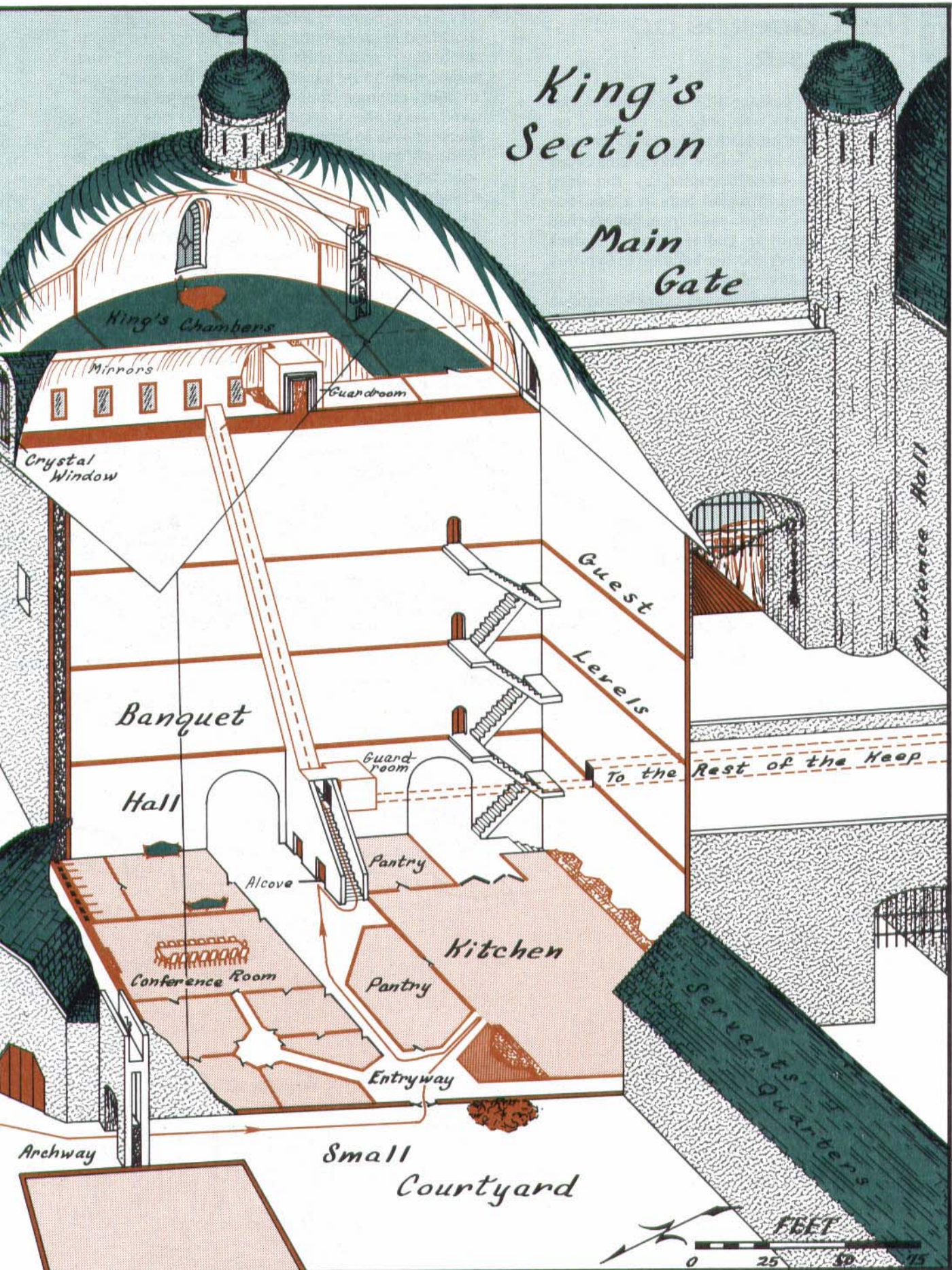
After Tristan was freed, Alexei led on down the darkened passageway to a secret door. The narrow tunnel beyond descended, often as steeply as a stair, until it opened thirty feet below into a cave that continued steeply downward. When it seemed to Tristan they must be almost a thousand feet below ground, a narrower cave branched off to the left. Alexei led them along that narrow passage for about a hundred yards until it reached an immense chamber: the secret meeting place of the Council of Seven. Stalactites hung from the towering ceiling, their mineral-laden waters feeding pools on the chamber floor. In the midst of the chamber was the council’s circular table with a dozen stone chairs, but on the far side a dust-filled pit thirty feet across surrounded the spell-filled chest that Alexei sought.²⁴





King's Section

Main Gate



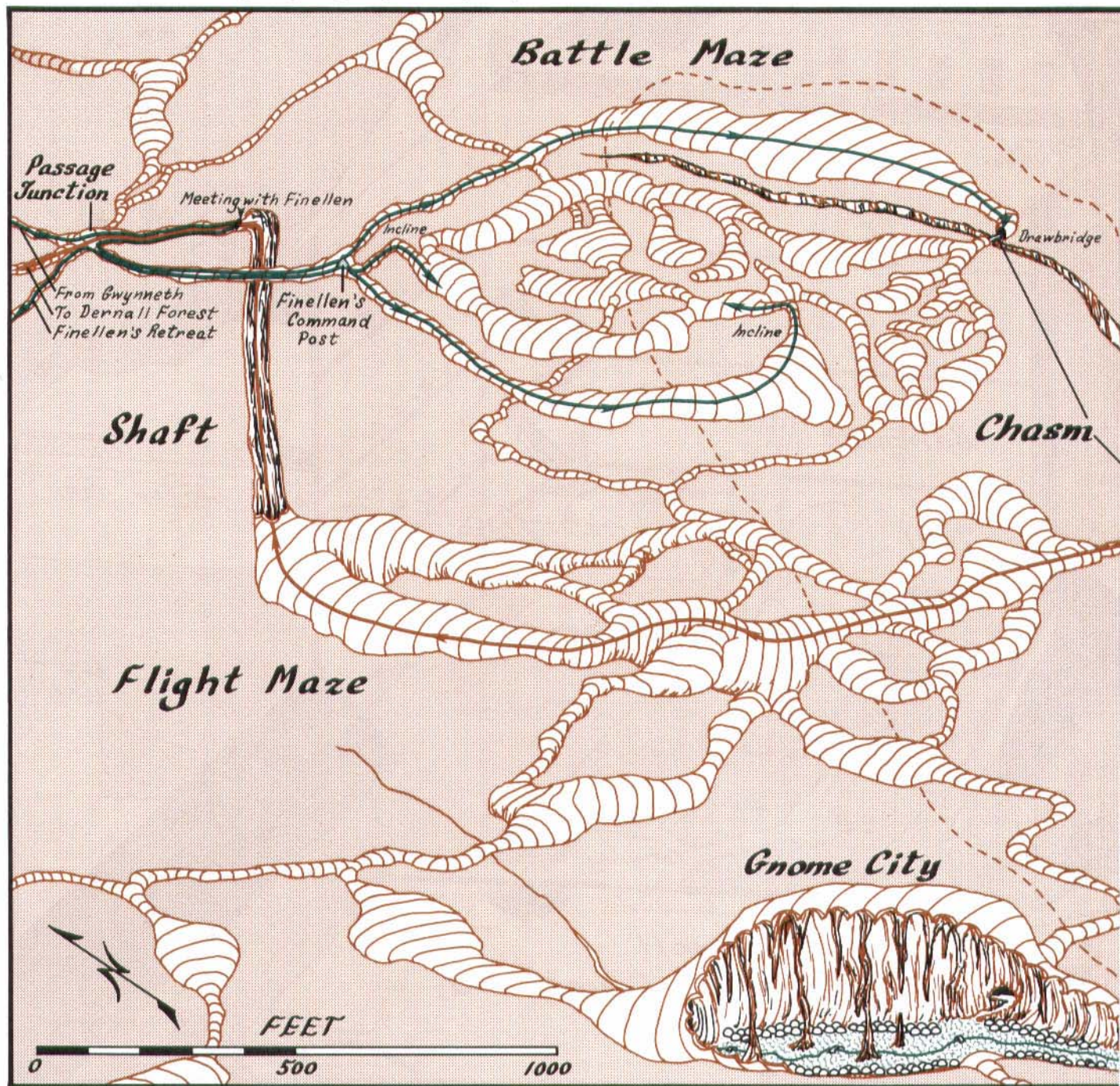
The Caverns of Callidyrr

The subterranean passage through which Alexei led Tristan and Daryth was only one of many entrances to the vast and intricate underworld network of the Moonshaes.¹ Not long before, the caverns below Caer Callidyrr had been occupied by the deep gnomes, cozily housed in round huts in a deep-columned cavern. With Cyndre's assistance, duergar had slaughtered the harmless gnomes, and the dark dwarves had become yet another addition to Cyndre's plan to overtake the Moonshaes.²

After leaving the wizards' secret council chamber, Alexei returned to the original passageway. Already

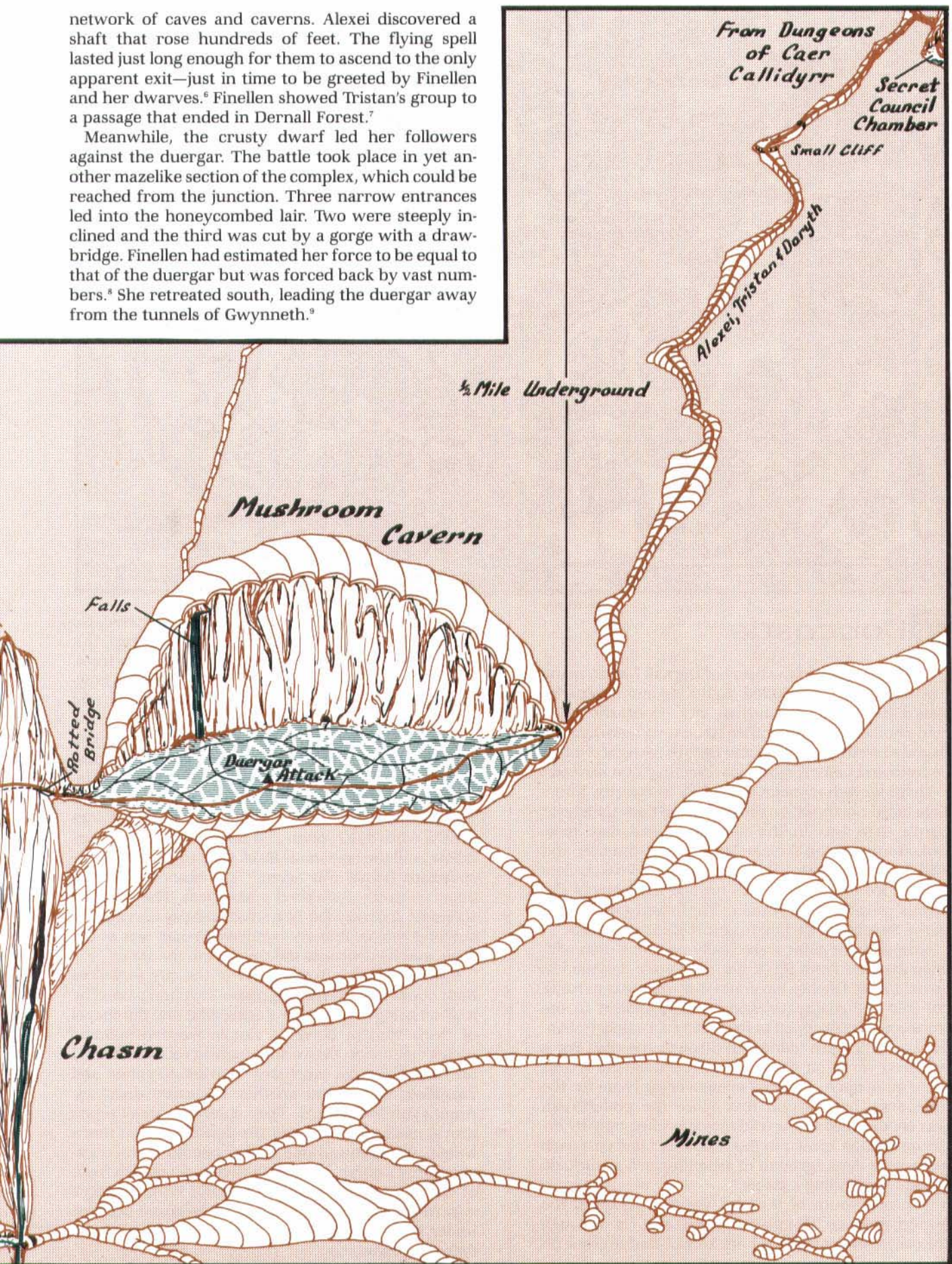
they were a thousand feet below ground, but the cave continued so steeply that in places they even had to climb down small cliffs to descend.³ When Tristan judged them to be a half-mile below the surface and an equal distance under the sea, they suddenly entered one of the duergar's agricultural caverns. The chamber was so large that a waterfall tumbled hundreds of feet to the mushroom-filled floor, yet could only be faintly heard and seen.⁴ They took the straightest trail across, encountered duergar, fled to the far side and into another cave passage—only to find their way blocked by a chasm hundreds of feet across and a thousand or more deep. A bridge once had spanned the cleft but was now rotted away. Alexei's flying spell allowed them to cross, however.⁵

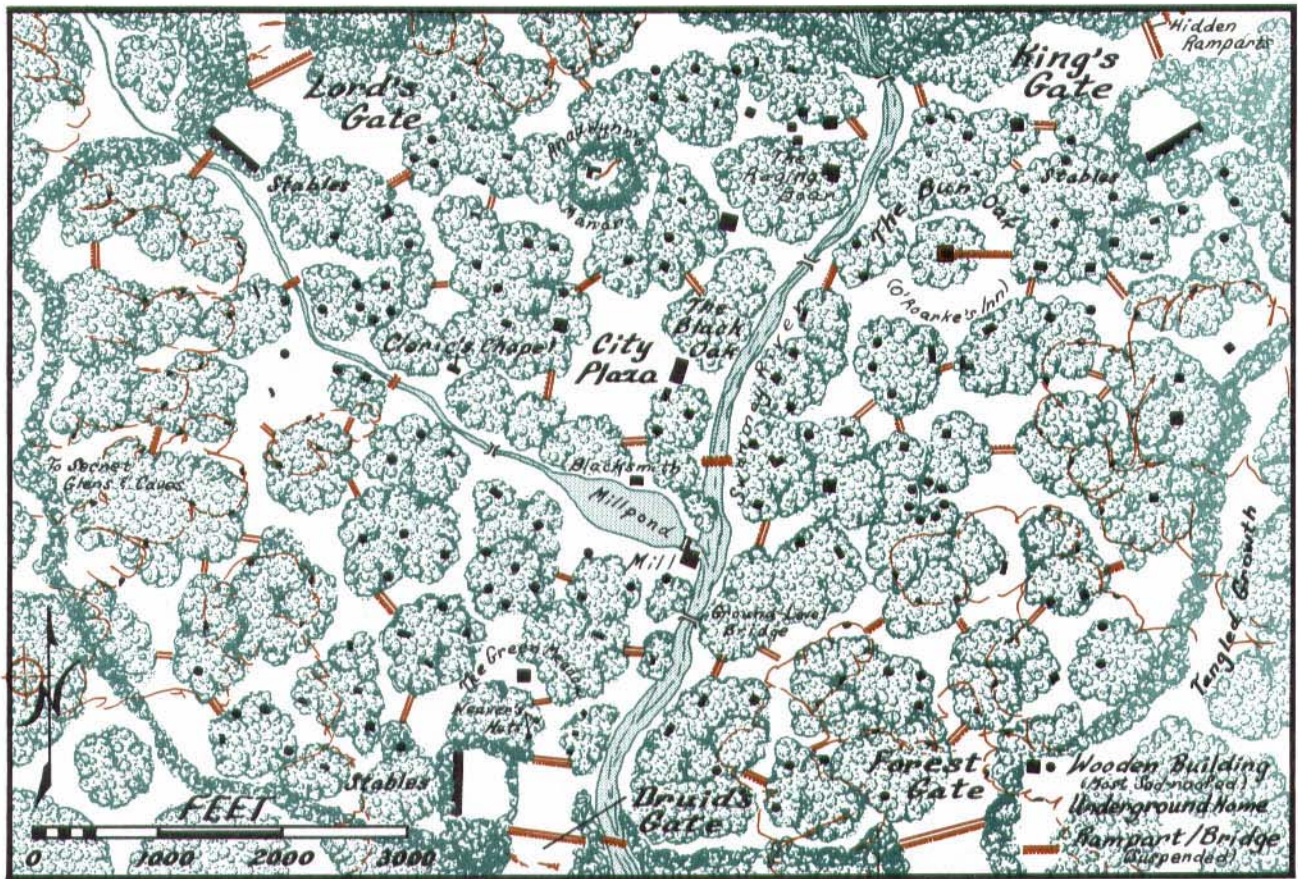
Not far beyond the chasm, they entered a mazelike



network of caves and caverns. Alexei discovered a shaft that rose hundreds of feet. The flying spell lasted just long enough for them to ascend to the only apparent exit—just in time to be greeted by Finellen and her dwarves.⁶ Finellen showed Tristan's group to a passage that ended in Dernal Forest.⁷

Meanwhile, the crusty dwarf led her followers against the duergar. The battle took place in yet another mazelike section of the complex, which could be reached from the junction. Three narrow entrances led into the honeycombed lair. Two were steeply inclined and the third was cut by a gorge with a drawbridge. Finellen had estimated her force to be equal to that of the duergar but was forced back by vast numbers.⁸ She retreated south, leading the duergar away from the tunnels of Gwynneth.⁹





Doncastle

Doncastle

Deep in a valley in the heart of Dernall Forest, many fugitives from the deluded High King and his Scarlet Guard had built an unusual city: Doncastle.¹ The many homes, inns, and other structures were camouflaged so well that Tristan and Daryth thought them to be trees and natural mounds when they first arrived.²

There were four main entrances to the city. King's Gate faced northeast on the path from Caer Callidyr.³ Lord's Gate was in the northwest and may have looked toward the former lands of the founder and leader of Doncastle, Hugh O'Roarke.⁴ Druid's Gate opened from the south trail toward the heart of the druids' religion in Gwynneth.⁵ The fourth gate lay east of the Swanmay, leading to secret glens and caves.⁶

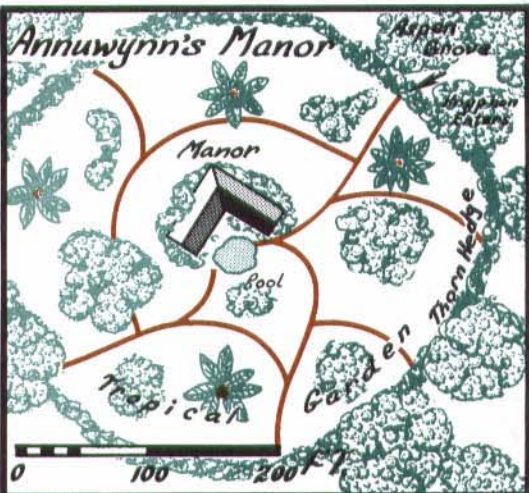
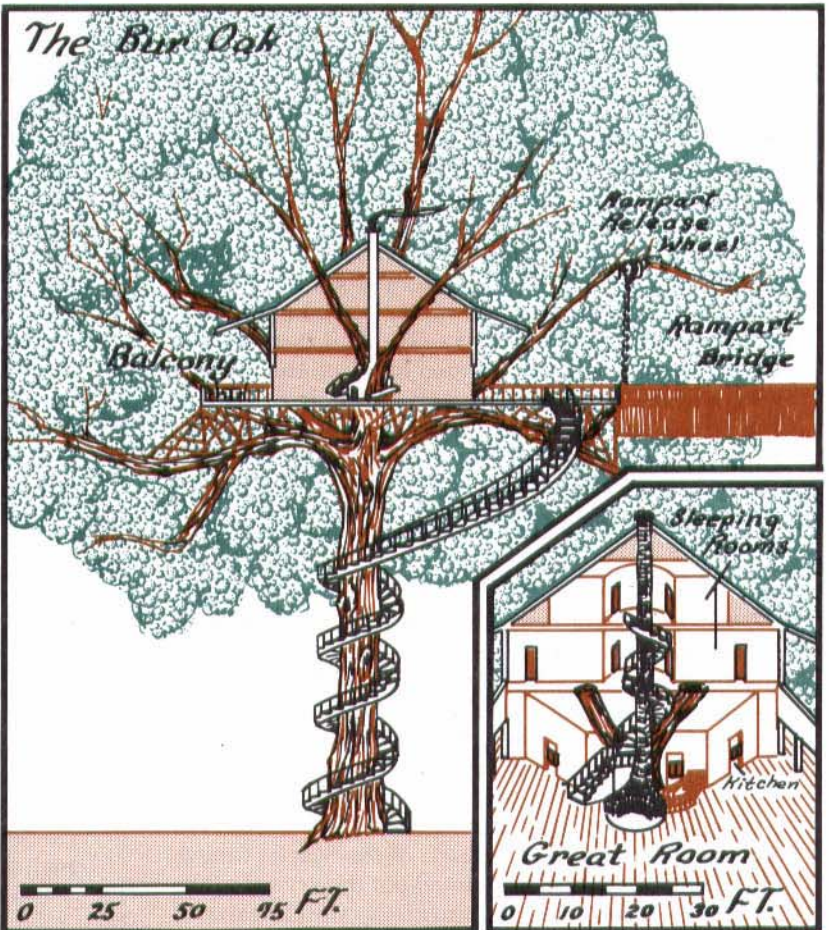
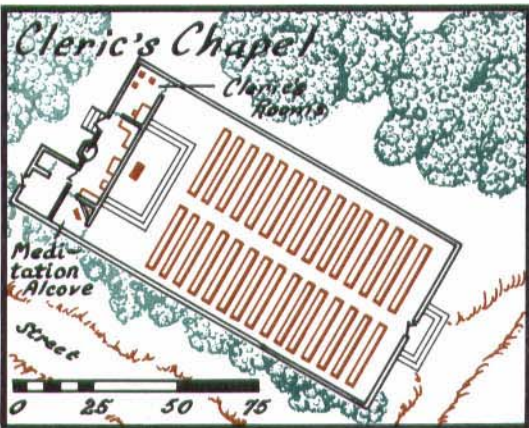
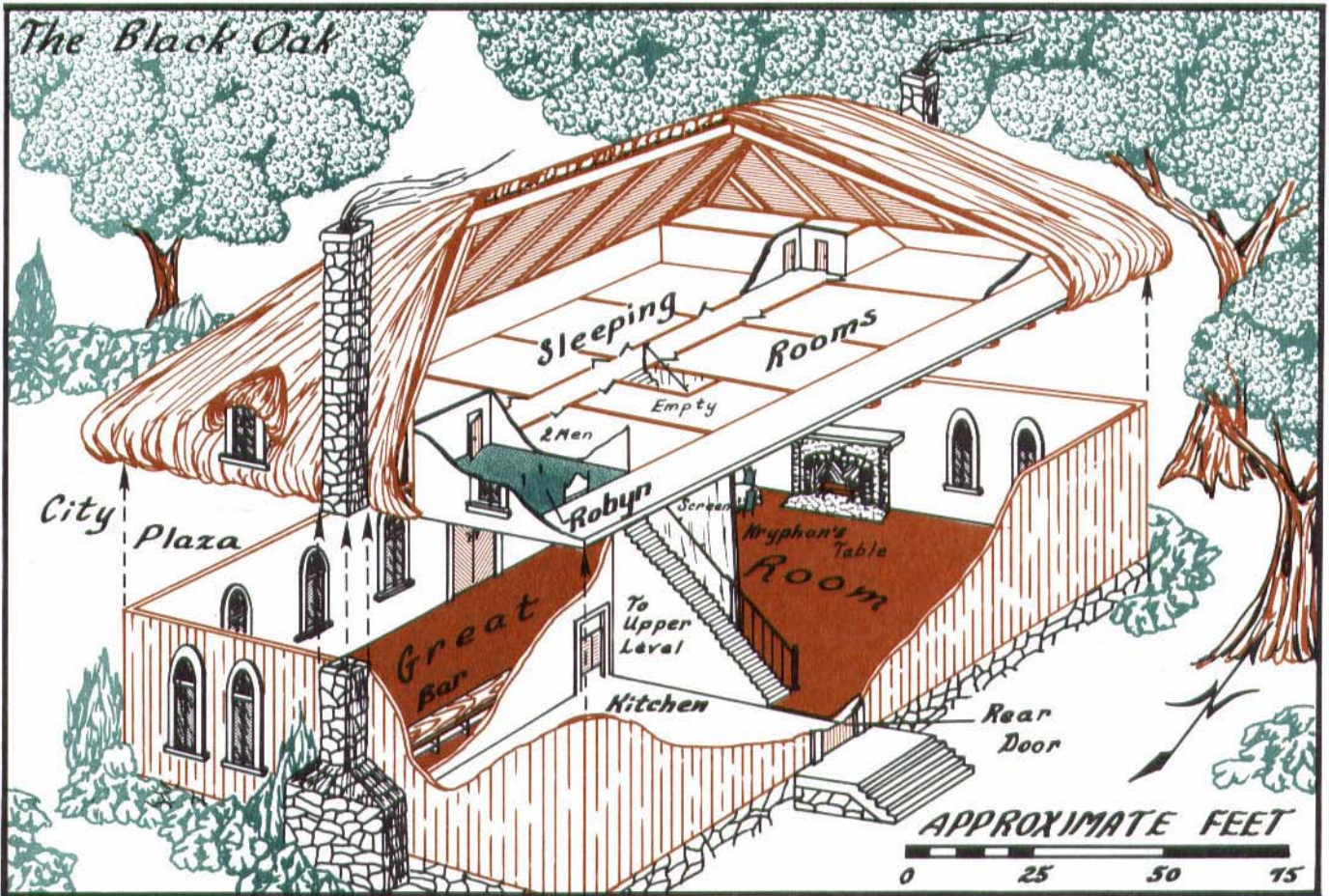
Although the gates were really no more than widened avenues from the trails, they were designed to be defended. Ditches (no doubt dug to appear natural) cut into the roadways, and barriers hidden in the trees could be dropped to form instant ramparts. Similar barriers were hidden all through the city.⁷ For a hundred yards on each side of the trail, the woods were quite open, allowing maneuvering room for the defenders, but beyond that space the underbrush was encouraged into a wild tangle broken only by occasional paths known to the residents.⁸ Just past each gateway, a dense growth of aspen formed a stockade fence surrounding a stable.⁹

In places south of the city, the trail followed the Swanmay River. The placid stream also ran through the center of the town, where a small feeder creek on

the west bank was dammed to form a millpond. No bridges or paving marred the grassy openings, but walkways were instead suspended between the trees. Most of the structures were on or in the ground, however. A few wooden cottages, the weavers' huts, and the blacksmith's forge were easily visible.¹⁰

Only one of the major inns, the Bur Oak, O'Roarke's favorite spot, was in a tree. Its open balconies almost made it appear to be without walls.¹¹ Other inns included the cozy, sod-roofed Green Meadow, where Tristan stayed; the Raging Boar, temporary lodgings for the wizards Kryphon and Doric and assassin Razfallow; and the enormous Black Oak, to which the unconscious Robyn was taken.¹² The Black Oak held a huge, elegantly furnished main room. The partially screened stairway led to a short hallway serving the sleeping rooms. Robyn's windowed room was at the back, and its door was the third from the stair.¹³

A grassy square in the heart of the city served as both market and gathering plaza. Kryphon passed by it when going between the Raging Boar and the chapel of cleric Vaughn Burne: a simple wooden building with a meditation alcove and sleeping room curtained off from the large sanctuary.¹⁴ Earlier, Kryphon and Razfallow had visited another Doncastle dignitary, Annuwynn the wizard. They entered a small aspen grove, magically separated the densely woven thorn hedge, and followed one of the smooth stone walkways until a curve in the path revealed a pool in front of the large foliage-covered manor.¹⁵ With the city's wizard and cleric dead and one of the guard captains under his power, Kryphon had set the stage for the defeat of Doncastle.¹⁶



The Battle of the High Kings

After Tristan's escape from *Caer Callidyrr*, Cyndre realized the prince would return to *Doncastle* and muster O'Roarke's outlawed people into a dangerous force. At the wizard's behest, King Carrathal nervously agreed to send all four brigades against the woodland city.¹ Cyndre's plans were already in motion, however. Kryphon had already arrived at *Doncastle* to scout, prepared a map for Cyndre, killed the wizard Annuwynn, seriously injured the cleric, and ensorcelled one of O'Roarke's captains during the days before the *Scarlet Guard's* arrival.² The stage was set for the *Battle of Doncastle*.

The Battle of Doncastle

The human mercenaries of the king's army bivouacked in the forest while the ogre brigade made its way west across the *Swanmay*. Cyndre planned to attack at *King's Gate* with two brigades an hour after dawn, drawing all the defenders to that quarter of the city.³ Thanks to O'Roarke's inept leadership, the wizard's plan worked perfectly.⁴

O'Roarke stationed archers along the rampart and in the trees around the gate, planning a rain of arrows on the attackers trying to break through the ground troops that defended the ravines in the roadway. Cyndre led the king's attack, however, sending a killing gas into the front-line defenders before a single arrow was strung. Although Robyn managed to disperse the gas, most defenders had already fled. O'Roarke had gone earlier, so Tristan organized the retreat, planning a stand at the river.⁵ When O'Roarke reappeared, he countermanded Tristan's plan and ordered a stand well away from the river. He pulled defenders from all other parts of the city, leaving no reserves.⁶

The ogre brigade had been ordered to wait beyond *Lord's Gate* for two hours to allow for just this mistake.⁷ Shortly after the defenders were withdrawn, the ogre brigade entered. In spite of their best efforts, the rallied forces near *King's Gate* had been driven back toward the river. Trapped between the original two brigades in the northeast and the ogre brigade in the northwest, *Doncastle's* defense broke into a total rout.⁸ The forces fled along the streets and alleys to the south, pursued by the *Scarlet Guard*, as the final brigade burned the city.⁹

The Last Redoubt

The four friends retreated from *Doncastle* through *Druid's Gate*, and Robyn led them southwest through the forest. About a hundred of O'Roarke's men followed. The appearance of O'Roarke and *Pontswain* brought the force to five hundred. By the time they reached the coast, the count had risen to a thousand, but they found themselves in still another trap.¹⁰

As the refugees topped a rise, they saw the path to the south blocked by a brigade of the *Scarlet Guard*. Looking back, O'Roarke pointed out the arrival of the ogre brigade, and almost immediately the eastern rise

was lined with a third brigade of the *Guard*. Beyond the southern brigade, however, small figures could be seen scurrying atop the next crest: *Finellen* and one hundred fifty dwarves.¹¹

The sturdy dwarves rolled boulders into the ranks of the *Scarlet Guard*, disrupting the southern brigade sufficiently to allow Tristan's troops to win their way to the crest of the rocky knoll. Twilight allowed the prince to view the setting for the next day's battle. Thousands of *duergar* who had pursued *Finellen* milled on the south. The reunited *Scarlet Guard* stood north and east. Tristan's army held the high ground, and to the west lay a narrow-necked peninsula lined with hundred-foot cliffs—a natural fortress.¹²

When the day of battle dawned, however, the prince discovered he was even more outnumbered than before. The evil god *Bhaal* had summoned the undead of the sea to join the *sahuagin*. Hundreds of undead stumbled to the southern shore amongst the *duergar*, while the *sahuagin* prepared to scale the cliffs.¹³

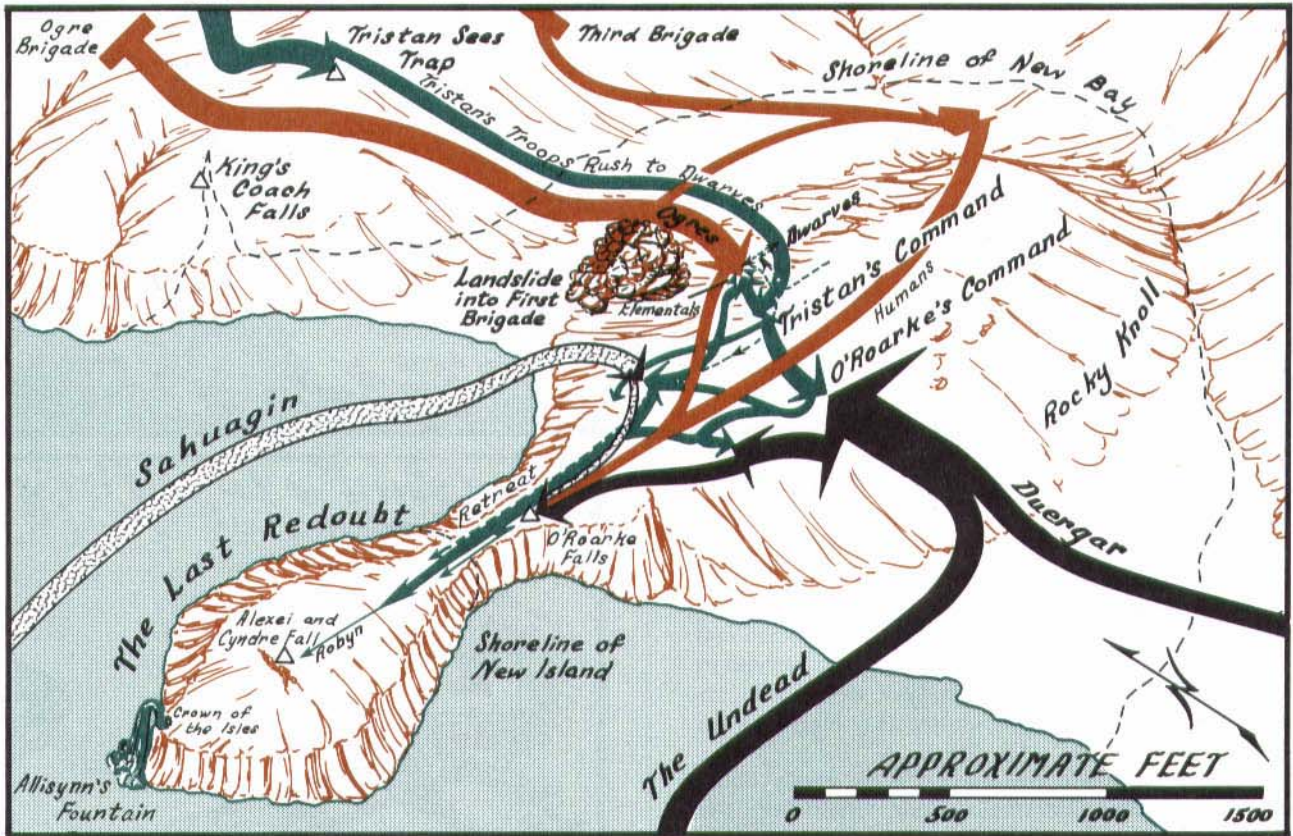
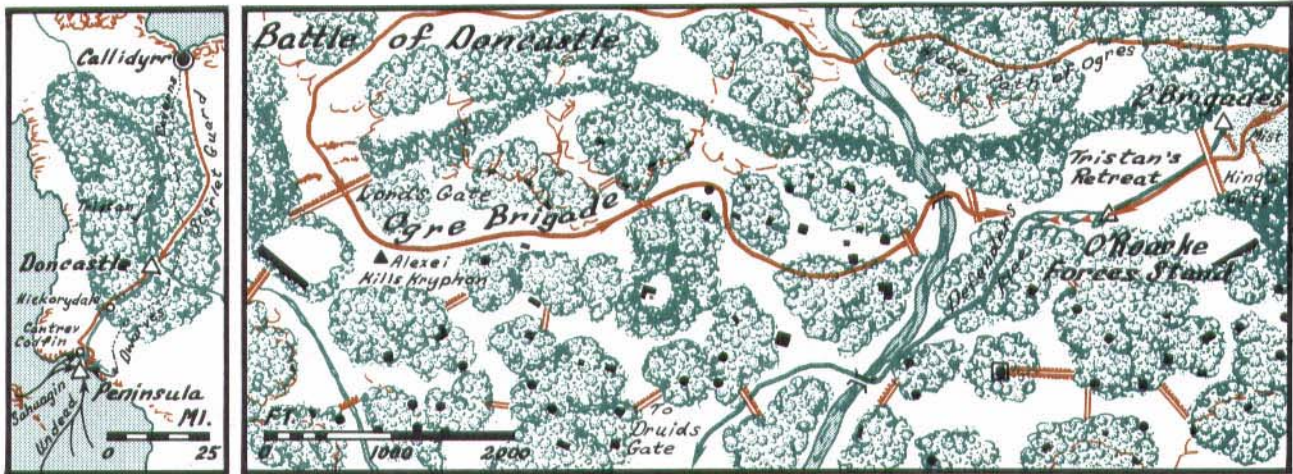
The *duergar* and the undead attacked first. As the slope on the south was less steep, no rockslide could be started. O'Roarke commanded on the southern front, with *Daryth*, *Pawldo*, and *Pontswain* supporting him. As a group of *duergar* broke through the line, the outlaw lord almost single-handedly drove them back.¹⁴

On the north face of the knoll, Tristan, Robyn, and *Finellen* faced the *Scarlet Guard* and *sahuagin*. As the *sahuagin* slowly slithered up the cliff, the ogre brigade began its climb. To catch the ogres off balance, *Finellen's* dwarves marched downhill and right. Tristan led a company forward to protect Robyn as she raised two elementals ahead of the ogres.¹⁵

While these moves were fairly successful, losses were heavy (especially among the dwarves); and the thinned forces that Tristan had left atop the knoll suddenly faced the first onslaught of *sahuagin*. If the *sahuagin* broke through, they would cut off any hope of retreat to the peninsula. Calling reinforcements from the defenders on the south, Tristan's troops repeatedly pushed back the *sahuagin*; but the reprieves only allowed time to move the troops to the final redoubt. As the last of the force passed west, tragedy fell. Tristan, *Daryth*, *Finellen*, and O'Roarke stood in the center of the rear guard. As an ogre attacked Tristan, O'Roarke stepped forward to assist the weary prince and was overwhelmed by *sahuagin*.¹⁶

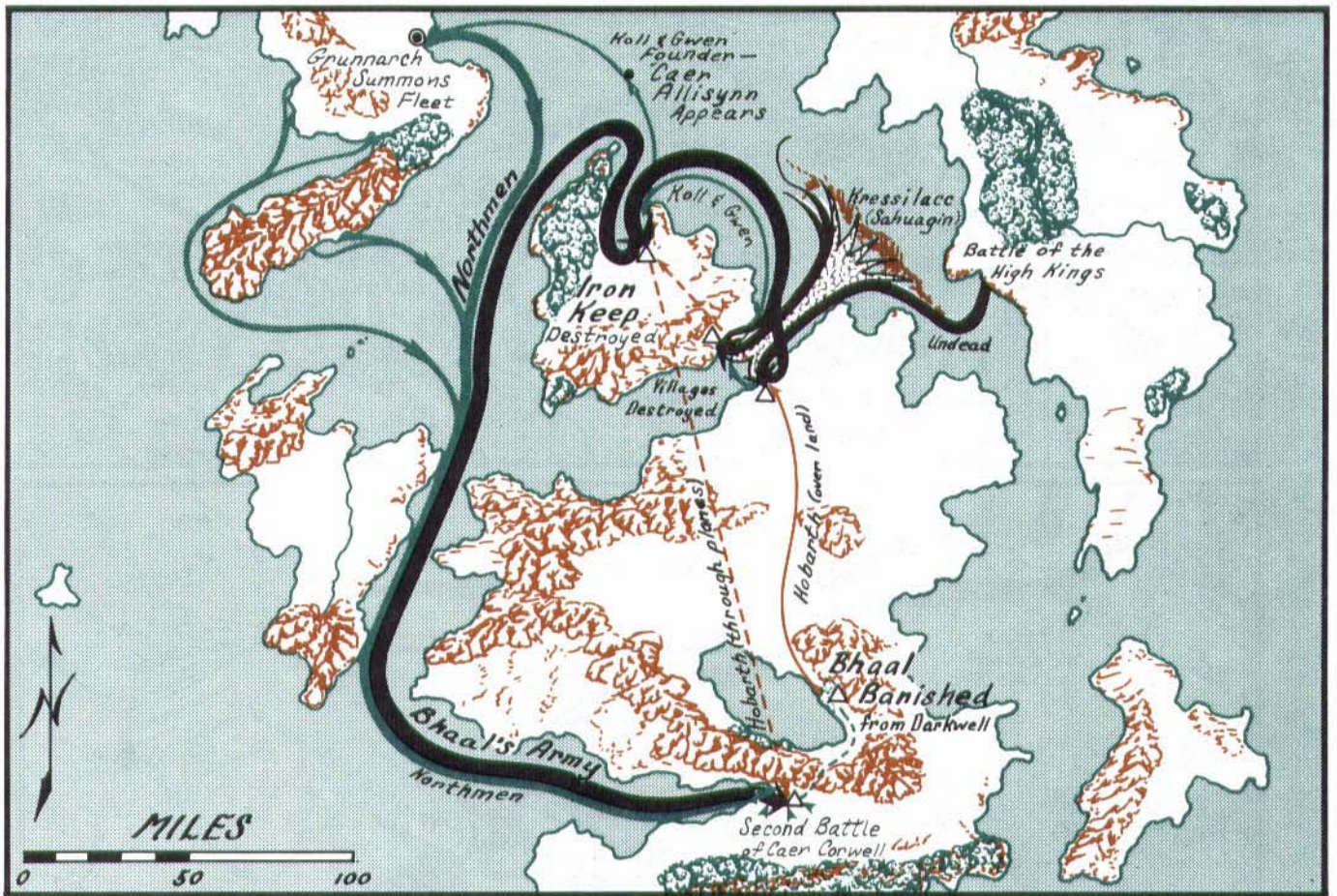
Almost simultaneously, a personal confrontation erupted at the highest point of the peninsula. Cyndre materialized unexpectedly and felled *Alexei*. Racing uphill, Robyn joined the magical battle, but her growth spell went far beyond her imaginings. The vegetation imprisoning Cyndre ripped into the bedrock, opening a cleft into which both wizards fell. Without understanding why and at the last moment, she cast in her rune stick. The earthquake spread. The promontory was torn away from the shore, and the coast collapsed, destroying *Bhaal's* evil forces and the *Scarlet Guard* as well. The last fissure toppled the *High King's* carriage.¹⁷

The battle was won, but only three hundred of Tris-



The Battle of the High Kings

tan's troops and seventy-nine dwarves survived. As the waters calmed, a fountain formed at the edge of the new island. It held a gift from the sea—the Crown of the Isles—and with it Robyn invested Tristan as the new High King.¹⁸

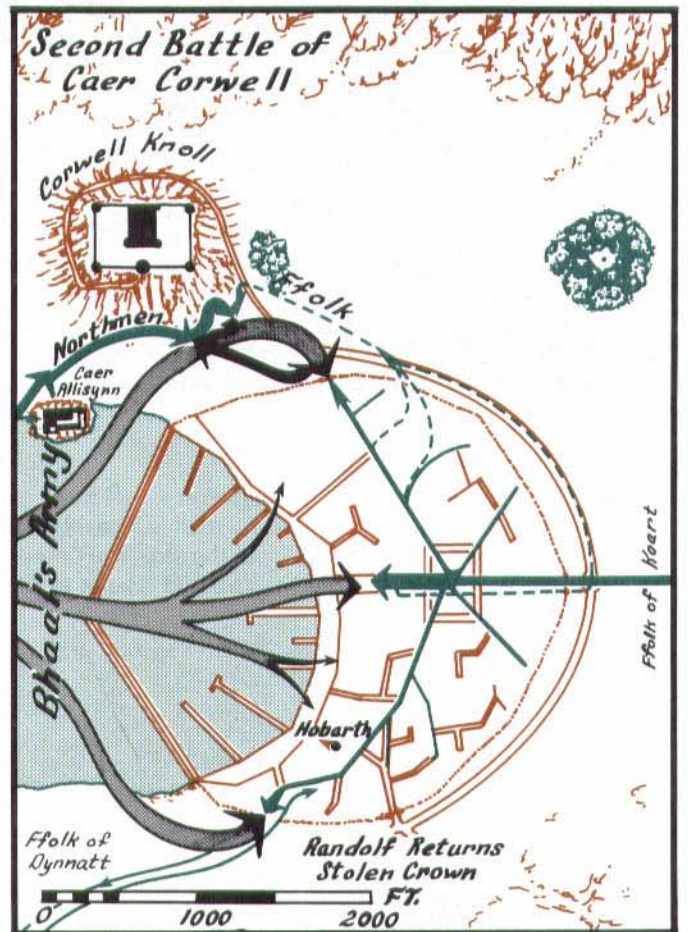


The Battle of Bhaal

Although Tristan had been crowned High King, he realized his task was not complete.¹ Indeed, the defeat of the Darkwalker and the fall of the Black Wizards had only served to draw the personal ire of the evil god Bhaal.² While the greatest army ever mustered in the Moonshaes gathered in Kressilacc, the god discovered how to physically occupy the Darkwell in Myrloch Vale.³

When the sahuagin and undead were ready, Bhaal sent them against the small communities along the Strait of Oman, then on to destroy the Iron Keep.⁴ Even Bhaal's cleric, Hobarth, failed to understand the reasons for these forays, though the bloodlust fed by the destruction strengthened Bhaal.⁵

The result must have surprised even the god, however. Koll and Gwen of north Gwynneth fled the destruction of both their village and the Iron Keep, and eventually reached Norland aboard Caer Allisynn.⁶ Their news and supernatural vessel convinced Grunnach the Red to aid Corwell.⁷ The hastily gathered militia of Corwell Town and its two neighboring cantrevs were miniscule when pitted against Bhaal's army. The town was overrun almost immediately, and even the arrival of the northmen could not gain access to the castle or the community.⁸ Only the banishment of Bhaal was able to defeat his thousands; so, while Tristan was not physically present in Caer Corwell during the battle, he once again wielded the Sword of Cymrych Hugh to the final victory.⁹



The Battle of Bhaal

**Part Three:
The North and West**



Lands of Icewind Dale

In the far northwest of the Realms was a harsh land almost beyond the reach of the warmer and more settled south, known as Icewind Dale. Both geographically and socially the dale was a land at the margin of the world. As often happens, however, news of the dale spread far due to tales of the "Companions of the Hall." They eventually rediscovered and reclaimed Mithril Hall for Bruenor's clan and defeated Pasha Pook of Calimport. Contacts made during the quest also brought a certain degree of acceptance for the only drow elf known to have rejected his dark inheritance: Drizzt Do'Urden.

Icewind Dale

Icewind Dale lay beyond a high and almost impassable range of mountains called the Spine of the World, or "the Wall." Only far in the west, as the mountains descended to the Sea of Moving Ice, did the ridge fall sufficiently to provide a pass. Through this, caravans journeyed to transport the ivory scrimshaw carvings that made the dale financially worth inhabiting.¹

The dale was a thousand square miles in area but probably contained a population of only fifteen to twenty thousand. With the exception of the nomadic barbarian tribes that followed the reindeer, the dwarves of Kelvin's Cairn and the humans of the ten small towns clustered on the banks of three lakes in the south-central area were the only inhabitants—other than monsters. Of these there were tens of thousands, but most lived in the mountains.²

The dale was virtually all tundra. Kelvin's Cairn was the only rocky elevation that broke through the coarse grasses north of the Wall. The same land-forming process that shaped Kelvin's Cairn also lifted the rumped hill on which Bryn Shander was constructed, and depressed the basins holding the three lakes of Maer Dualdon, Lac Dinneshere, and Dellonlune (renamed "Redwaters" after a particularly bloody ship-to-ship battle over fishing rights).³

Winds blew interminably from the expanding Rghed Glacier to the east. The glacier also was the source of most of the surface water of the dale, especially during the swift and sudden spring-summer thaw. At one point, a thermal upwelling produced a perpetual hot spring, however: Evermelt, entrance-way to the lair of Icingdeath, a white dragon.⁴

The North

All the lands north of Waterdeep and west of the Desert of Anauroch were only marginally tamed. Long winters and short summers, vast forests and bogs, and innumerable monsters all challenged the scattered settlements. Vast mineral deposits attracted the dwarf clans to the south-running arms of the Spine of the World. The dwarves most notably founded Sundabar, Citadel Adbar, and legendary Mithril Hall. Mirabar served as a great mining city for humans.⁵

Other noteworthy communities were those along the coast, especially Luskan and, far inland, Silverymoon, city of wisdom and legend.⁶ Great farming areas spread through the broad, north-south running valley of the Surbrin and Dessarin rivers—perhaps the quietest areas one could find in the North. The Craggs and Neverwinter Wood lay west of the valley, near the coast, and north and east were Lurkwood and the wild, troll-filled Evermoors. Through this valley ran the main trading road of the area, spanning the miles from Mirabar to Waterdeep.⁷ At the village of Longsaddle was the unique abode of a family of wizards named Harpell. Another of the clan occupied the invisible Tower of Twilight in the western part of the valley.⁸ In Neverwinter Wood, west of the tower, the banshee Agatha was found to threaten only when threatened, but the wood had an evil reputation that even orcs chose to avoid.⁹

Those who journeyed south finally reached civilization at Waterdeep, the City of Splendors. As they pursued Entreri, assassin and Regis's kidnapper, the remaining Companions of the Hall traveled far into the south of the Western Realms, to the heavily populated kingdom of Calimshan. Eventually they came to Calimport, the greatest city in the known Realms.¹⁰

Icewind Dale Paths

Year 1

Drizzt Do'Urden comes to dale, is befriended by Bruenor Battlehammer.¹

Year 2

Regis steals Pasha Pook's magical ruby, flees Calimport to Ten-Towns.²

Year 6

Marpenoth (October):

- 9 Akar Kessel finds crystal shard in mountains and raises Cryshal-Tirith. He dreams of goblin army.³
- 25 Meeting of barbarian tribes.⁴
- 28 Council of Ten-Towns. Alliance formed.⁵

- 30 Battle of Ten-Towns. Bruenor indentures Wulfgar.⁶

Year 11

Assassin Artemis Entreri begins search for Regis.⁷

Flamerule (July):

- SD: Midsummer
- Bruenor completes forging of Aegis-fang.⁸
 - 3 Bruenor presents Aegis-fang to Wulfgar.⁹
 - 4 Drizzt begins Wulfgar's training.¹⁰
 - 24 Biggrin and verbeegs occupy scout-post lair on Kelvin's Cairn.¹¹

Eleasias (August):

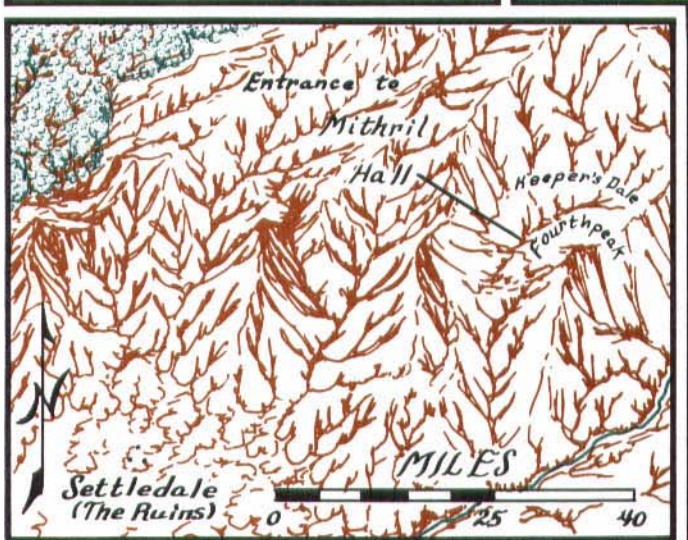
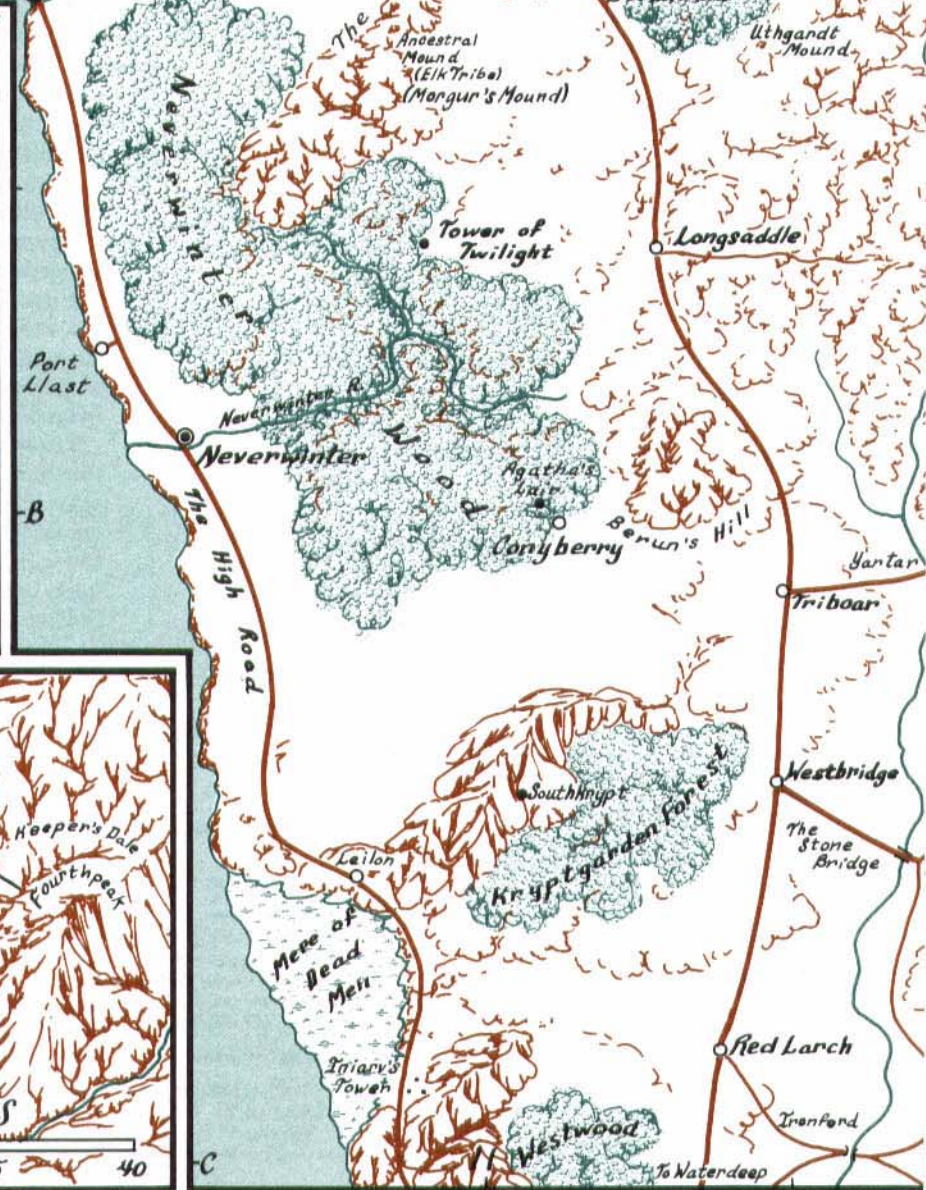
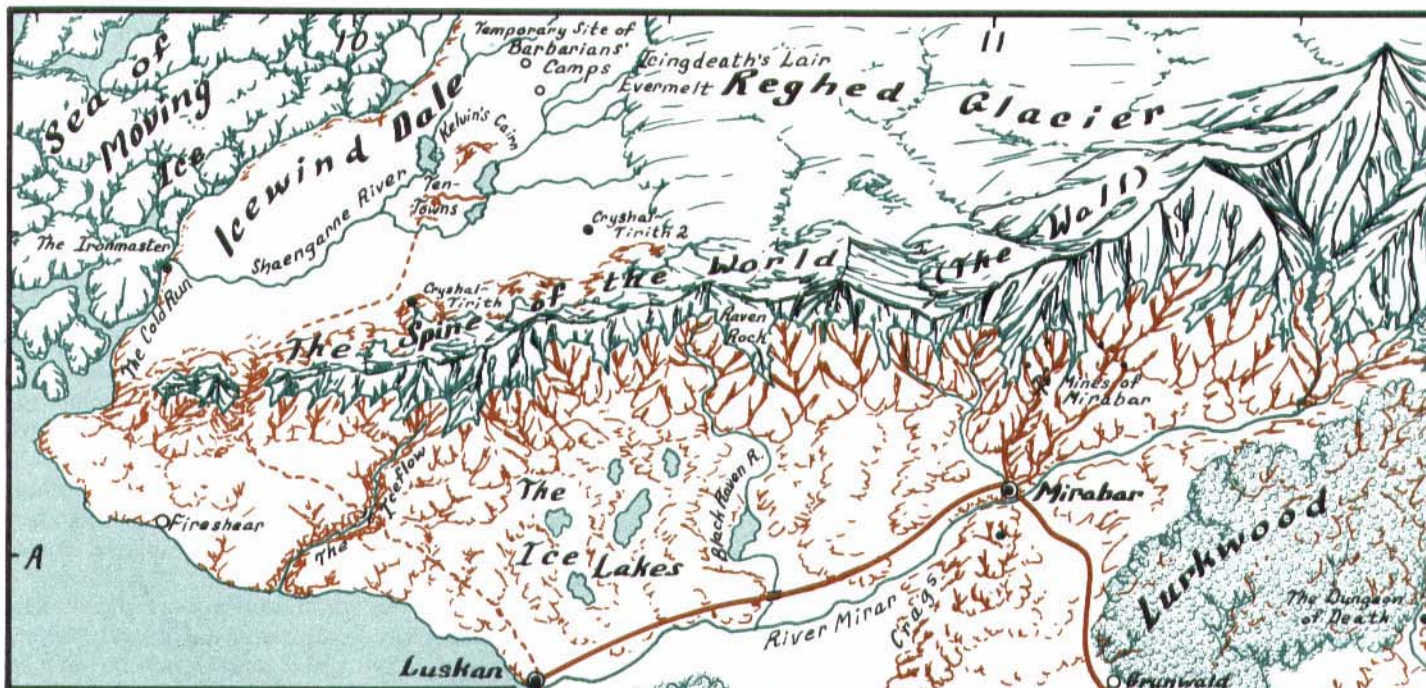
- 11 Battle of Daledrop. Raid on verbeegs' lair.¹²
- 20 Council of Ten-Towns. Kessel's army marches.¹³
- 21 Wulfgar leaves Kelvin's Cairn. Drizzt fol-

lows.¹⁴

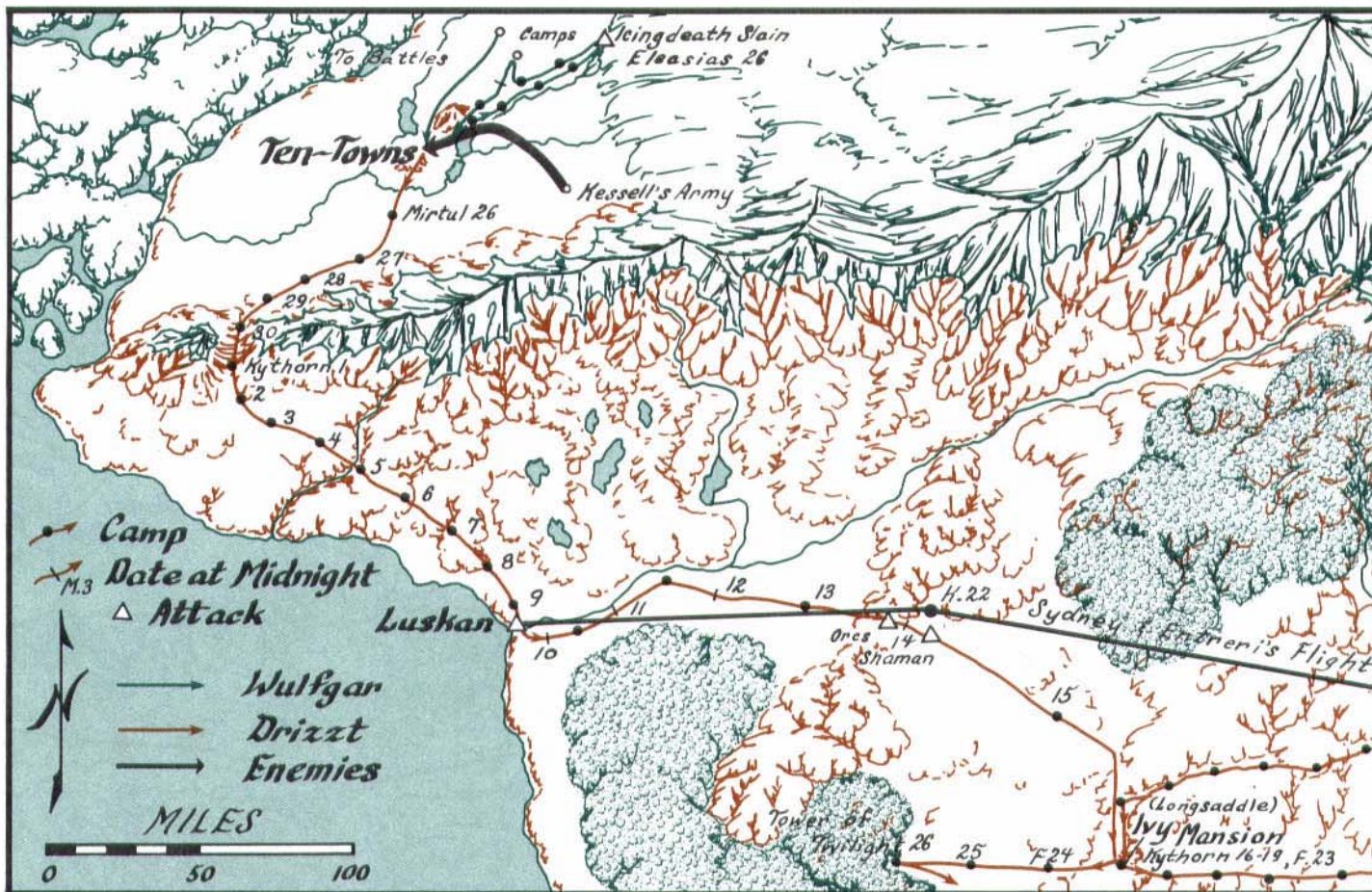
- 26 Wulfgar and Drizzt kill Icingdeath.¹⁵
- 28 Battle of Icewind Dale begins. Caer-Konig and Caer-Dineval burn. Drizzt sees fires and runs through the night.¹⁶ Wulfgar reaches barbarians' camp, wins challenge.¹⁷
- 29 Third Cryshal-Tirith raised. Targos destroyed.¹⁸ Drizzt banishes demon Errtu.¹⁹ Wulfgar crowned and begins night march.²⁰
- 30 Day: Bremen burned; dwarves begin shafts; Regis buys time.²¹Night: dwarves emerge, kill many; barbarians attack.²²

Eleint (September):

- SD: Harvestide
- Cryshal-Tirith crumbles. Drizzt and Kessel are teleported to Kelvin's Cairn. Avalanche buries Kessel and crystal shard.²³







Battle of Icewind Dale ends, a costly victory.²⁴ Bruenor tricks Drizzt to seek Mithril Hall in spring.²⁵

Year 12

Mirtul (May):

26 Bruenor, Drizzt, Wulfgar, and Regis leave Ten-Towns at dawn.²⁶

Kythorn (June):

3 Catti-brie joins caravan to warn of Entreri's pursuit.²⁷

10 Companions enter Luskan in evening, get map, and depart.²⁸

14 Party passes through the Crag. Orcs attack. Uthgardt barbarians rescue party.²⁹

15 Companions escape shaman, fight again at dawn, and continue until dusk.³⁰ Entreri reaches Luskan with kidnapped Catti-brie.³¹

16-19 Companions stay at the Ivy Mansion in Longsaddle.³²

22 Wizard Sydney learns companions' location, joins Entreri. They journey on magical horses.³³

25 Sydney and Entreri reach Silvermoon.³⁴ Companions spurned by Riders of Nesme and start east.³⁵

26-29 Companions cross Evermoors with little rest, constantly pursued by trolls.³⁶

Flamerule (July):

SD: Midsummer
Companions reach Silvermoon. Alustriel sends them west.³⁷

1 At Herald's Holdfast, memory potion and maps reveal Mithril Hall's location. Companions depart immediately.³⁸

2 Sydney and Entreri pursue companions.³⁹

5 Companions enter Mithril Hall at dawn.⁴⁰ Attack on oval chamber in evening. Drizzt and Entreri fall into trap.⁴¹

6 All reach Garumn's Gorge. Catti-brie kills

Sydney. Bok falls. Bruenor plummets into depths on burning dragon. Entreri kidnaps Regis and destroys bridge, delaying companions' pursuit several hours.⁴²

7-23 Companions return to Longsaddle.

19 Entreri boards ship in Waterdeep.⁴³

24 Drizzt and Wulfgar leave at dawn to pursue Entreri. Armies of Adbar and Icewind Dale are summoned.⁴⁴

26 Wulfgar and Drizzt spend the night in the Tower of Twilight.⁴⁵

27 Malchor gives Drizzt enchanted scimitar and horseshoes. After dusk, Drizzt and Wulfgar enter Agatha's lair and obtain mask for Drizzt.⁴⁶

29 Drizzt and Wulfgar reach Waterdeep, board ship that night.⁴⁷

30 Entreri reaches Baldur's Gate in morning, talks with Oberon. Oberon reports to LaValle, and Pook orders pirate attack. Bruenor escapes Mithril Hall through a chimney.⁴⁸

Eleasias (August):

3 Entreri sails from Baldur's Gate. Alustriel finds Bruenor.⁴⁹

6 Drizzt and Wulfgar reach Baldur's Gate. Alustriel flies Bruenor to Longsaddle via "equine aflame" spell.⁵⁰

8 Oberon signals Entreri and pirates as Drizzt sails.⁵¹

14 Bruenor and Catti-brie fly from Longsaddle at dawn, reach Drizzt's ship during attack by pirates.⁵²

19 Companions land in Memnon, begin desert journey at night.⁵³

22 Entreri reaches Calimport, learns of companions' departure from Memnon.⁵⁴

24 Companions reach Calimport, meet Dondon in evening. Guenhwyvar takes Regis to another plane.⁵⁵

25 Rescue of Regis. Wererats in sewers mount predawn ambush.⁵⁶ Entreri duels

Drizzt, withdraws.⁵⁷ Wulfgar fights his way through the guildhall, is joined later by Drizzt, Bruenor, and Catti-brie.⁵⁸ LaValle retrieves Regis from Guenhwyvar and sends rescuers to Plane of Tarterus.⁵⁹ Regis helps companions escape from Tarterus. Guenhwyvar kills Pook. Entreri kills Rassiter.⁶⁰

30 Companions dine at the guildhall with new guildmaster, Regis.⁶¹

Eleint (September):

SD: Harvestide
Companions sail from Calimport at dawn.⁶²

15 Armies of Icewind Dale arrive in Longsaddle.⁶³

Uktar (November):

10 Ship reaches Waterdeep.⁶⁴

Nightal (December):

10 Companions reach Longsaddle.⁶⁵
30 Dwarves of Citadel Adbar reach Longsaddle.⁶⁶

Year 13

Ches (March):

Conquest of Mithril Hall.⁶⁷

1-3 Top level cleared of duergar.

20 Undercity reclaimed.

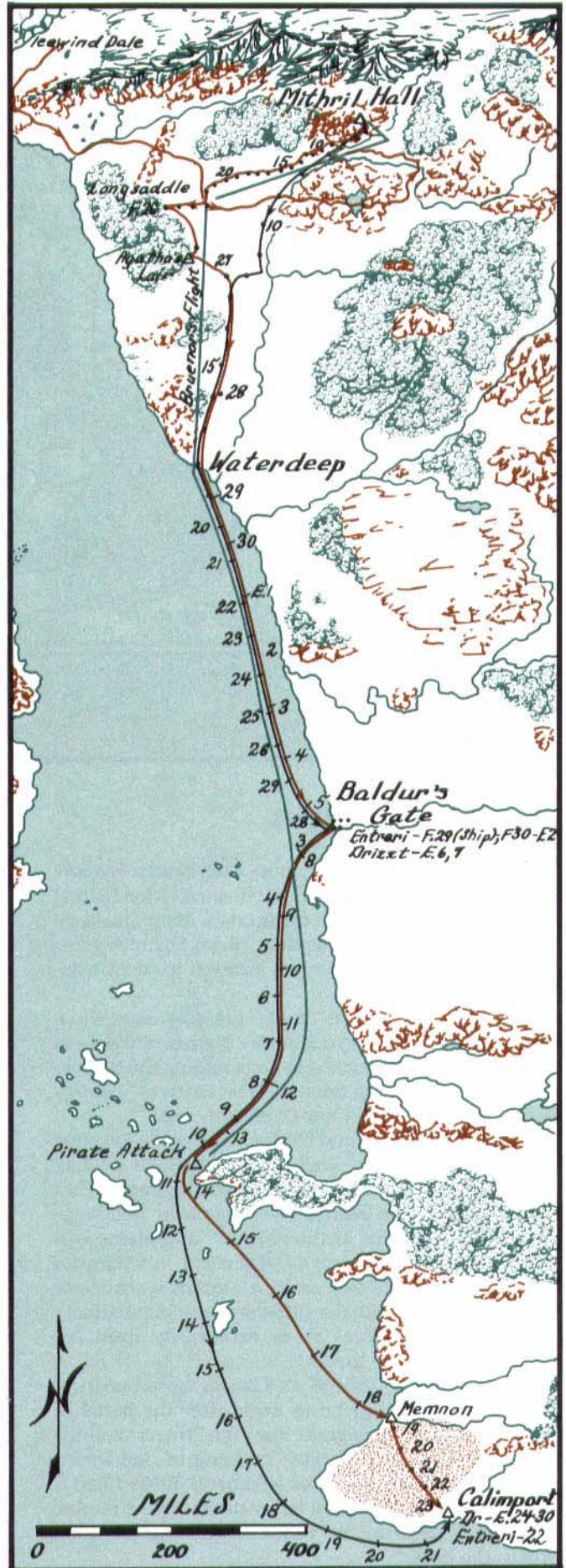
30 Normal activity begins.

Year 14

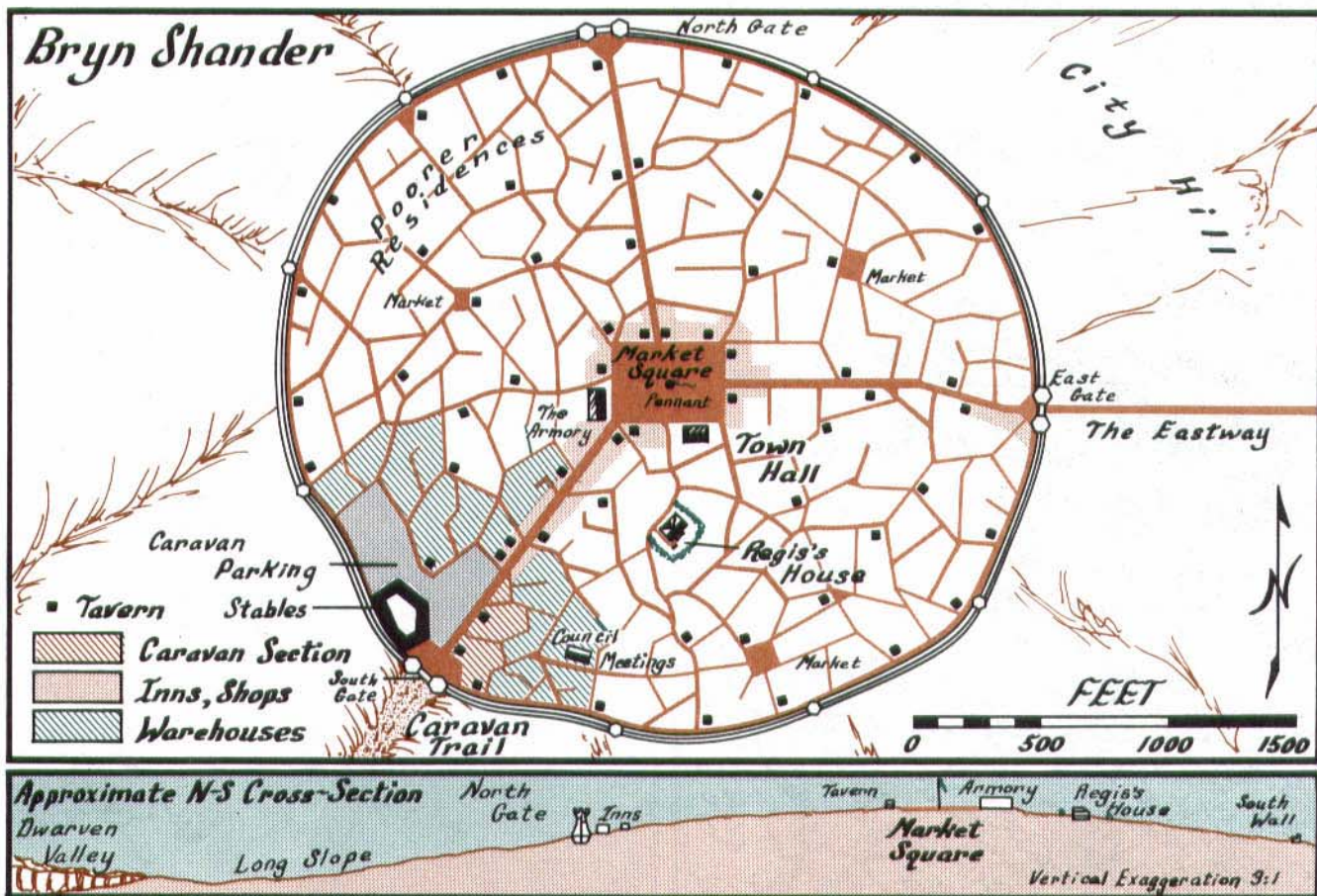
Spring

Carving of Bruenor Battlehammer bust begun.

Wulfgar and Catti-brie marry. Regis appears—running again.⁶⁸



Icwind Dale Paths



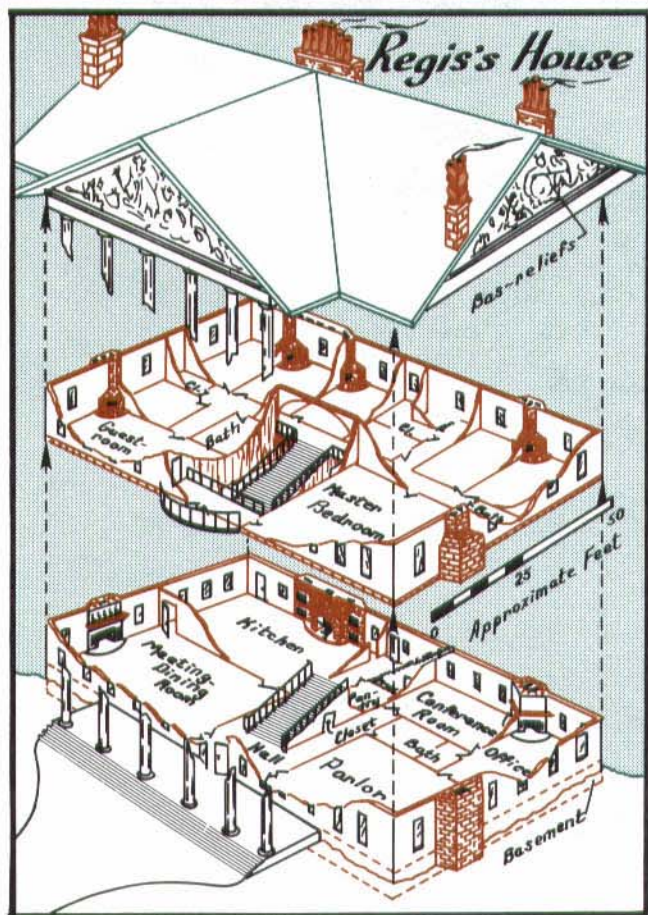
Ten-Towns

Ten-Towns originated when its ivorylike scrimshaw was discovered by others in the Realms.¹ Nine fishing villages grew up along the three lakes, Maer Dualdon, Lac Dinneshere, and Redwaters.² Bryn Shander grew as residents needed a central location to meet traders.³

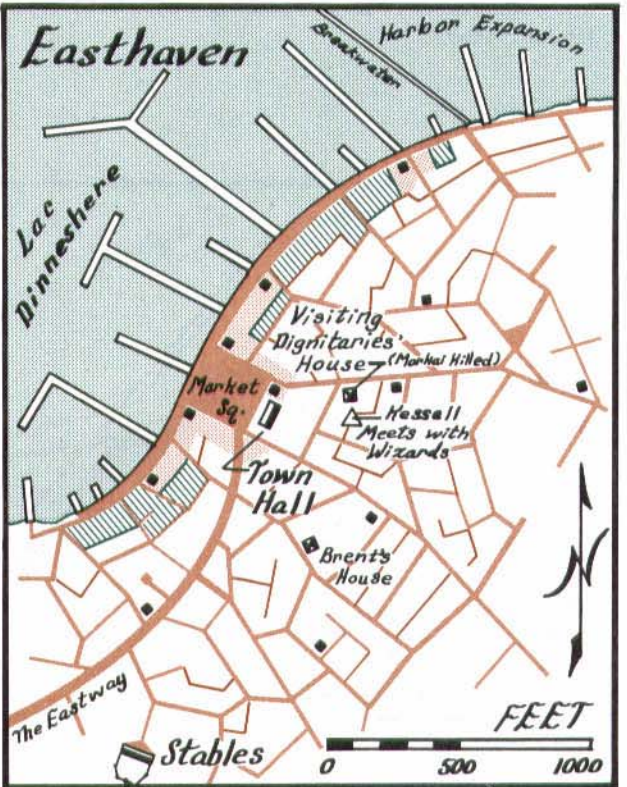
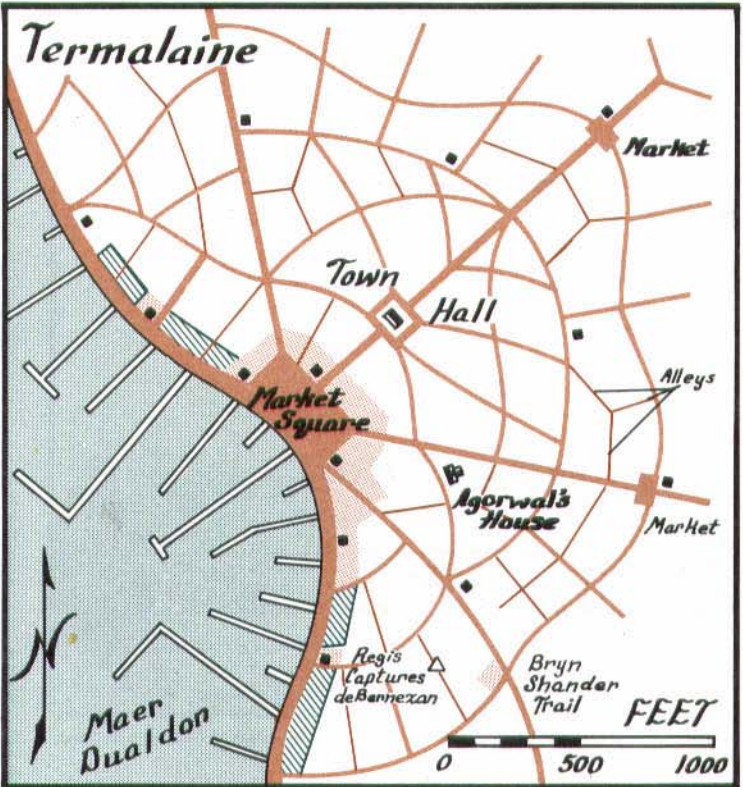
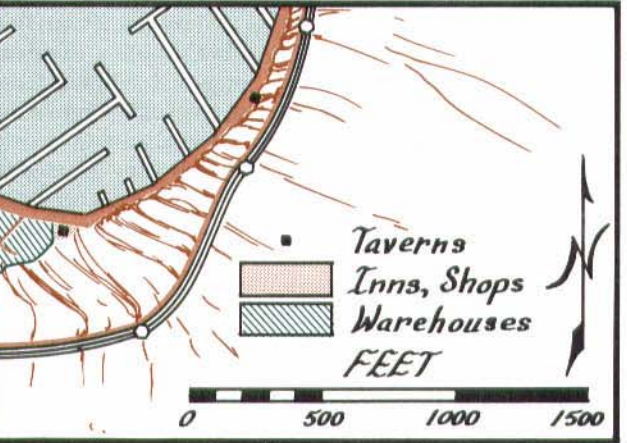
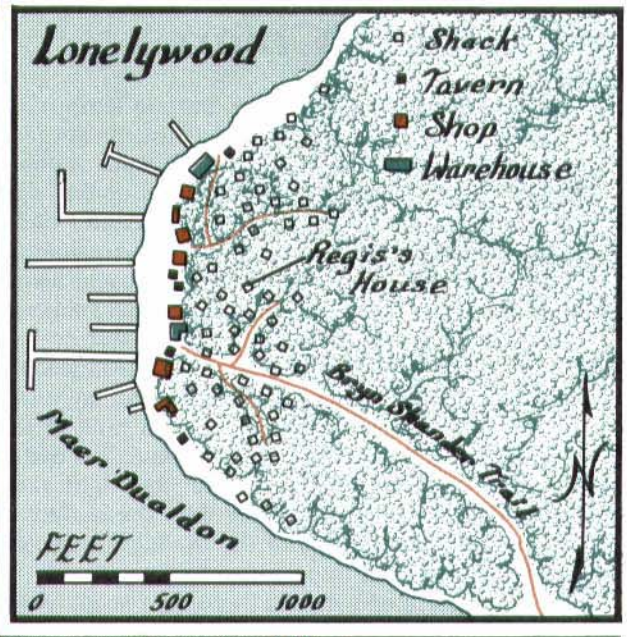
The population of Ten-Towns was only eight thousand.⁴ "Proximity to Bryn Shander was second only to the quantity of fish hooked in determining the success and size of the fishing towns."⁵ "The Eastway" quickly made Easthaven rival Caer-Dineval in size.⁶

Both Bryn Shander and Targos were walled against the hostile land.⁷ But walls did nothing to protect Targos when Akar Kessell sent a killing beam from Cryshal-Tirith. The beam struck the major buildings, but missed the ships in the harbor.⁸ Termalaine was the most aesthetic town: "a sprawling, uncluttered town with . . . wide avenues."⁹ All towns were about the same area despite the differences in population.¹⁰ Lonelywood's fir trees were extensively used for structures in all the towns.¹¹

The dwarf-built "palace" of Cassius, spokesman of Bryn Shander, was given to Regis after the Battle of Bryn Shander.¹² Designed for Ten-Town's council meetings, it was the largest building of Ten-Towns (and "the grandest north of Mirabar."¹³ Regis filled it with clutter from the front hall staircase to the master bedroom, where Entreri found Regis's thieves' guild ring in the desk.¹⁴



Ten-Towns' Trading Center
The Palace





Kelvin's Cairn

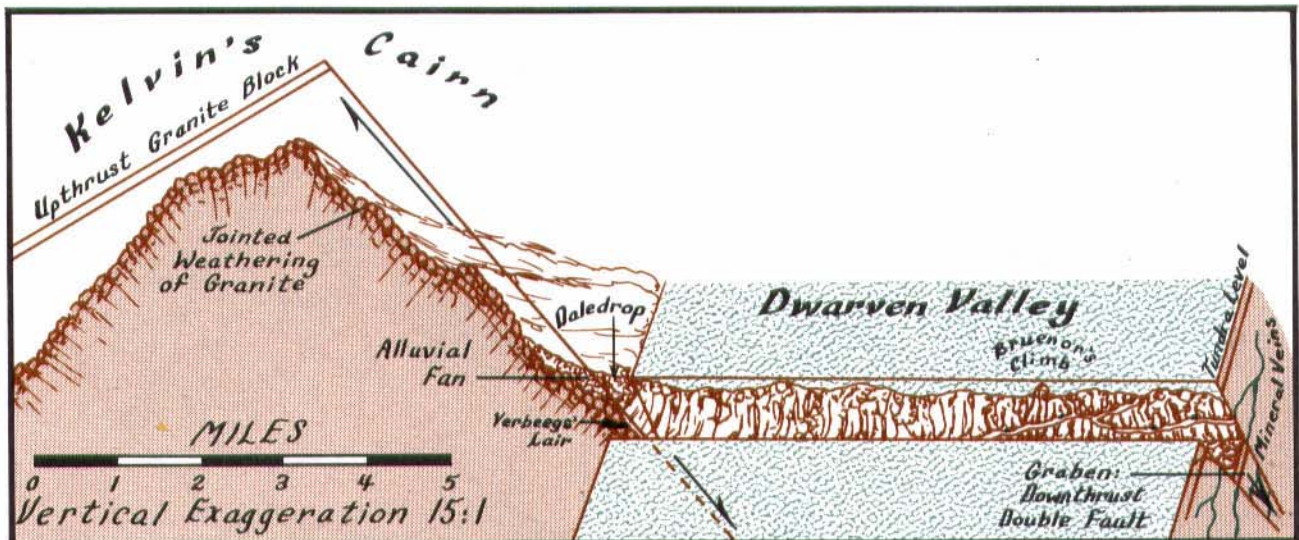
According to barbarian legend, the god Tempus had battled the frost giant hero Kelvin in the midst of Icewind Dale. Kelvin was killed, and Tempus scooped stones from the plain and heaped them atop the fallen giant as an eternal reminder of the penalty of his wrath.¹ For those who prefer a natural explanation, Kelvin's Cairn could have been a "monadnock," a peak formed of extremely resistant rock, all that remained after eons of erosion. An ancient double fault, or "graben", at the mountain's base would have produced the dwarven valley.² The granite bedrock that lay under Icewind Dale and formed the upthrust bulk of Kelvin's Cairn was fairly rich in minerals and thus had attracted Clan Battlehammer after its flight from Mithril Hall. Weathering had broken the surface of the granite monadnock into the boulders that gave the peak its cairnlike appearance.³

Kelvin's Cairn stood about a thousand feet above the almost featureless tundra, while the dwarven valley fell at least that far.⁴ The homes and mines of Clan Battlehammer were primarily within the valley, their entrances protected from the perpetual winds of the dale.⁵ The tunnels went beyond the valley, however, and the southernmost allowed the dwarves access even to the midst of the battlefield during Akar Kessell's assault on Bryn Shander.⁶ The tunnels were lined with homes, meeting halls, forges with adjacent work areas, storage caverns, and treasure rooms (such as the one from which Bruenor took the materials used in forging Aegis-fang).⁷ So extensive was the complex that some sections had fallen into disuse, especially when mining in any given area had become fruitless.⁸ The battle with Kessell was hard on the dwarves, for they lured attacking goblins into the tunnel entrances and collapsed the tunnels, causing a cave-in of the entire cliff face.⁹

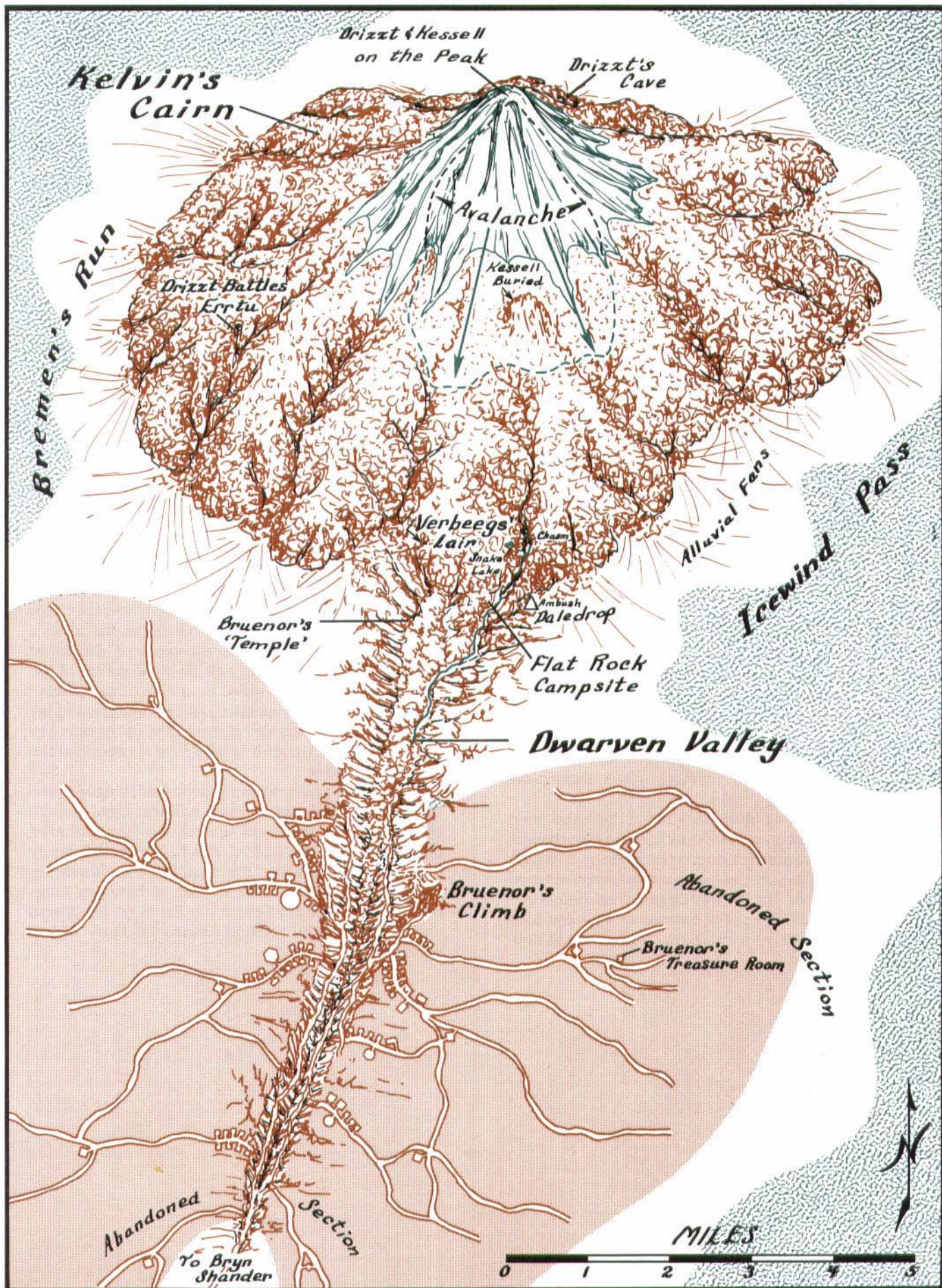
By either natural or supernatural explanation, the dwarven valley and Kelvin's Cairn would have been formed at the same time; they were separate but related land forms. The weathering that broke the mountain into a gigantic pile of boulders also produced the column of stones atop the eastern cliff of the valley known as Bruenor's Climb.¹⁰ Other notable valley sites were all at the far north end, tucked next to the southern flank of Kelvin's Cairn, including the nook where Bruenor secluded himself to forge Aegis-fang; the flat expanse of rock next to a stream where dwarves frequently camped (including those killed by the verbeegs); and the hidden lair near the valley's north end, a mile west of the flat rock, in which Biggrin's patrol stayed.¹¹

Beyond the crumpled skirts on each side of the mountain, the land flattened out, forming smooth pathways to the northern tundra: Bremen's Run on the west and Icewind Pass on the east.¹² The only easy route from the east into the valley was via Daledrop, which lay "up on the level of the tundra yet below the southern slopes of the mountain."¹³ As Kessell's reinforcements passed through Daledrop to reach the scout-post, the dwarves ambushed them, striking the first blows of the upcoming battle.¹⁴ Fearful that verbeegs from the lair would come upon the dwarves, Drizzt and Wulfgar for several hours followed a group that headed out to meet the patrol, and caught them alongside a small gorge.¹⁵

There were three other important sites on the cairn, and all were associated with Drizzt. The drow lived in a shallow cave just above the base of the north side of the mountain.¹⁶ He battled the demon Errtu in a cavelike dell and later with Kessell was translocated from the Cryshal-Tirith to the highest snowy tip—the starting point of the avalanche that buried Kessell and the shard far beneath the south face of the mountain, against a lower peak.¹⁷



North-South Cross-section



Kelvin's Cairn



The Verbeegs' Lair

At the far north end of the dwarven valley, hidden at the base of Kelvin's Cairn was the secret lair discovered by Akar Kessell's orc scouts. The wizard chose to establish a temporary scout and supply outpost there until his assault on Ten-Towns.¹ Twenty small giants, known as verbeegs, under the command of the frost giant Biggrin, packed great amounts of weapons and supplies there.

The verbeeg that settled the cave arranged and expanded chambers into "sleeping areas, storage rooms, and a small kitchen."² When Drizzt and Wulfgar mounted an assault against the post, they entered the lair's back entrance. The door was high up a steep incline on the west side of a stony outcropping. A rocky ledge, piled with garbage, served as an outer terrace.³ Immediately inside was the roughly squared kitchen. A table full of pans and a cutting block stood against the right wall, while the left wall was lined with shelves of supplies. On the wall opposite the entry door, a large oven was delved into the stone. Beside it, a wooden door led to the next chamber.⁴

The second chamber was also square, slightly larger than the kitchen. A long dining table ran through the midst of the room. The pattern of attack indicated that the table's six giant chairs were not all occupied, and that the table stood crosswise in the chamber. Drizzt attacked the two verbeegs on the far left, then rolled across the tabletop in one smooth motion. A second door stood on the far side of the chamber (opposite the kitchen door), while a tunnel ran off to the left.⁵ After going more than thirty feet, the tunnel curved slightly.⁶ The injured verbeeg had lied when it said that only sleeping rooms lay down the corridor, but the path actually led almost due north, deep into the mountain to a small, locked chamber that held only the scrying mirror through which Biggrin reported to Kessell.⁷

Beyond the dining chamber's inner door, the main corridor of the compound wound deeply into the hill. It was lined with small storage rooms, many of which were not yet filled. At the far end, the tunnel entered a "wide chamber, by far the largest they had seen," which served as the main barracks.⁸ The corridor continued beyond for a short way to the barred dou-

ble doors of the front entrance.⁹ Through a large fireplace on their right in the barracks chamber Drizzt heard voices. The chimney joined with another flue before continuing to the surface vent. The two friends climbed the few yards up the first sinuous chimney, then Drizzt climbed down the almost vertical adjoining shaft to peer into a small chamber: Biggrin's anteroom.¹⁰

To reach Biggrin's apartment, Drizzt and Wulfgar followed the short main corridor toward the front door and found a narrow tunnel branching to the right. The door to the anteroom stood at the tunnel's end.¹¹ Upon entering the anteroom, the friends discovered a second door, which had not been visible from the hearth. This door opened into a lavish chamber that contained two more doors. A darkened corridor was visible beyond one, while Biggrin hid behind the other, which led down a narrow passage to a secret exit.¹²

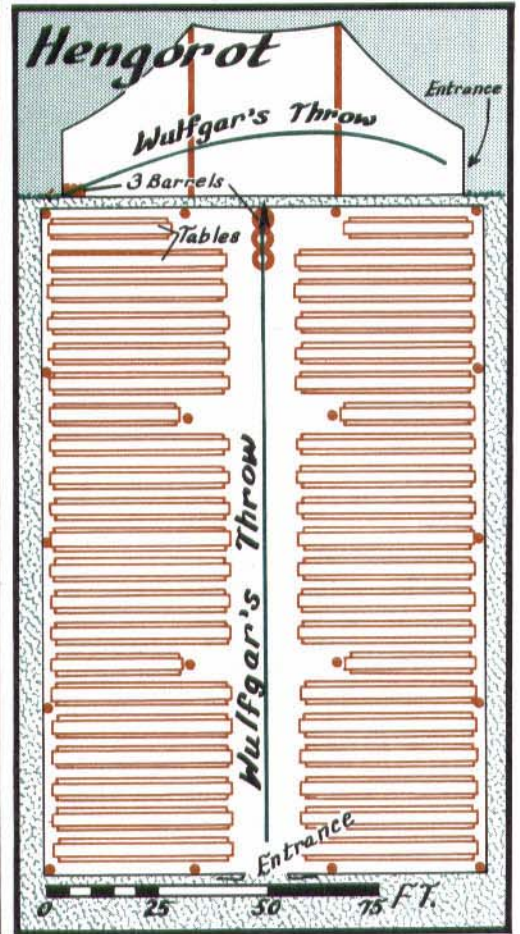
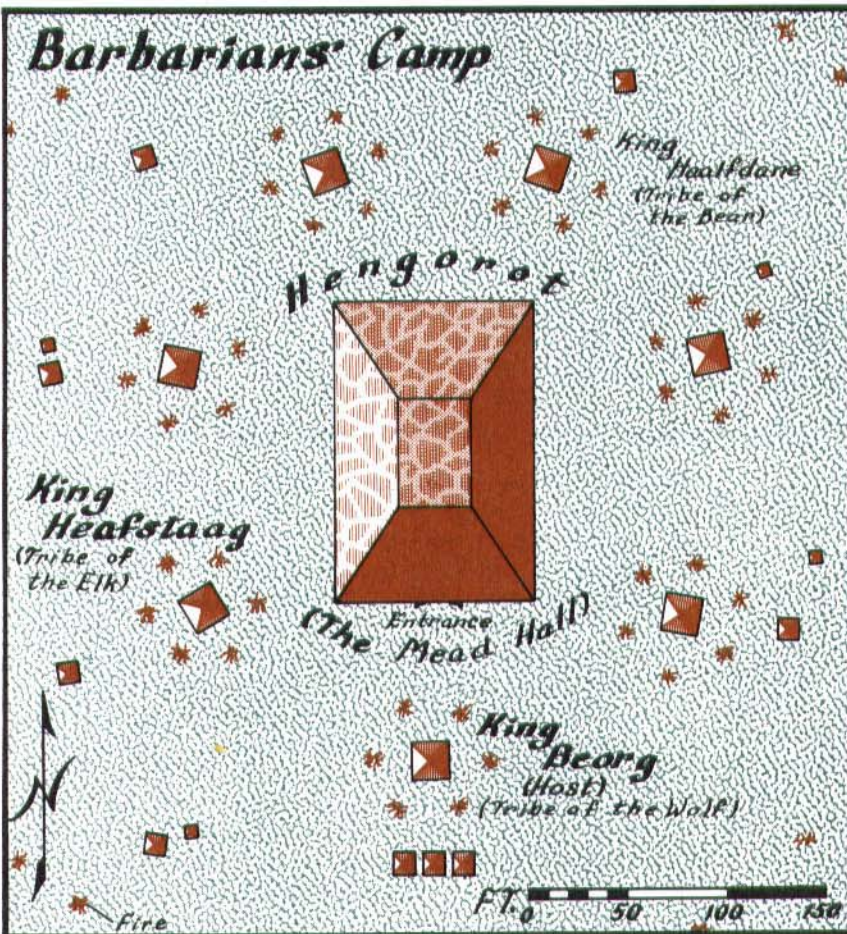
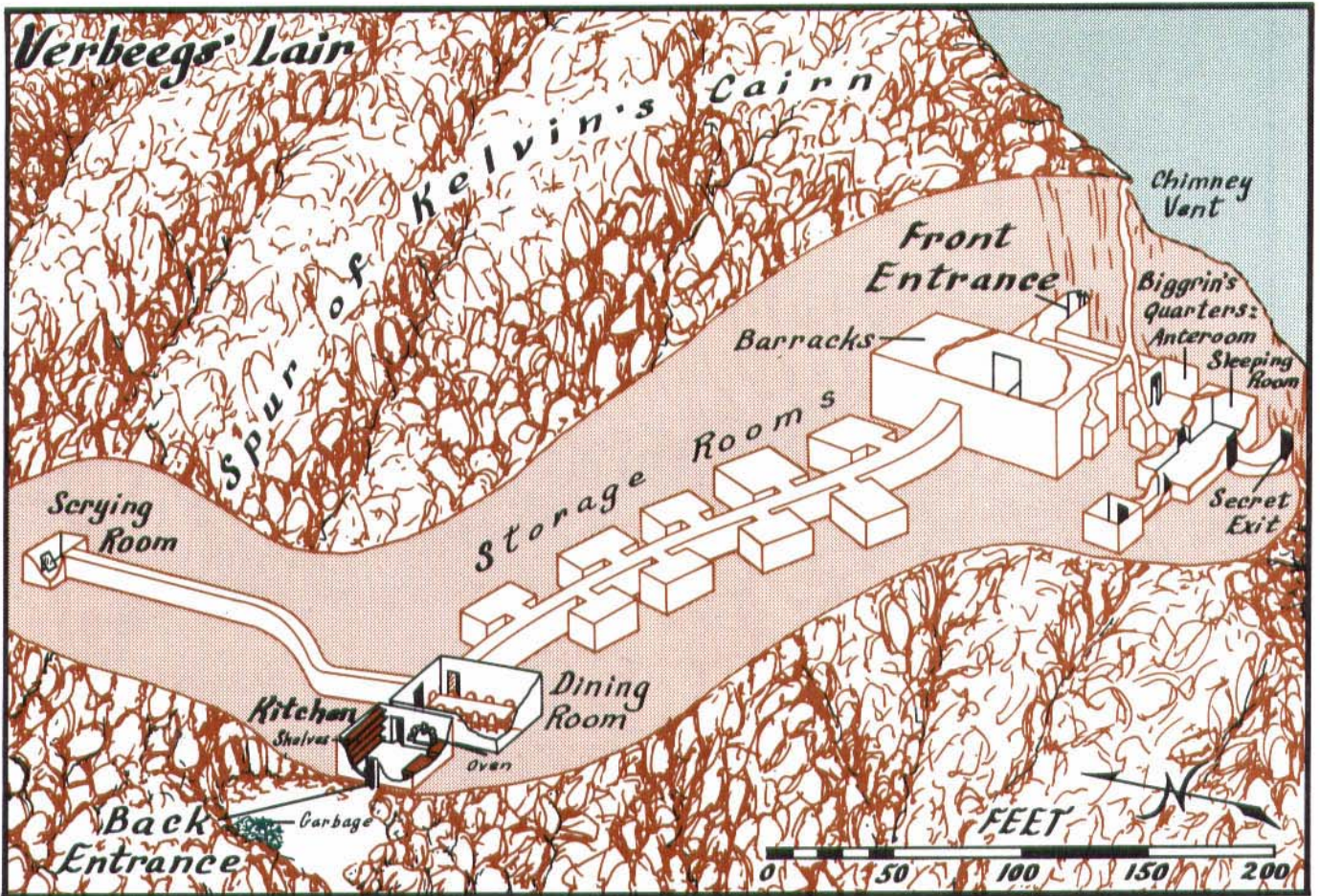


The Barbarians' Camp

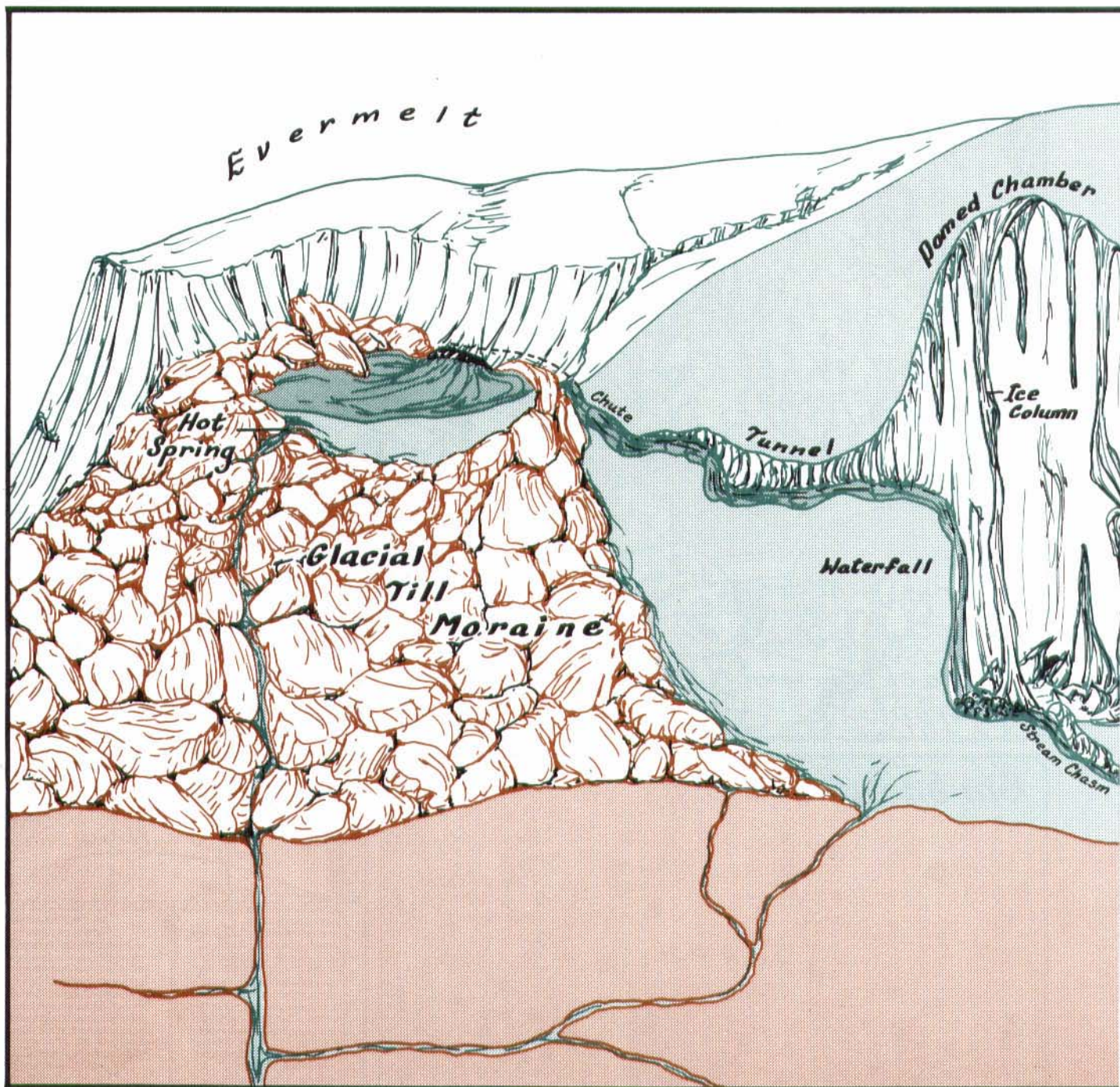
Wulfgar was a "barbarian" to the folk of Ten-Towns and Kelvin's Cairn, and was a member of the nomadic tribes of Icewind Dale. The tribes had no established buildings but lived in deerskin tents and often slept in the open. The lack of permanent structures did not mean the camps had no regular design, however. This was especially true during a gathering of the tribes.

At such an encampment, the tents of the seven tribal kings were raised in a circle in the center of the gathering, each surrounded by a ring of campfires.¹ Other tents of the respective tribes were erected beyond, but many warriors merely slept in the open, so tents were few. An outer ring of fires surrounded the camp's perimeter.

At the focus of any encampment was Hengorot, the Mead Hall.² The huge deerskin hall was large enough to seat all two thousand warriors of the gathered tribes at the trestle tables.³ The hall was sufficiently long and high to allow the traditional axe-throwing competitions within, such as the one between Kings Beorg and Heafstaag before the Battle of Ten-Towns and the one led by Wulfgar before the Battle of Icewind Dale.⁴



The Verbeegs' Lair and Barbarians' Camp



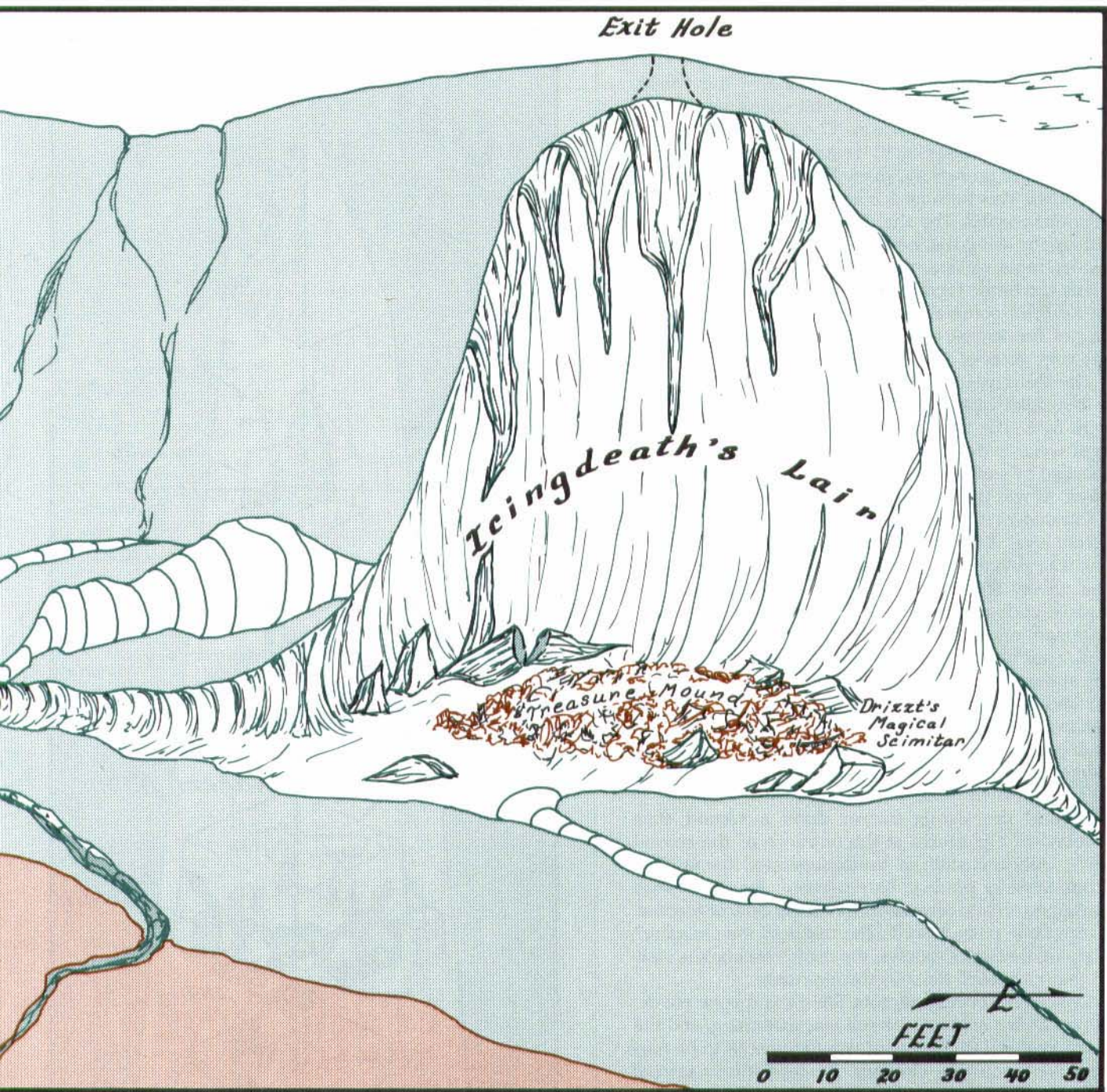
Icingdeath's Lair

The Reghed Glacier was the western lobe of the great ice cap that spanned Faerun north of the Spine of the World.¹ Along its western margin, a minor fault (related to the mountain-forming processes that raised the Spine) had allowed meltwater to circulate deeply in an area warmed by vulcanism and re-emerge in a small, warm spring-fed pool called Evermelt.² The warmth from the pool held the glacier at bay in a tiny area, so the towering walls of ice that would have covered the area instead formed a small dell with the spring at its heart.

While the glacier towered above Evermelt, it also extended below the warm pool. Several thousand feet

thick at the center, even at its edge the glacier had sufficient weight to scour solid rock, pushing immense piles of stony till before it. These multicolored boulders, layered in ice, surrounded the pool. It was from one such jutting rock that Wulfgar focused to locate the center of the pool. Holding his breath, he floated with the current that pulled him to the pool's north edge then forced him into the adjacent ice.³

Evermelt's distance above the plains of Icewind Dale could have been judged by the depth to which the channel plunged within the ice behind the moraine. After Wulfgar's passage through the chute, he emerged in a wider tunnel high enough to allow a breath of air. The churning water continued to carry him through its twisting course until it reached a deep



Icingdeath's Lair

and wide cavern with a thirty-foot waterfall, completely within the glacial ice. The dome of the cavern glowed with sunlight as its peak was only a few feet below the glacier's surface. The internal melting had formed icy stalactites, including one so immense that it formed a column that extended to the floor of the cavern, allowing Wulfgar to slide safely down. At the foot of the waterfall, the stream hurried away through a small chasm that disappeared under a wall of ice.⁴

Several dry passages that led from the cavern attested to Evermelt's gradual loss of the battle against the encroaching glacial ice. The flow of water had decreased over the years, and the passages once kept

open by warmth from the waters had grown smaller. It was through the largest of these tunnels that the dragon Ingeloakastimizilian had entered its icy chamber; but the dragon had been unaware of the tunnels' gradual change until too late and had become trapped in its own lair.⁵ If Icingdeath had thought it worth the trouble, escape was possible. Here, as in the chamber of the waterfall, the ceiling was close to the glacier's surface and had caused icicles to form, including a huge one directly over the dragon. Wulfgar's mighty throw of Aegis-fang not only dislodged the spike, killing the dragon, but also opened a small hole in the dome, allowing the barbarian and Drizzt to escape and return over the glacier to Evermelt.⁶

Cryshal-Tirith

In a bowl-shaped dell in the Spine of the World, Akar Kessell discovered a crystal shard with great powers called Crenshinibon. The shard's first great feat was to duplicate itself. It caused its image to draw on the sun's power and grew into a tower that filled the bowl. This became a home to the abandoned apprentice wizard. The shard had been created by evil beings for evil goals, however, and the shard tried to use its human master to conquer Icewind Dale. As the plans and battle forces grew, the demon Errtu (acting as Kessell's commander) raised a second tower far east of Ten-Towns, and later a third, Cryshal-Tirith, at the very gates of Bryn Shander.¹

The shard was about one foot long and appeared to be a four-sided icicle.² When absorbing energy, it pulsed with light. The towers that grew from the shard's images were in exact proportion to the shard; yet, until touched by sunlight, their crystalline walls were almost black, as was the rubble after their destruction.³

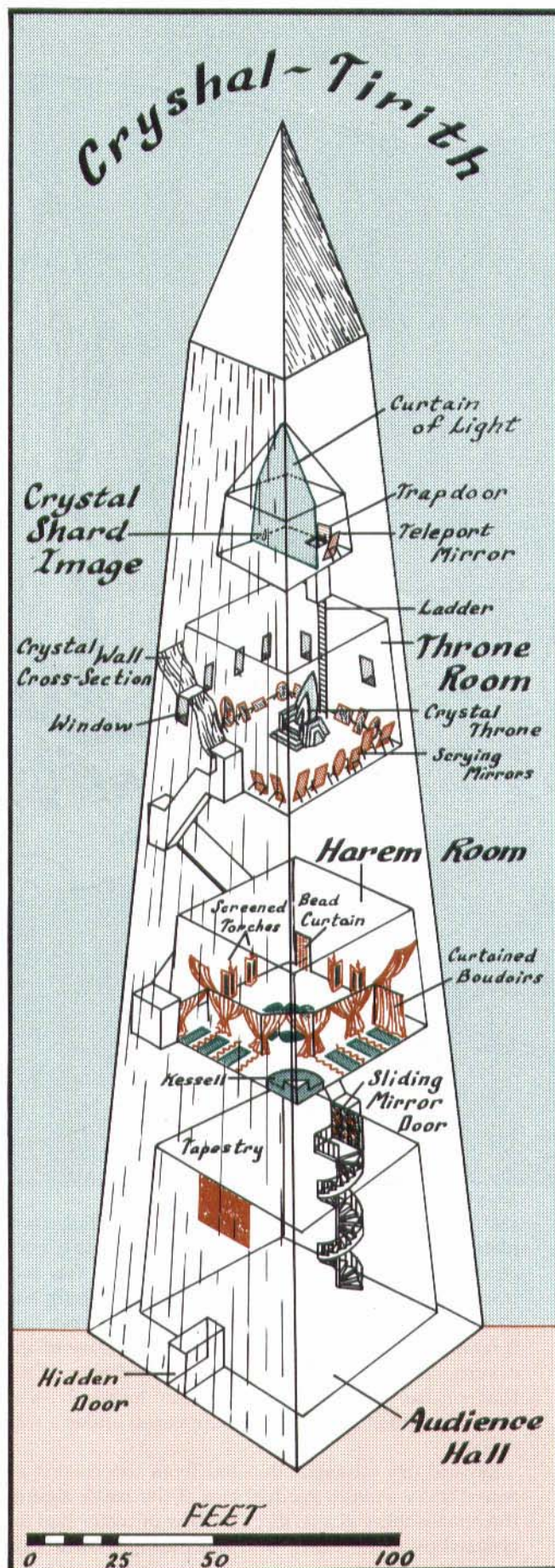
Cryshal-Tirith contained four rooms, each on a different level. As a being from another plane, Guenhwyvar was able to detect the hidden door at the base of the tower. This door opened into a passage to the square audience hall in which Kessell met with his commanders and housed his trolls.⁴ At the back of the hall, a spiral stair rose almost to the ceiling. The landing at the top extended ten feet along the wall and was backed by a mirror. No door was evident, but Drizzt realized that the tapestry reflected from the opposite wall was missing a tiny black line that appeared on the mirror. Touching this opened a door that allowed him to exit the lower hall.⁵

Beyond the sliding mirror door, a second stair climbed to a platform at the entrance of the second level. Only a curtain of beads separated the landing from Kessell's opulent harem room. Boudoirs were curtained off and screens softened the glow of torches. Large floor pillows lay in the midst of the chamber.⁶ Slipping through shadows, the drow reached the stair to the third level, Kessell's throne room.

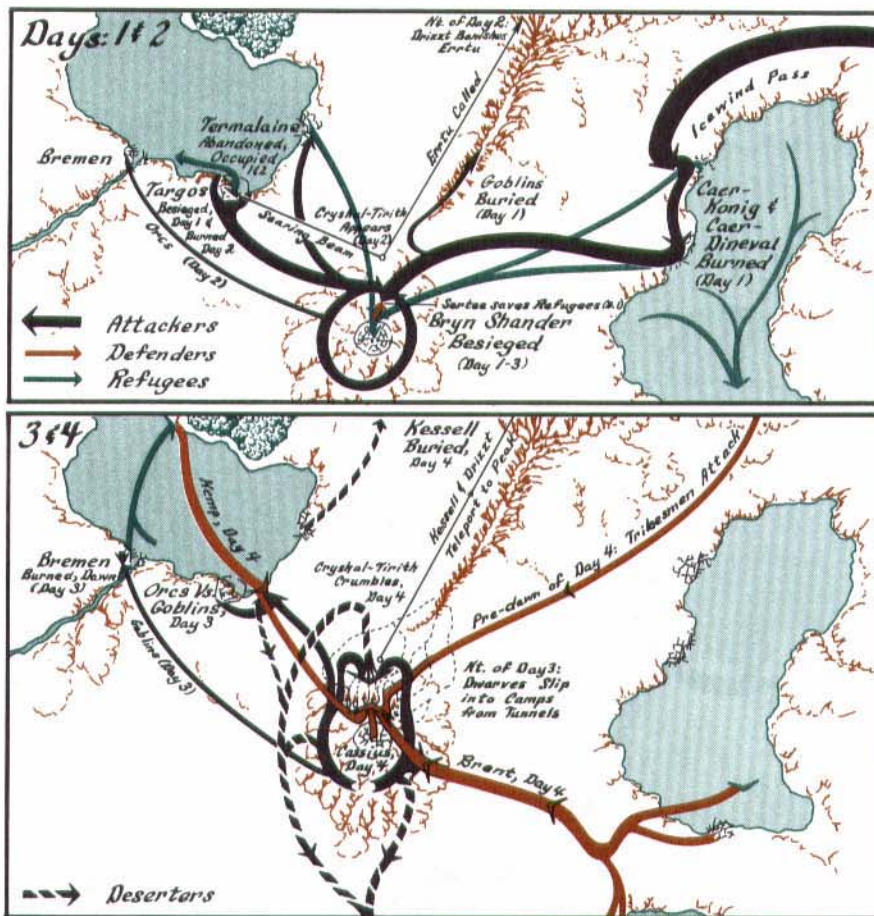
Dozens of scrying mirrors filled the throne room.⁷ When Drizzt arrived, the sun was just rising, and the drow realized that some of what appeared to be mirrors were actually windows. Kessell sat on a crystal throne across from the entrance. Behind him, in the shadows, a small ladder climbed to a trapdoor that led to the top level.⁸

The highest and smallest room of the tower contained only two things: a mirror and the image of Crenshinibon (suspended in midair). Light radiating from the shard's image formed a curtain of energy across the midst of the chamber, but the curtain was not impenetrable. When Drizzt cast a handful of flour over the shard, the flow of energy was cut and the tower began to crumble. Only the access to Kessell's "magic mirror" allowed the drow to teleport away after the wizard.⁹

Cryshal-Tirith was no more. In honor of the valiant halfling he believed lost in the destruction, Drizzt had already mentally named the rubble mound "Regis's Cairn," but thanks to Guenhwyvar, Regis was safe.¹⁰



Cryshal-Tirith



The Battle of Icewind Dale

The Battle of Icewind Dale

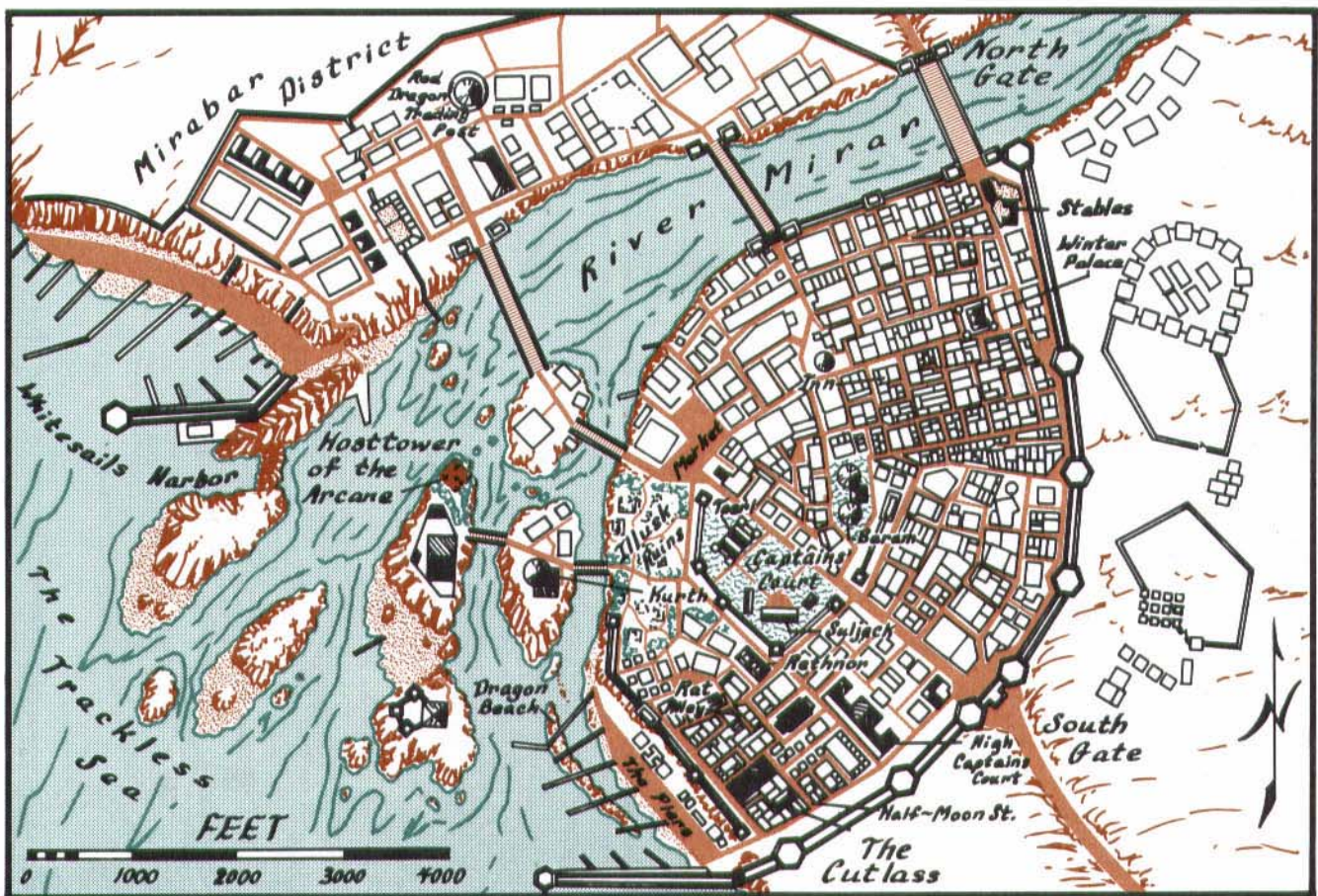
Five years after the Ten-Towns citizens faced the two thousand barbarians, they faced well over five times that number of attackers in the army of Akar Kessell, the Tyrant of Icewind Dale.¹ Kessell's army included not only ten thousand goblins, but numerous orcs, verbeeg, ogres, trolls, and frost giants mastered by the power of the Crystal Shard and overseen by the true commander, Errtu, a demon lord of the Abyss.² The shard had even subjugated the tribal leader Heafstaag, and at the denizen's behest the barbarians would have marched with the tyrant's force.³ Drizzt and Regis warned the council again, but this time it paid little heed.⁴

The first day's strike swept through Icewind Pass against *Caer-Konig* and *Caer-Dineval*, and the pyres of the cities announced the attack across the plain to Drizzt and Wulfgar.⁵ With the fishermen on the lakes, the women, children, and elderly fled toward Bryn Shander—not only from *Konig* and *Dineval* but from the indefensible city of *Termalaine*. Seeing that the refugees would be slaughtered at the gates, a courageous sortie delayed the goblins, then was engulfed.⁶ Bruenor's dwarves taunted the last of the army, drawing some of the attackers into the valley to be buried in rock as riggings demolished the cliffs.⁷ Kessell's army occupied *Termalaine* and surged around Bryn Shander and *Targos*.⁸

The dawn of day two brought the raising of *Cryshal-Tirith*. With it came *Kessell*, eager to demonstrate his might. With the full power of the crystal, the tyrant focused a beam on *Targos*, searing the city, then sent goblins to burn *Bremen* to prevent escape.⁹ Drizzt realized the only hope was to defeat *Kessell*. Having recognized *Errtu*, Drizzt called the denizen to seek information. *Errtu* forced a struggle in which the drow managed the demon's banishment. *Kessell* had lost his general, and Drizzt had learned the secrets of *Cryshal-Tirith*.¹⁰

The third day seemed one of inaction. Other than burning *Bremen* at dawn, *Kessell* did nothing. *Regis*, the council's emissary, used his magical ruby to manage a delay.¹¹ The dwarves tunneled under the army's camp, however, while the tribesmen under the command of *Wulfgar*, their newly crowned king, marched south to aid the towns. Both forces attacked under the cover of darkness.¹²

The fourth morning was the last for *Kessell*. Drizzt entered *Cryshal-Tirith* and cast flour on the crystal, causing the tower to crumble. When he and *Kessell* were teleported to the crest of *Kelvin's Cairn*, the beams of the crystal produced an avalanche that buried the tyrant and the shard under tons of snow.¹³ Without the crystal's power, the monster army became increasingly disorganized. Gradually townsmen, tribesmen, and dwarves worked their way to the top of the hill and stood with their backs to the wall of Bryn Shander. The three groups then charged. In an hour, the battlefield was cleared of living enemies.¹⁴



Luskan

Luskan

The largest city near Icewind Dale was Luskan, the City of Sails. Sixteen thousand humans were housed in the walled city, a number that amazed the inexperienced Wulfgar.¹ The companions arrived at the walled city at the North Gate, “a single iron-bound door set into the stone wall between two short, squared towers,” with room for a dozen guards on the parapet over the portcullis.² The travelers were directed to “Keep to the wall . . . The last lane holds the Cutlass.”³

The inn called the Cutlass lay on Half-Moon Street (the lane just before the docks) in the roughest part of town.⁴ The main floor was almost filled by the tavern area, a single open room with the bar angled across a corner opposite the door, with wine racks against the wall behind. An open stair led to the rooms above. So few visitors were allowed in Luskan that the Cutlass was only one of two inns available, but most of the rooms served as a festhall rather than as mere sleeping chambers.⁵

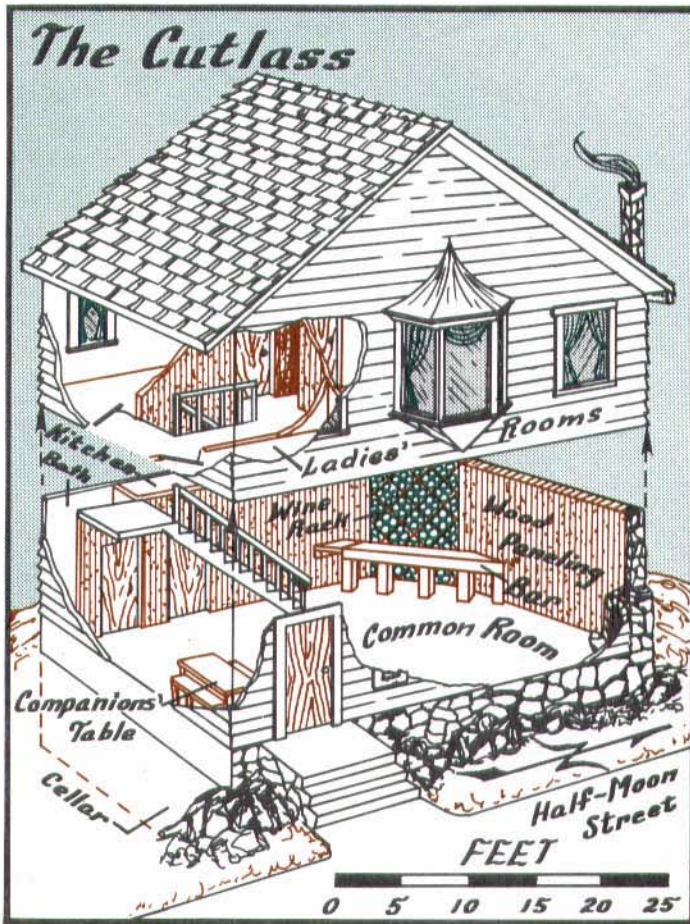
Bruenor’s goal in Luskan was a contact named Whisper, who could be met in Rat Alley. The alleyway lay fairly close to the Cutlass but was far enough through the maze of alleys to take some time to find. It paralleled the seaside docks, wedged between warehouses, and was so piled with crates that at some points, Whisper had accomplices in windows and behind a low secret door, ready to ambush Bruenor and Drizzt.⁶ She had meanwhile disappeared through an almost hidden sewer drain that led to her secret

chamber, an entry room that also served as her headquarters, and beyond, a sleeping chamber with privacy screen and dressing table.⁷

Although Luskan was far more populous than Bryn Shander, it covered little more area. Instead of Ten-Towns’ low buildings, Luskan’s structures were even more tightly packed, stood two and three stories above ground, and were delved below ground as well.⁸ Five “high captains” named Taerl, Baram, Kurth, Suljack, and Rethnor formed the city government, and each was housed in a suitably large fortresslike dwelling.⁹ The true force behind all the power of the city, however, resided in a single structure: the Hosttower of the Arcane.¹⁰

The Hosttower was said to stand in the very heart of the city, but it took Jierdan nearly an hour to guide Enteri and Catti-brie from the stable inside the North Gate to the pines that lined the green at the tower’s base.¹¹ Expansion outside the city walls on the north side of the River Mirar, however, gave a slightly different meaning to “heart” than just the area within the walls. The Hosttower was set apart from the lowly bustle of the piers. What could be more appropriate as the heart of the city than the isle that stood in the mouth of the River Mirar?¹²

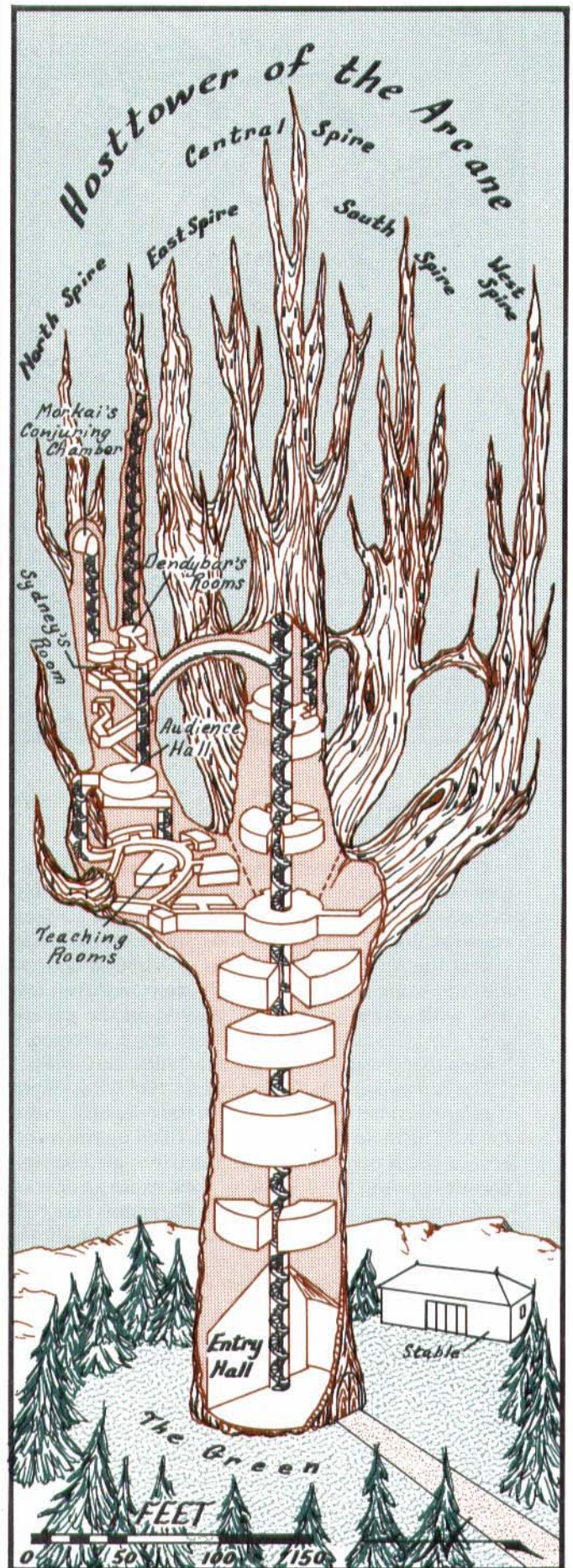
The Hosttower of the Arcane was obviously of magical construction and was unique in all the Realms. It appeared to be a tree of stone. A central spire served as the trunk, with four lesser spires curving out like oak branches in the four cardinal directions. All stood equally high. Each spire housed the mage controlling

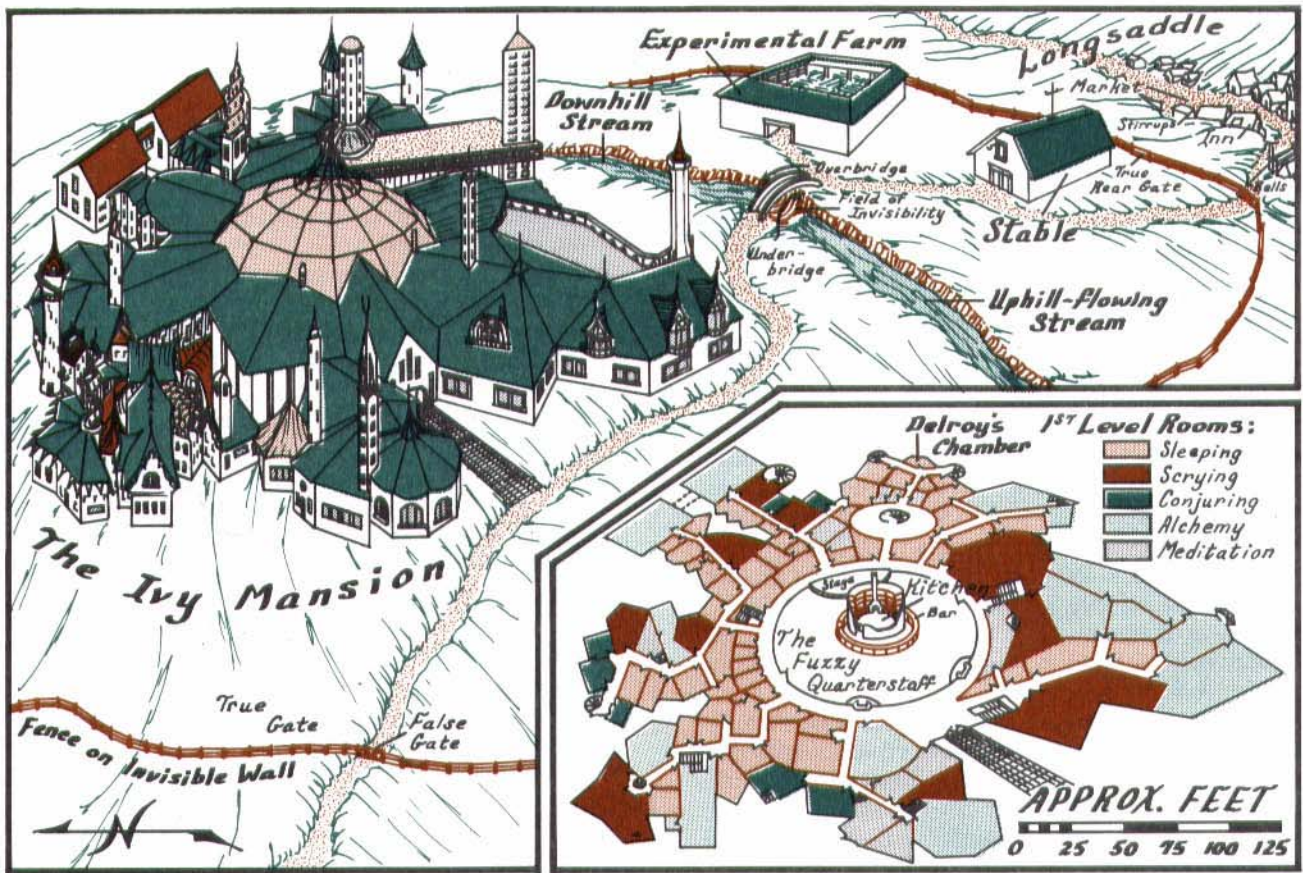


his or her respective direction, his or her staff, an audience hall, teaching rooms, conjuring and meditation chambers, laboratories, and storerooms. Above the ground-level entry room, the Archmage occupied the chambers of the central spire while the four mages in the line of succession ruled the lesser spires.¹³

Dendybar the Mottled, current overseer of the north quadrant (including Icewind Dale) served as Master of the North Spire.¹⁴ It was in the north spire that Akar Kessel had apprenticed under Morkai the Red, before Dendybar tricked Kessel into murdering his master.¹⁵

The north spire was typical of the design of the other three spires. The audience hall of the master could only be reached after passing through twisting corridors and secret doors, full of magical traps.¹⁶ In an even better-protected location, Morkai had created the conjuring chamber to which his own specter was summoned by his successor.¹⁷ Dendybar's private rooms lay in an upper level of the spire, reached by a private corridor from the center of the spire. The room of a lesser mage, Sydney, occupied the space below the master's. Her small chamber held little more than a bed and the scrying mirror through which Sydney learned of the companions' arrival at Longsaddle.¹⁸





Longsaddle

Longsaddle

Longsaddle was a small village in the midst of a farming and herding area. Its valley was a quiet, well-ordered haven between the Craggs and the Evermoors. Only one hundred thirty people lived within the village, though another eight hundred occupied dwellings in the surrounding countryside. The village mainly served the rural area, so there was a farm market that sold food, a bell-caster for cows and farm homes, a stirrup-maker to service saddles, and a small inn at which the workers could gather.¹

Longsaddle held something not common among rural villages, however: a family of wizards called the Harpells. Generations of Harpells had spent their lives at the hill of the Ivy Mansion, each adding to the inventions of those before him. Still, only three buildings were present. Two appeared to be ordinary, low farm buildings, but that was hardly the case. The smaller served as a stable—but of miniaturized animals kept in cages stacked to the ceiling.² The second was an experimental farm, where other magically reduced animals grazed in the open central area.³ The third building was a carefree collage of ideas and experiments added to by each Harpell in succession. This was the Ivy Mansion.⁴

A rail fence appeared to surround the hillock compound, but it was in fact an invisible wall with the fence painted on its surface. Only the third post left of what appeared to be a gate was real, and the actual gate was by that post.⁵ To reach the stable, the companions passed alongside the mansion and crossed the strange stream that climbed the hill, became momentarily invisible, then flowed downhill on the other side. A bridge with a reverse gravitational field beneath provided a path to the farm buildings via the “underbridge” and a return via the “overbridge.”⁶

The hodgepodge construction of the Ivy Mansion had resulted in innumerable strange angles in the walls and roof, dozens of spires with no two alike, and thousands of windows—from tiny slits to huge openings.⁷ Inside, the companions’ tour revealed a dozen alchemy shops, scrying rooms, meditations chambers, and conjuring rooms. They were given sleeping rooms and later talked with the eldest Harpell, DelRoy, in his small chamber. The most memorable room was the Fuzzy Quarterstaff, an innlike common room.⁸ The Fuzzy Quarterstaff was round, with round tables and a round bar surrounding the round kitchen in the middle. A stage full of wizard-directed instruments played near the “rear” of the room, and a cheery hearth blazed while the companions visited with the Harpells and their friends.⁹



Silverymoon

Silverymoon is the largest inland city of the northwest, and it is economically, socially, and architecturally unique. The city is home to many schools of knowledge and wizardry and holds one of the most extensive libraries in the north, called the Vault of the Sages. The focus on knowledge has given the city a reputation of accepting all races.¹ Willingness to try the untried has also given the city's buildings unusual appearances. The many spires rise from structures that differ as much from each other as from those commonly found in other cities.²

The Icewind Dale companions (and their pursuers, who had arrived a few days earlier) came to the south end of the bridge crossing the river Rauvin. This was the invisible Moonbridge. At the foot of the bridge stood a guardpost.³ The pursuers were admitted to the city and found lodging near the center, at the Inn of the Wayward Sages, one of many inns available.⁴ Drizzt was denied entry to the city, however, and the companions camped a few hundred yards downstream from the guardpost.⁵

At the time of the quest for Mithril Hall, Silverymoon lay entirely on the river's northeast bank, and the great Vault of the Sages stood east of the marketplace, in the city section that housed almost all of the temples, houses of knowledge, and governmental buildings. In the decade following the quest, Silverymoon continued the growth that had begun a century earlier and expanded to the southwest bank of the Rauvin. During that time the great library was moved to new, larger quarters, and new city walls were constructed to protect the expanded area.⁶ This was not the first such expansion of Silverymoon. Helmer's Wall, a tavern, had once been a gate in the most ancient city wall. When the wall was razed, a major thoroughfare was feasible.⁷

At the time of the quest, a wall stood along the bank of the Rauvin, behind the docks, with the main gate of the city at the foot of the Moongate.⁸ Bypassing the city, the companions had crossed to the river's north bank and were heading west through the foothills when they were sensed by the golem Bok.⁹ As the golem tried to reach Sydney, it bypassed the guardpost at the foot of the bridge, walked across the river bottom, and punched a hole through the city wall downstream from the gate.¹⁰



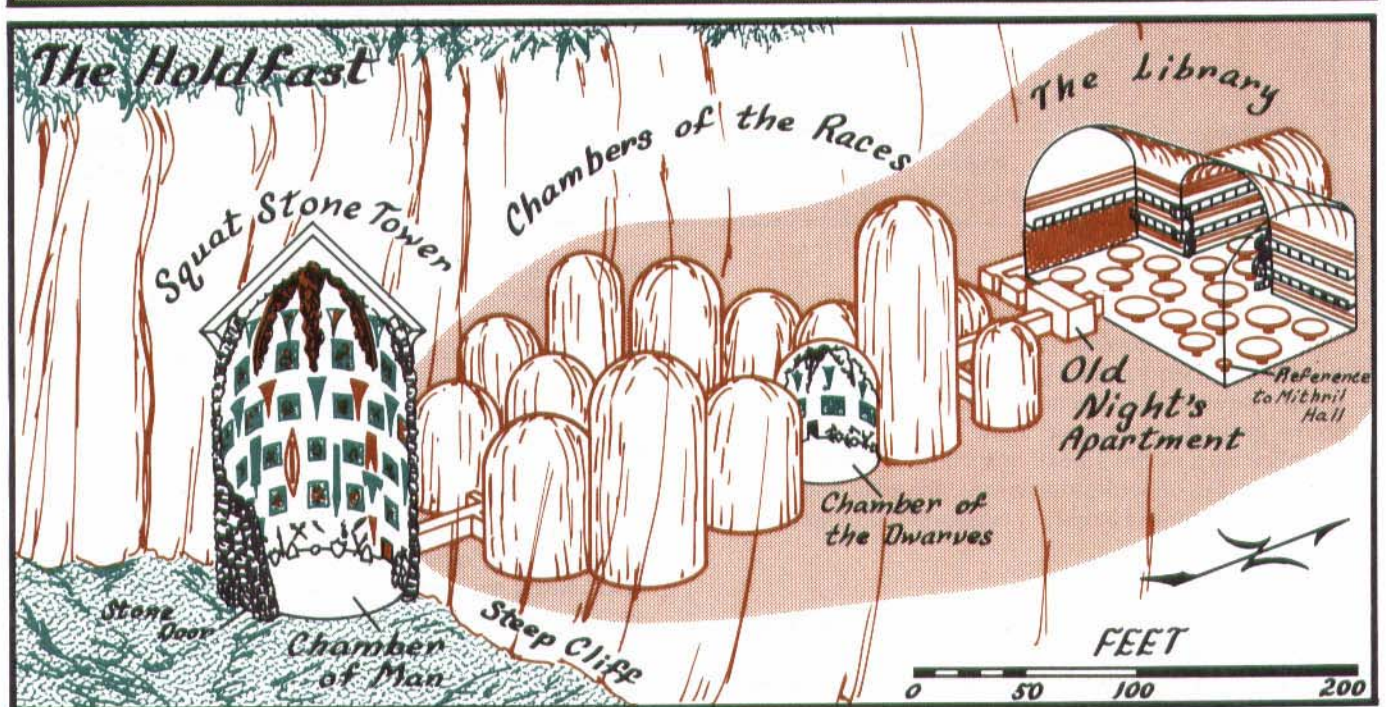
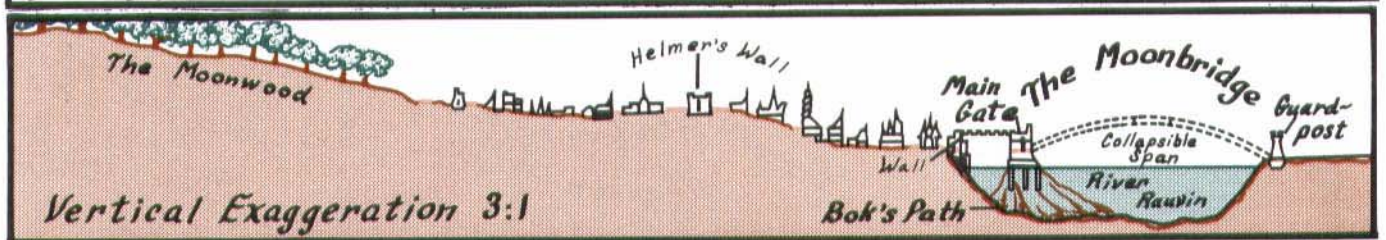
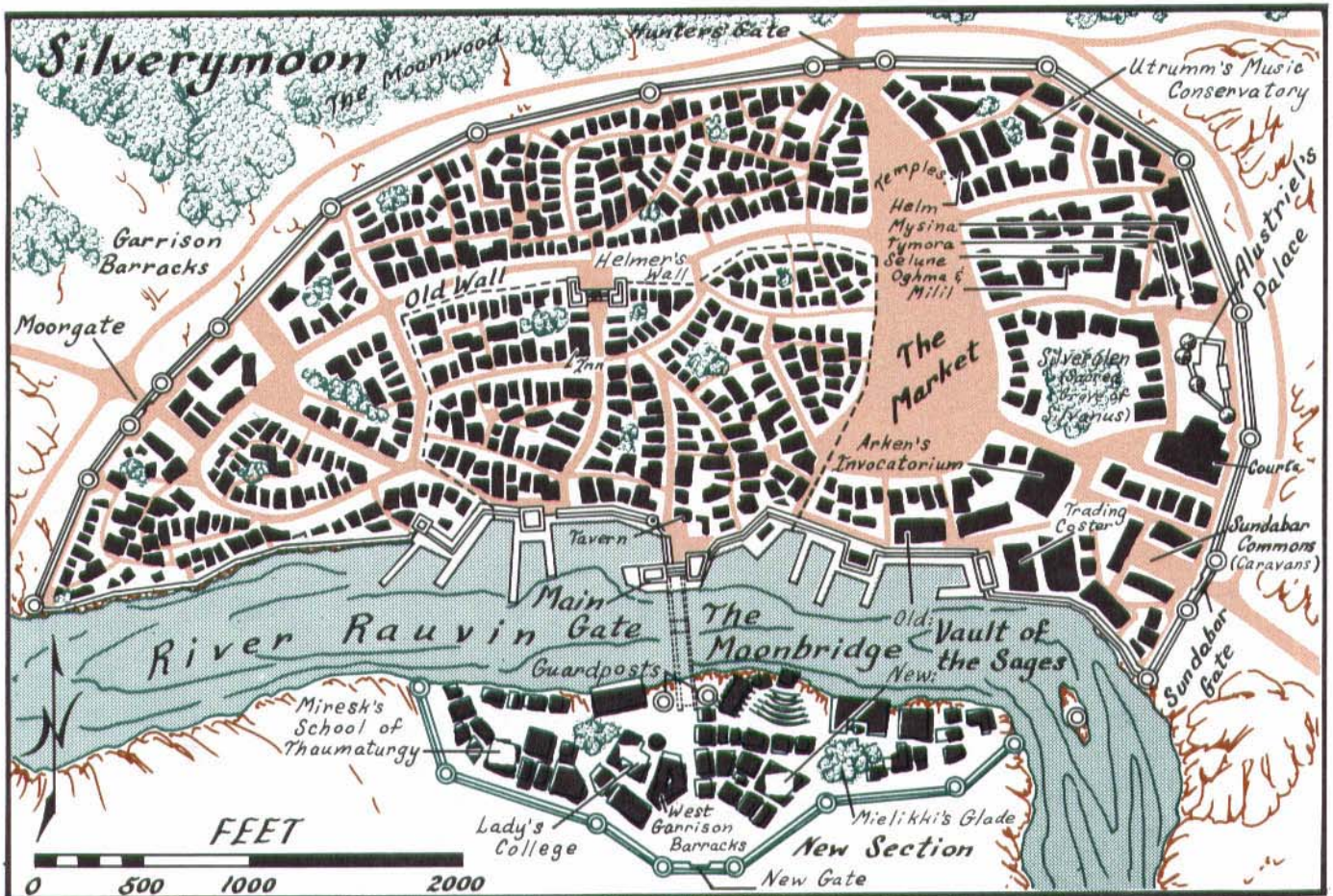
The Herald's Holdfast

From Silverymoon the companions followed the advice of the High Lady Alustriel and journeyed a day to the west. Along an unmarked path that went north from the River Rauvin, they crossed over a bluff and entered a dell that held a squat stone tower so ancient and ivy-grown that it was discernible only to those who knew where to seek it. This was the Herald's Holdfast.¹ It was the repository of the history and artifacts of the races of Faerun, kept by Old Night, one of the five high heralds of the Realms.² Here, if anywhere, there should have been some hope of learning the location of Mithril Hall.

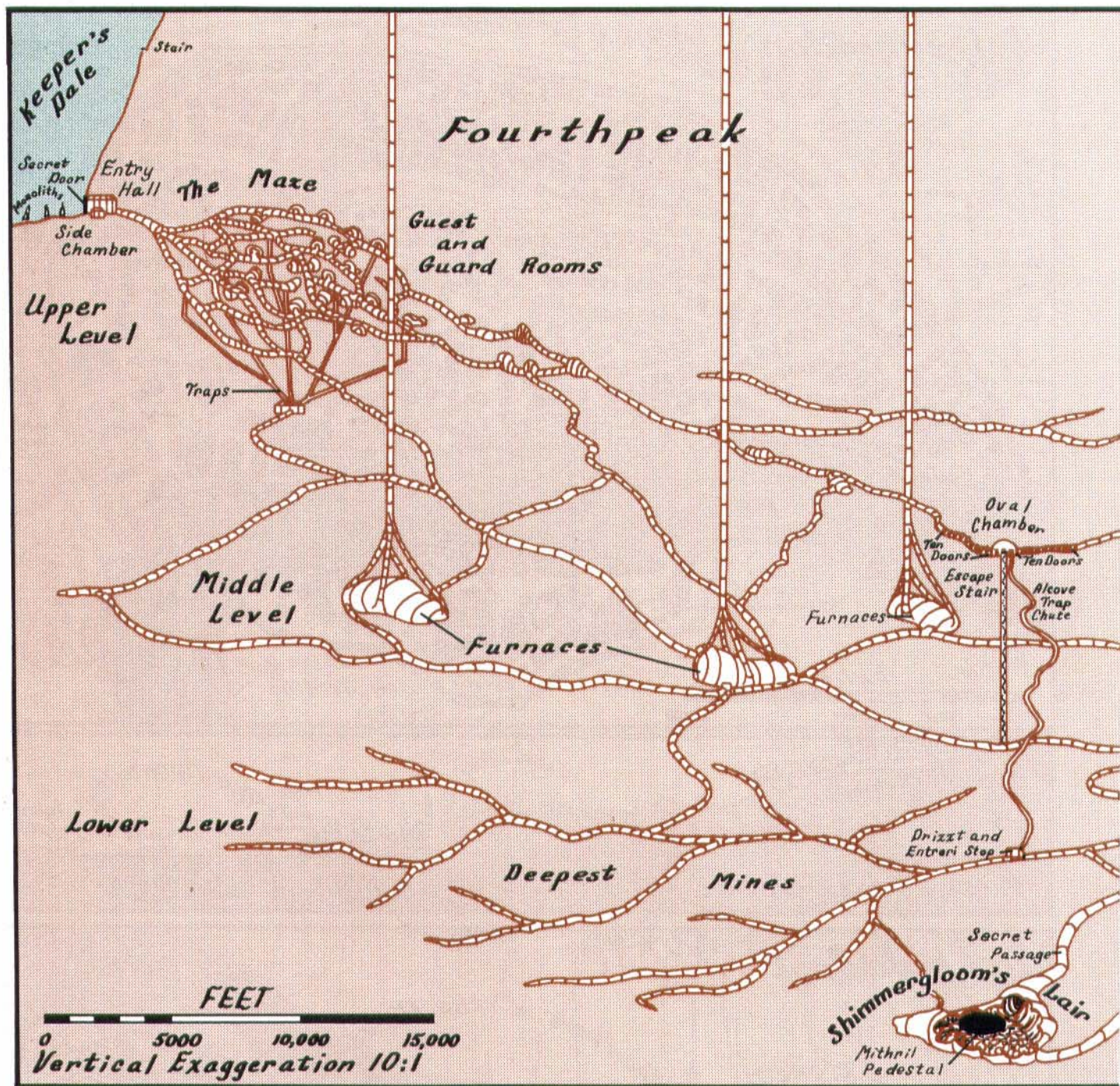
The huge moss-covered stone door was smooth with age and swung freely inward when touched. A cylindrical room filled the entire tower and was lighted by a soft blue glow. This was the Chamber of Man. Weapons and armor from every age lined the walls. Above them, banners and crests of forgotten kingdoms were interspersed with intricate tapestries displaying historical scenes. Overhead, carved into the rafters, were bas-reliefs of human heroes and heroines of the past. The Chamber of Man was the largest in the Holdfast save the enormous library.³

The herald entered the chamber through a wooden door opposite the stone entrance and beckoned the companions to follow deeper into the Holdfast. The passage was delved into the steep hill against which the tower was set.⁴ Other chambers lined the corridor, "one for each of the goodly races, and even a few for the history of orcs and goblins and the giantkind."⁵ Each was designed in the same manner as that of mankind; later, when the companions bore Bruenor to the Chamber of the Dwarves, he lay in the midst of a circular floor surrounded by dwarven-sized suits of armor, axes, and warhammers and was looked down upon from the rafters by his deities and heroes.⁶

At the far end of the corridor Old Night led the companions into a room with a huge, round, rune-covered table. After dining, they were guided through a final door into the largest room of the holdfast: the greatest library of the North. This treasure trove exceeded even the Vault of the Sages in Silverymoon. Lining the walls and piled on the many tables, large and small, were countless volumes. On a small table off to the side Old Night had placed the only reference that seemed to hint at the location of the companions' goal: Mithril Hall.⁷



Silverymoon and the Herald's Holdfast



Mithril Hall

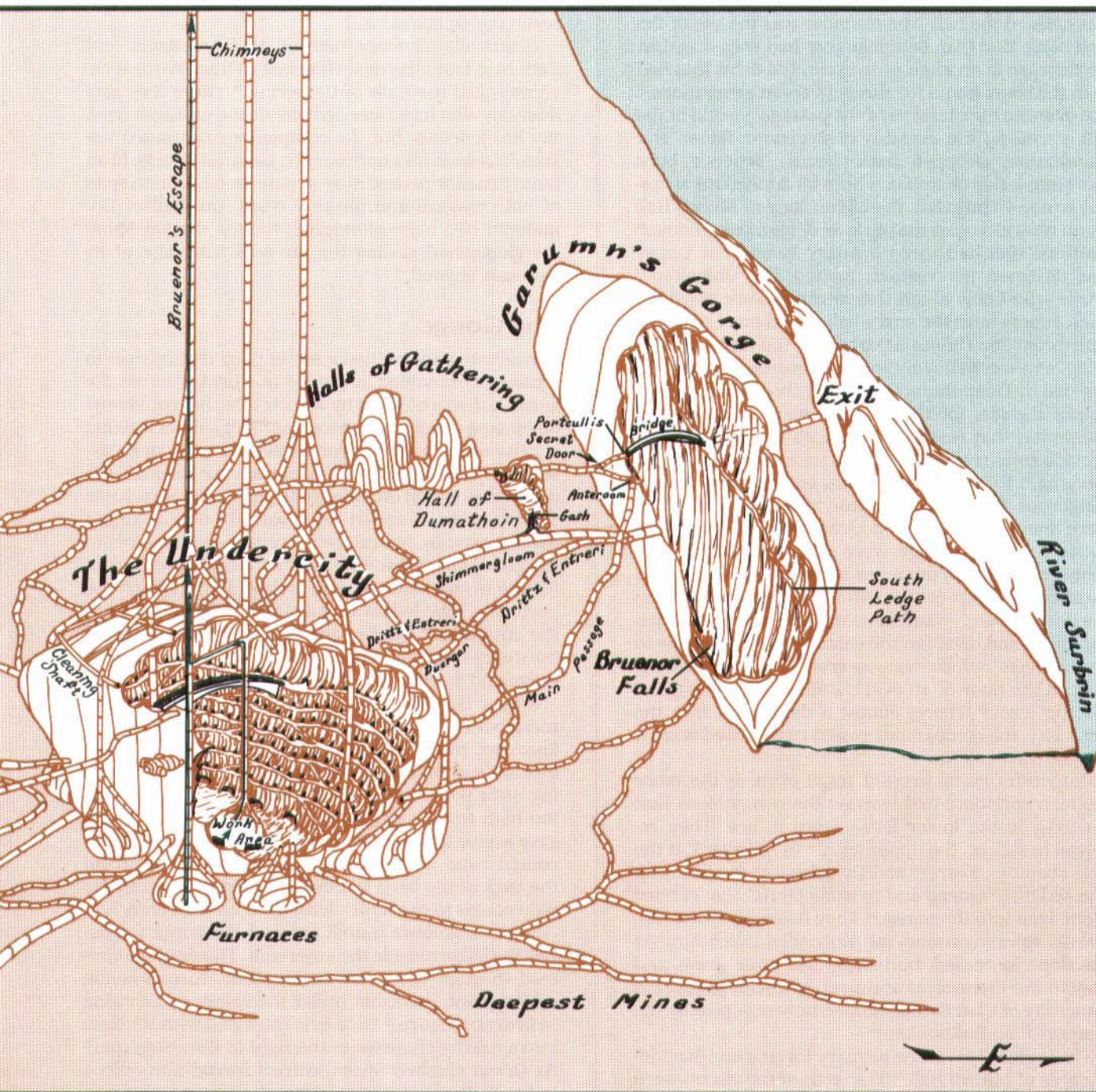
As the companions learned at the Herald's Holdfast, the hidden path to Mithril Hall began at Settlestone, known now as "the Ruins." The dwarven village was above ground, something "Rare these days and unheard of back in the time of Mithril Hall." Built to last, the structures of Settlestone were "Like giant houses of cards, great slabs of stone . . . cunningly laid together."²

The Path

After camping in the village, the companions left before dawn, following the elusive trail. Although the path entered the hills of the mountain closest to Set-

tlestone, it wound its way toward Fourthpeak, dodging ravines and boulders and picking its way up mountainsides. As the pursuers passed over a boulder-strewn mound, just before entering a thick dell, Entreri saw Bruenor climb out of brush onto the facing slope far ahead. Entreri estimated that his party could catch the companions before they got around the side of the mountain.³ He did not reckon with Catti-brie, however, for she goaded Jierdan into following Entreri, knocked out Sydney, then, with Bok following close behind her, started a rockslide that buried the golem—all quickly enough to see the route taken by the companions.⁴

A few miles up the trail, Bruenor stood at the lip of Keeper's Dale, hundreds of feet above the floor of the



Mithril Hall

gorge.⁵ He moved about on the path until the peaks to the west were aligned. He chanted:

Three peaks to seem as one,
Behind ye the morning sun.

Only from that location was the top of the stair visible, for it followed a discontinuity, where one rock type met another, and the change of color camouflaged the steps.⁷ The narrow stair descended in one sweeping fall to the right.⁸ Bruenor had estimated a half-day's climb from Settlestone, and it was still morning when the descent to Keeper's Dale began. It seemed hours before they reached the floor of the dale, but at the base of the stairs, Bruenor continued on:

Five hundred to the left, then a hundred more,
The hidden line of the secret door.

Given the dwarve's short legs, six hundred steps would have measured about fifteen hundred feet. Passing through the monoliths (ancient even before Mithril Hall was settled), Bruenor neared the hidden door. Its secret command word, though, had faded, and the door remained concealed.¹⁰ Dusk fell with the door still hidden.¹¹ When Aegis-fang's magic revealed the door at dawn, the companions entered Mithril Hall.¹²

The Hall

The stone door closed behind them as the compan-

ions entered the hall. The chamber was the site of the final battle that Clan Battlehammer had waged against the duergar in an attempt to retain the delve that had been the clan's home for three dwarven generations.¹³ The ever-burning torches of the passage beyond lit the hall, revealing the remains of Bruenor's father and grandfather, propped back-to-back. Bruenor bore these into a side chamber, where he donned his ancestral armor.¹⁴ Thus clad, the Eighth King of Mithril Hall began his trek across the top level of his former home.¹⁵

Mithril Hall had three primary levels. The upper was designed for visitors, invited and uninvited.¹⁶ Those who knew about the entrance were provided guest rooms near the entry hall, could meet with the entire clan (ten thousand strong) in the Halls of Gathering, and were shown the most revered treasures in the Hall of Dumathoin.¹⁷ Reaching those locations required a guide, for the passages were a maze. Even the potion that restored Bruenor's memory did not provide total recall, and much time was spent backtracking.¹⁸ To enemies, the passages were even more dangerous. The corridors close to the west entrance were lined with alcoves and traps, and the ones leading to Garumn's Gorge were dwarf-height.¹⁹ In the center of the level, the maze became a single passage that was also part of the defense, with "Ten doors on the down slope . . . and beyond the ten, ten more going up . . . and between the center doors, a passage to lower levels" which was covered by a barred trapdoor in the floor of an oval chamber at the center of the top level.²⁰ There, almost a day's walk into the great city, the companions would have rested were it not for their pursuers.²¹

Hot drafts rising around traps even in the more western corridors had warned the companions that furnaces in the lower levels were in use. They resolved to stay on the upper level.²² In the attack at the oval chamber, Entreri and Drizzt fell through a trap and slid into "a steep and twisting chute" that carried them deep into the mines.²³ They followed a long, upwardly spiraling tunnel for more than two hours. As the slope increased, both light and noise grew, and they found themselves at the top of a wide gorge: the undercity of Clan Battlehammer, now occupied by the duergar Clan Bukbukken.²⁴

The undercity was the primary forging and machining area of Mithril Hall.²⁵ The walls of the chasm were carved in ledges, like a series of gigantic steps with ramps arcing down between levels. Homes for ten thousand were delved into the walls. Left of the entrance where Drizzt and Entreri stood, a bridge arched over the gorge to an exit on the far side. The only other path was through the hordes of bustling duergar.²⁶

Passing stealthily over and out, the two encountered a lone duergar who directed them toward "Shimmergloom's Run" via the first passage on the left. In spite of the duergar's fear, he had craftily misdirected them. The dwarf was able to call help and speed ahead of the two using a less winding parallel passage, while sending Drizzt and Entreri down a path toward the dragon. They were so far below the bridge level that they had to scale many feet of cliff to

reach the companions.²⁷

Meanwhile, Bruenor had led Wulfgar, Regis, and Catti-brie from the oval chamber to huge natural caverns called the Halls of Gathering.²⁸ There they saw duergar, who had ascended one of the passages from the lower levels; but the companions continued unseen.²⁹ Despite his hope to reach Garumn's Gorge in an hour, Bruenor paused at an ornate metal door. In spite of both magical and physical traps, the Hall of Dumathoin had been plundered, for the dragon Shimmergloom had gashed the far wall from one of its passages beyond.³⁰

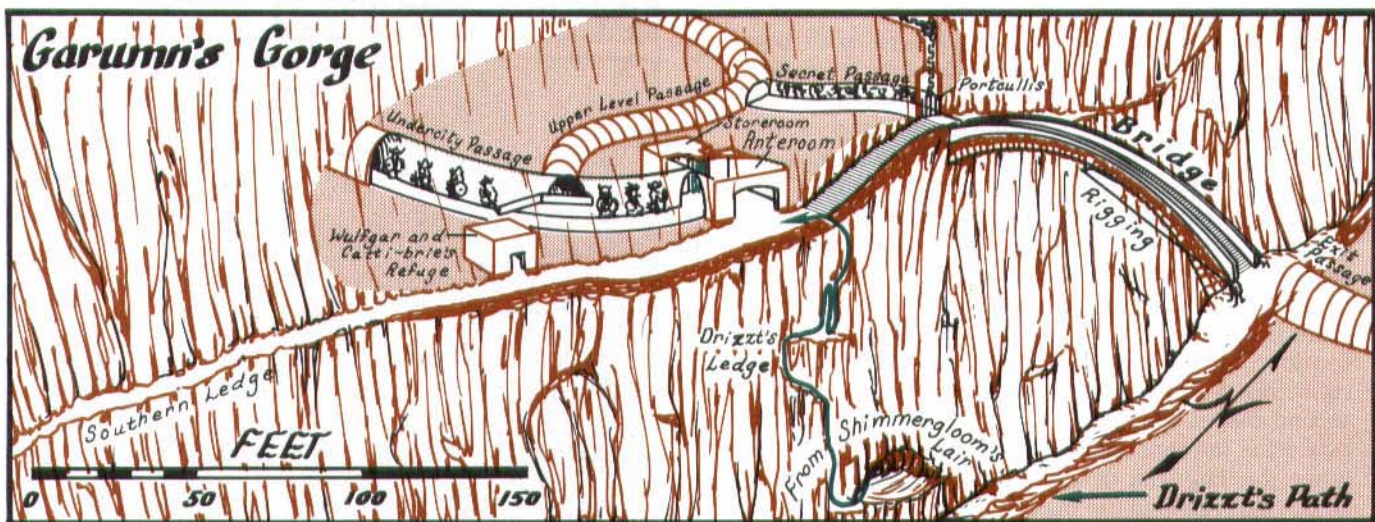
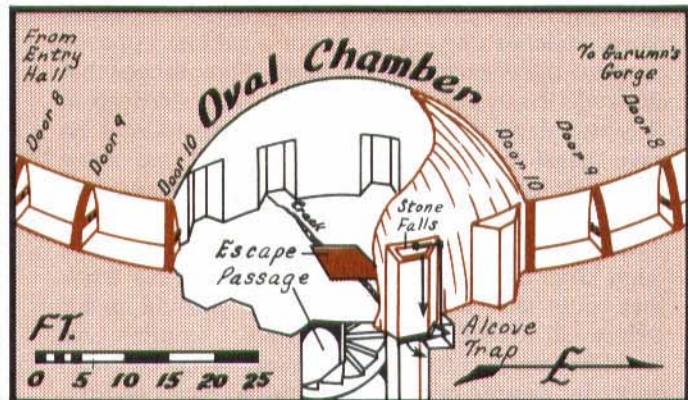
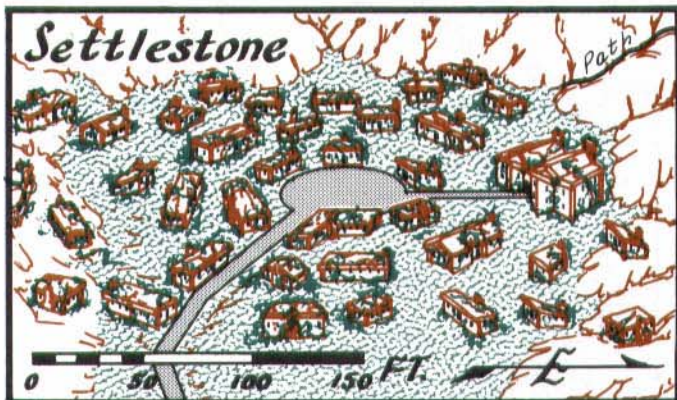
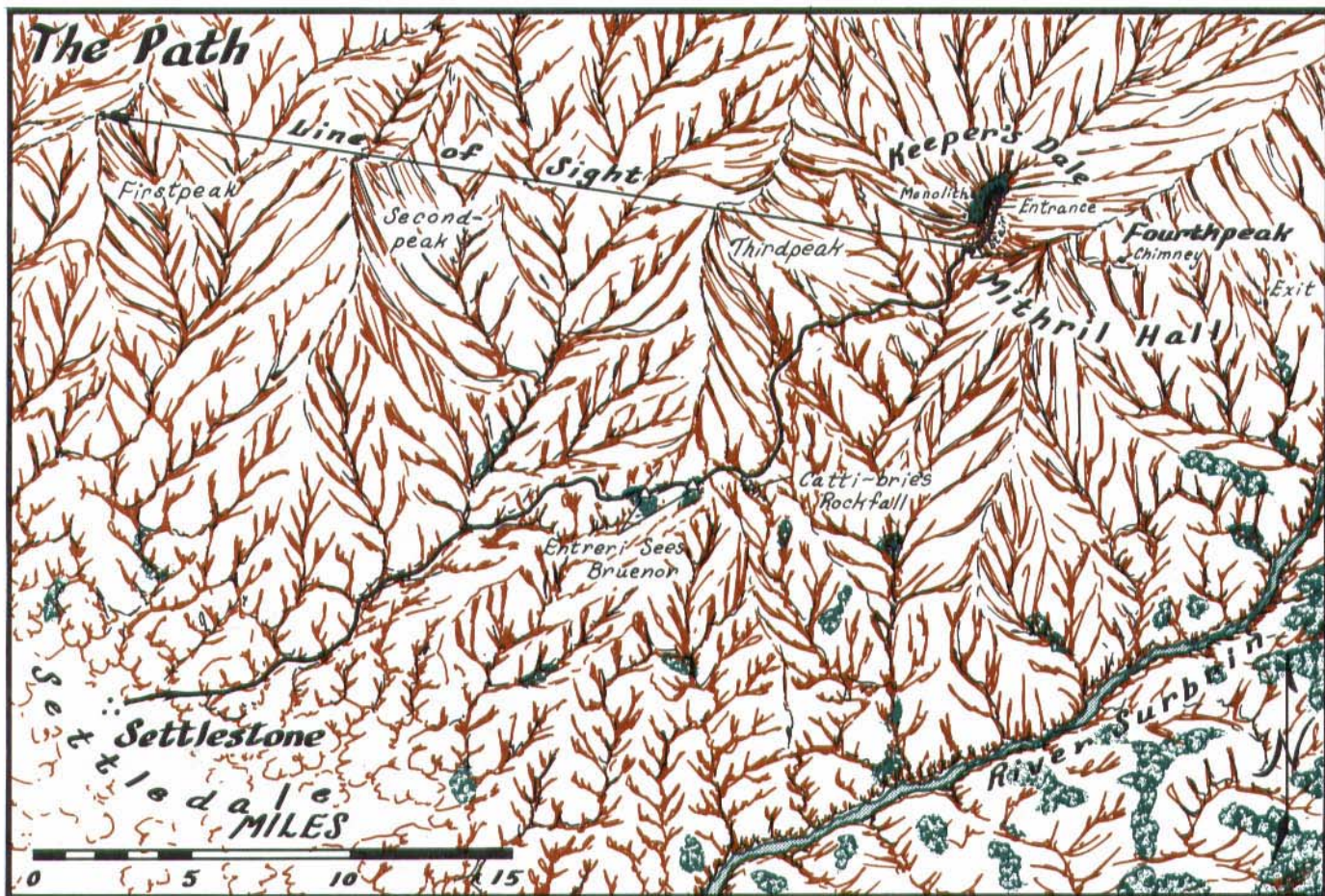
The Gorge

Bruenor soon reached a secret door that opened to a passage branching left. It led to a bridge across the gorge but was blocked by a portcullis that could only be opened using a winch located "half a day's walking . . . the other way."³¹ Beyond the portcullis, steps descended to a guardroom. Backtracking through the door, Bruenor led on through the original route. After a final curve, it ended on a balcony overlooking a carved passage, with steps descending twenty feet to the guard anteroom.³² Bruenor sent Catti-brie back to fell the bridge sentries with arrows shot through the portcullis, then led an all-out attack on the duergar in the anteroom.³³ Sydney and Bok attacked soon after the duergar were routed, but Bok was forced into the gorge and Sydney was killed.³⁴

When the dwarves delved too deeply, Shimmergloom entered the mines from the Plane of Shadows. In the lowest point of the mines the dragon's lair lay, "an immense cavern of uneven and twisting walls pocketed with deep shadows, and a ceiling too high for the brightest light to find."³⁵ A passage gave access to the great undercity, for the dragon had routed most of Clan Battlehammer alone, but from the back of the lair a secret tunnel led to the dragon's only access to the upper levels: Garumn's Gorge.³⁶

Shimmergloom's tunnel entered the gorge far below the ledge outside the anteroom. The dragon skimmed through the lower cavern level, turned at the widest point, then shot under the bridge while rising to Bruenor's ledge.³⁷ Catti-brie retreated with Wulfgar into a nearby chamber to the right of the anteroom.³⁸ As Drizzt climbed faster, Entreri forced him onto a ledge.³⁹ Bruenor rushed into the anteroom for a weapon, and found a keg of oil in the curtained storage area.⁴⁰ Soaking his cloak with oil, he jumped atop the dragon, poured the remainder over the scales, and set Shimmergloom aflame.⁴¹ The dragon fell to the depths of the gorge, its pyre visible from the ledge a thousand feet above.⁴²

The trauma was not yet complete, for Entreri had scaled the last few feet, captured Regis, and crossed the bridge. By the time Drizzt reached Wulfgar and Catti-brie, the assassin released the bridge rigging, destroying the only easy way across the gorge and forcing the companions to edge along the narrow southern ledge. Finally they reached the eastern exit high above the River Surbrin.⁴³ They departed, thinking Bruenor dead; but miraculously he had survived, escaping at last up a chimney that vented on Fourthpeak.⁴⁴



Neverwinter Wood

Due west of Longsaddle, at the eastern edge of Neverwinter Wood, stood the Tower of Twilight, the abode of Malchor Harpell.¹ Drizzt and Wulfgar left the immediate pursuit of Entreri, hoping the help gained from Malchor would prove worth the delay, as indeed it was.²

The enchanted Tower of Twilight rose from an island in a small pond, but it was invisible in sunlight. As the light faded, the tower appeared. An emerald green bridge spanned the water to the island, leading to an equally green tower with sparkling, twisting spires.³ No door was visible, and the apprentice mage who greeted the two friends appeared to pass through the stone wall. It was actually an extradimensional portal.⁴

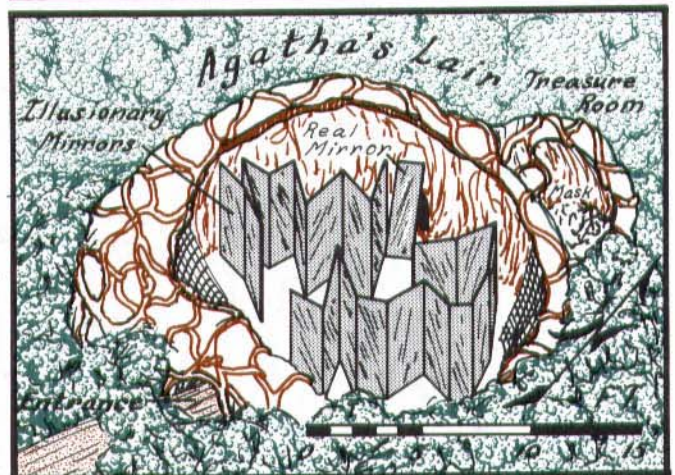
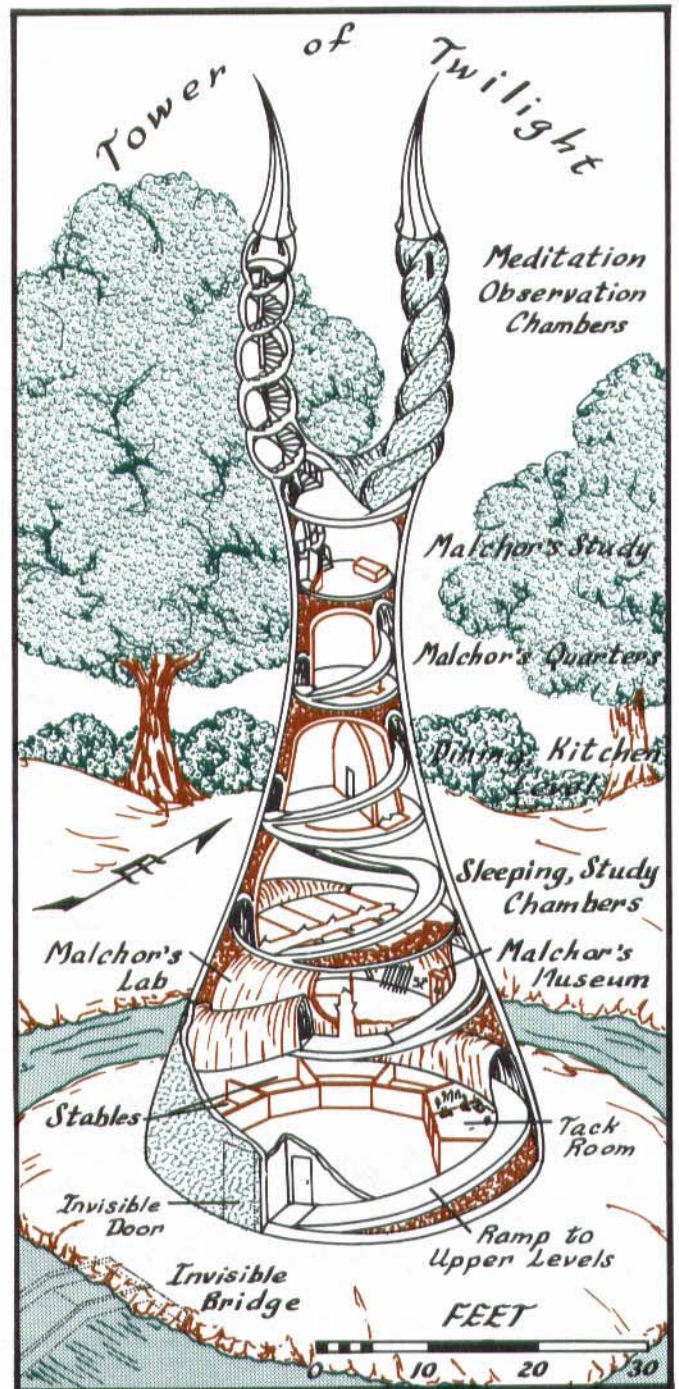
Upon entering, the visitors discovered a wide circular chamber lined with stalls for steeds along one wall. A corridor from the chamber gradually arced along the tower's inner circumference, its incline growing more steep and its circles more tight as it wound its way to the top.⁵ Malchor's study occupied the main upper level, its door opening directly from the spiraling corridor; yet, the passageway continued to serve the turret chambers.⁶ At a slightly lower level was the dining room.⁷

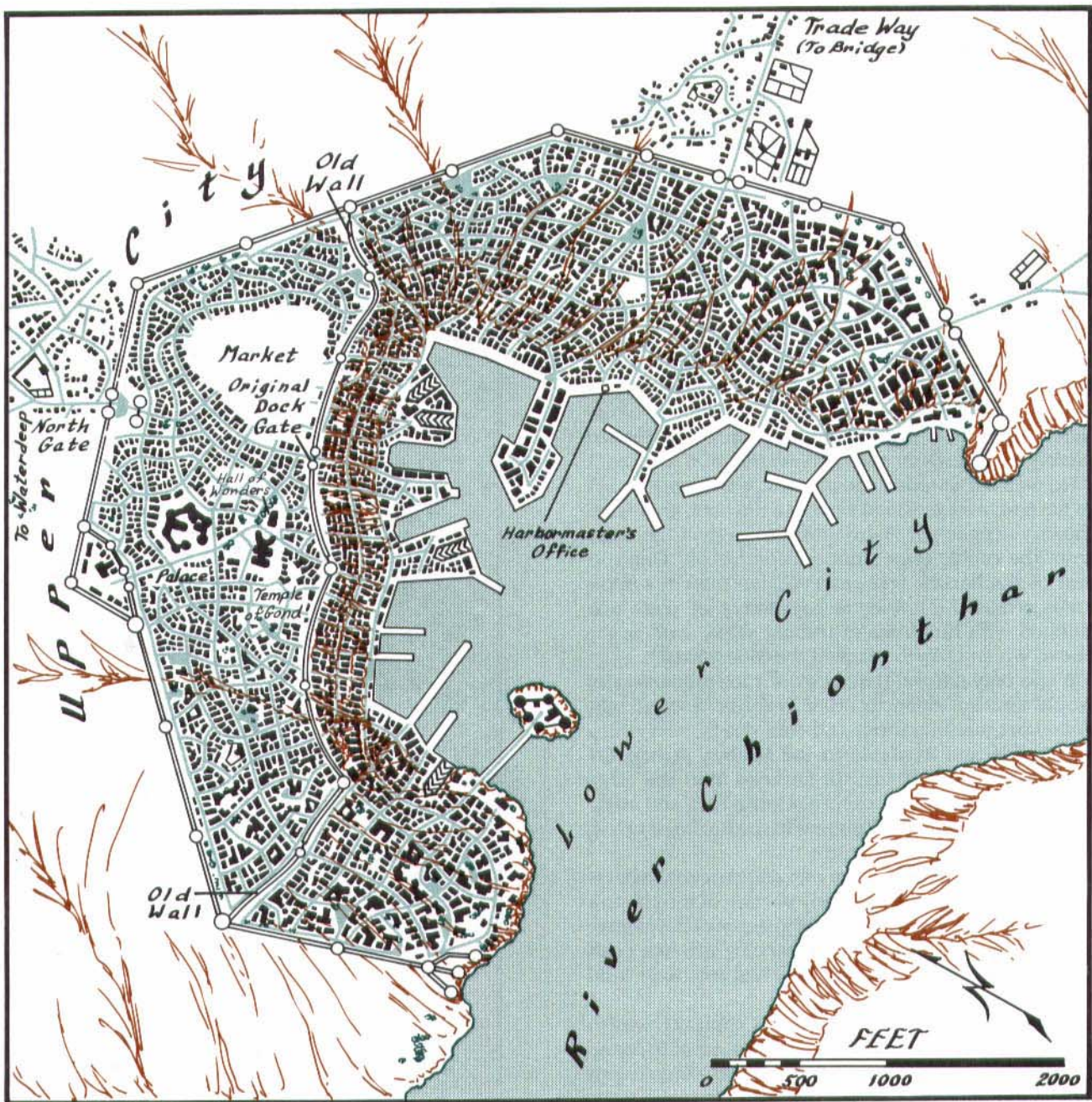
Before the companions retired to one of the tower's sleeping chambers for the night, they were led on a tour of the tower. Finally they passed from the main corridor into an intersecting passage in the second level. Opening a heavy door, they entered a treasure trove: Malchor's Museum.⁸ From a cabinet opposite the door the wizard took the magical horseshoes that allowed Drizzt and Wulfgar to reach Waterdeep in only two days' time, and from the weapons rack he gave Drizzt the elven scimitar "Twinkle."⁹ One of the great aids Malchor offered was not in his possession, however. It lay in Agatha's Lair.¹⁰

Agatha, the banshee of Neverwinter, had amassed a fairly large treasure hoard, including a magical mask that could alter a person's features, and did so for Drizzt—all except his lavender eyes.¹¹ Agatha's Lair could be reached from the farming village of Conyberry by passing only a few hundred paces down a twisting path into the dangerous wood.¹²

The lair was small, a mere dome formed of tree branches. It could be entered only by crawling through a small hole at the base.¹³ The dome was stronger than it appeared, for the branches were supported by a mesh of netting that trapped Aegis-fang when Wulfgar tried to open a larger passage.¹⁴

Agatha's major defense of her treasures was a maze of illusionary mirror images.¹⁵ The maze contained only one real mirror, creating half of the maze—a reflection of the magic mirror spell Agatha cast over the other half of the lair. As Drizzt crept along just left of the door, he could see the mirror across the chamber, reflecting Wulfgar as he entered the lair. On Wulfgar's second cast of Aegis-fang, directly across the fire, he broke the mirror.¹⁶ Behind the mirror stand was another opening: the doorway to the treasure room. Drizzt had reached the magical mask.¹⁷





Baldur's Gate

Baldur's Gate

"Halfway to everywhere," Baldur's Gate was a regular port of call for those sailing between Waterdeep and Calimport.¹ The city was fifty miles up the River Chionthar, where the Trade Way from Waterdeep crossed the wide channel and both Entreri and his pursuers, Drizzt and Wulfgar, visited it.²

Baldur's Gate was essentially two cities: the permanent and the transient. The settlement originally had been a walled city atop the bluffs, broken only by a north gate to the Trade Way and a south gate to the docks.³ That portion of the community held the stately residences of important citizens and other major structures.⁴ One such structure was the house of

Oberon, a powerful wizard loyal to Pasha Pook.⁵ The peak of the home's tower rose high enough above the city for Oberon to watch the *Sea Sprite* sail from the docks below.⁶

Baldur's Gate and the low land along the river grew with the sea trade.⁷ Every available space was packed with buildings and homes. The port's growth was encouraged further by the expansion of markets in Amn.⁸

One of the most important administrative buildings in the city was the office of the harbormaster, who oversaw the "extensive docks."⁹ The small office affirmed the tightness of space and low level of quality of the city.¹⁰ At this office, Entreri left Drizzt a gift (one of Regis's fingers) and an invitation to meet Entreri in Calimport.¹¹

Calimport

"De greatest city in de world, dis be!" proclaimed Sali Dalib, the companions' reluctant guide from Calimport.¹ It was, indeed, the largest city of the Realms, with a population of more than two million.² To the friends from Icewind Dale, used to the wide vista of the open tundra or the well-ordered, meticulously cut tunnels of Kelvin's Cairn, the city seemed to be an open sore on the windswept desert landscape: squalid, crowded, and evil-smelling.³

The city of Memnon had appeared to the friends as "a vast refugee camp . . . [with] no apparent design or structure," in which streets "were any way that was not blocked by homes . . . and the streets themselves served as homes for many people."⁴ Calimport, larger than Waterdeep and Memnon combined, looked merely like a grossly enlarged version of the latter.⁵

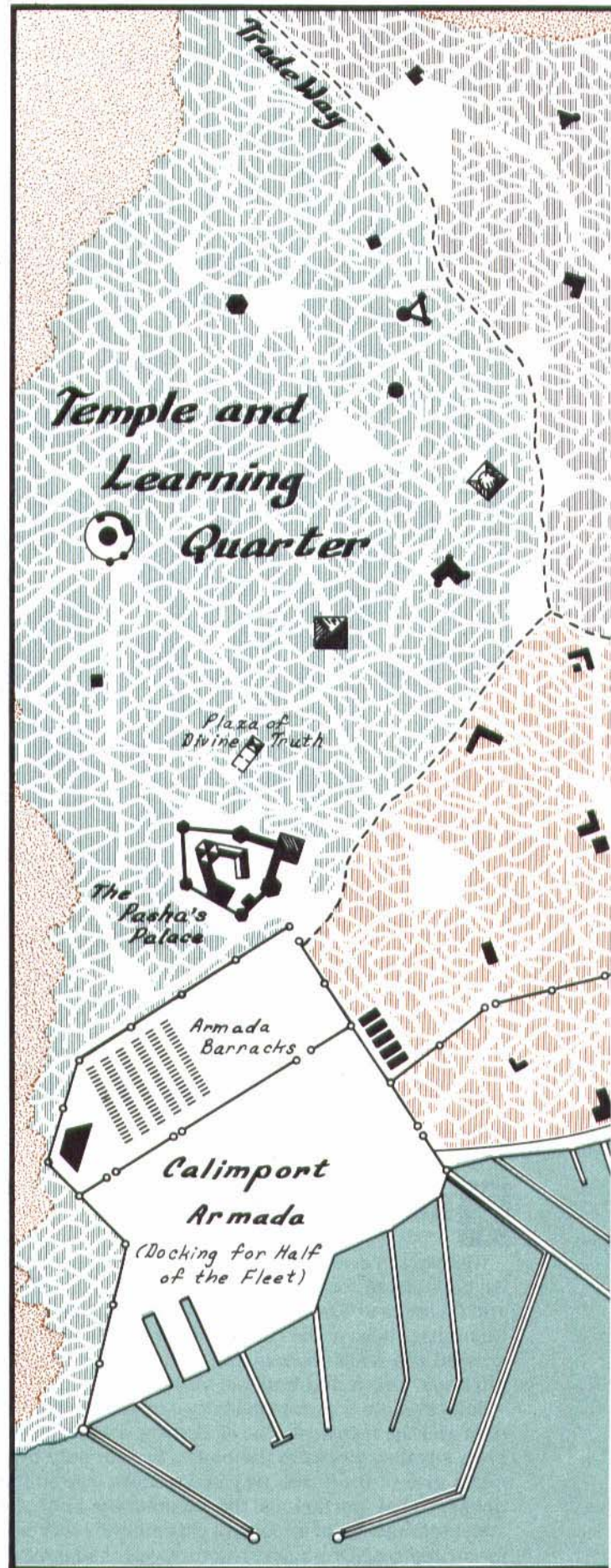
No wall surrounded the city, but one large enough to have several gates did separate the dock area from the city proper—probably more to protect the ships from the rabble than from outside forces.⁶ One section of the harbor was reserved for the city's enormous armada.⁷ Another large number of piers was jammed with hundreds of trading ships, such as the one in which Daryth reached the Moonshaes.⁸

It was only natural that a city of such immense size would also lay claim to other records. Accordingly, Calimport manufactured and sold nearly everything imaginable and available in the Realms. It had the greatest number of private libraries (and the large number of sages such resources attracted), and many of the most spectacular temples in the Realms (such as the Plaza of the Divine Truth).⁹

The growth of such a vast city could never have resulted in total dedication of any portion of the city to a given activity, yet some natural groupings developed: the dock quarter, temple and learning quarter, craft quarter, and market quarter.¹⁰ All had relatively fluid borders, however.

There was incalculable wealth in Calimport, wealth associated with many sources, so any type of function was able to boast great structures. As the companions looked out over the city, the divisions of wealth were blatantly obvious: great buildings scattered about towered over the driftwood, adobe, and skin-covered shacks and hovels huddled all around them.¹¹

The goal of Entreri, and hence of his pursuers, was found on Rogue's Circle near the heart of the city, more than an hour's walk from either the docks or the Trade Way, near the Calim Desert.¹² Halfway down Rogue's Circle, the companions took rooms at the Spitting Camel inn.¹³ At the far end of the roadway stood their goal, the thieves' guildhall, ruled by Pasha Pook.¹⁴ Knowing the frontal attack should be avoided, if possible, they were quick to seize the suggestion of the street-wise Dondon. They would take to the sewers.¹⁵



Calimport



The Sewers

Given the disorganized pattern and often even absence of streets in Calimport, the sewers may well have been a better route for those who knew the secrets of their paths. For the novice, however, they were a maze. Complicate this problem with pursuit by more than a score of followers familiar with the maze and one can glimpse some of the difficulties the companions faced as they tried to reach the guildhall.

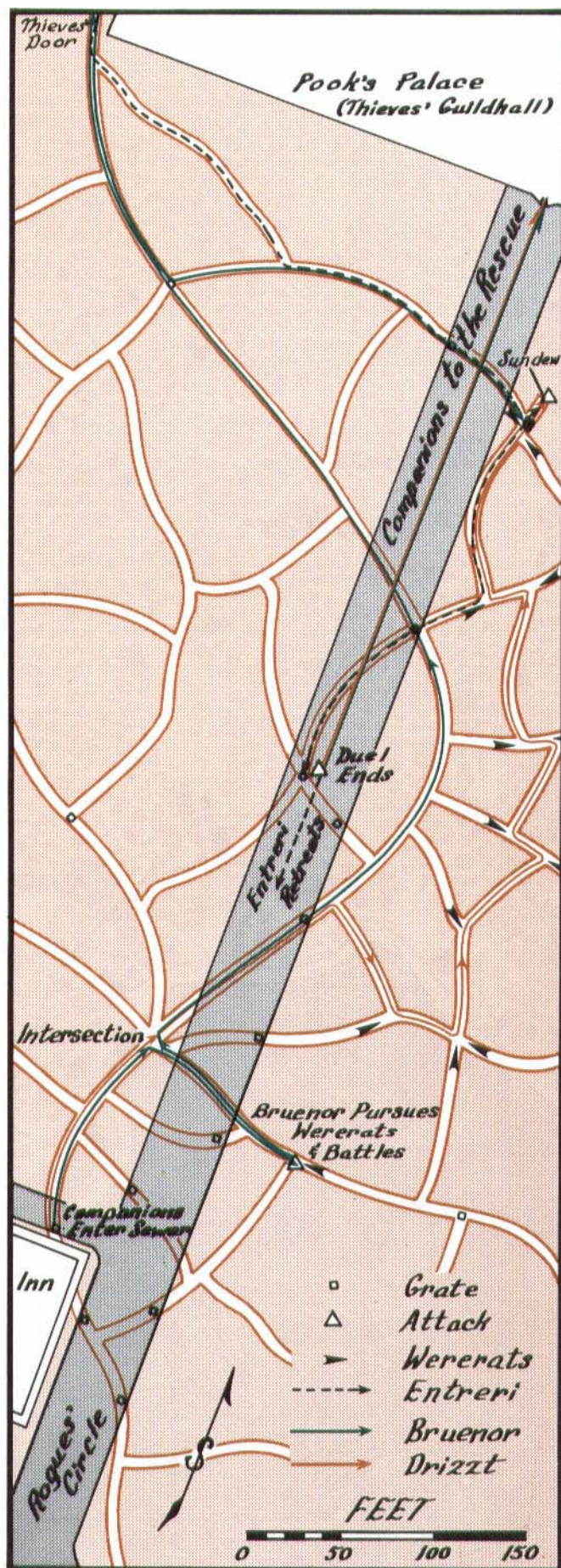
At Drizzt's suggestion the friends waited until night to enter the sewer grate in the alley by the inn.¹ When they realized the grate had been locked from inside, they knew the tunnels were occupied.² The sewers were designed to carry off the sudden floodwaters that rose in the desert area, and the tunnels were high enough that only Wulfgar had to duck his head.³ The tunnel they entered meandered, broken by side passages that opened every few feet.⁴

At an intersection, Bruenor spotted wererats down one passage.⁵ Drizzt, in the lead, had already passed into the main tunnel when Wulfgar and Catti-brie followed the dwarf to pursue the wererats. While Drizzt battled two attackers, more poured into the intersection and cut him off from the others. He tried to find a cross-tunnel back to them, but each corridor he entered had already been blocked by the wererats going down parallel tunnels. He realized he was being herded.⁶ Finally he reached the only pathway open to him, a side passage going opposite from the way he needed to go.⁷ He formed a globe of darkness in defense but was forced back into the tunnel to find a dead end that held a deadly, omnivorous sundew. Drizzt rushed toward the monster.⁸

After Bruenor's group defeated the wererats it returned to the intersection and continued along the main sewer passage, hoping to locate the drow. Instead they found the door to the guildhall. From a hidden cubby above the door Entreri watched as they retrieved another of Regis's fingers. Enraged, Wulfgar slammed through the door of the guildhall and was trapped inside by an automatically released portcullis. Bruenor and Catti-brie could only retrace their way through the sewers, and Wulfgar had no choice but to continue through the guildhall. The assault was on.⁹

Meanwhile, Entreri, intimately familiar with the sewers, reasoned where the drow might have been forced. Arriving in the blind passageway, he found his rival with the sundew. But it was the deadly Drizzt who was alive, not the sundew, and a duel began. The noise led Bruenor and Catti-brie to Drizzt just as Entreri retreated beyond the globe of darkness.¹⁰ The drow raced along Entreri's path until he reached a tunnel with a grate into the street near the guildhall. As Drizzt paused in the moonlight, Entreri burst out of a side passage.¹¹

When Bruenor and Catti-brie arrived, Entreri raced up a ladder and through the grate. After a brief continuation of the duel in the street, the injured assassin left the drow to the mercies of the gathering crowd. Drizzt started to pursue but realized he must rescue Regis and Wulfgar from the guildhall. It was time to enter Pook's Palace.¹²



The Sewers



Pook's Palace

From Rogue's Circle the thieves' guildhall was an unimpressive wooden warehouse with no terraces or balconies and only a few windows—all barred or boarded over. Its unpretentious but iron-bound double doors were watched by as few as two guards, disguised as vagrants.¹ The guildhall's shabby appearance, however, concealed its hidden treasures. Although most of the structure truly was warehousing for the guild's ever-changing inventory, the opulence of the living areas "rivalled the palace of Calimshan's ruler himself in riches and decor."² Pasha Pook, the guildmaster, even furnished his audience chamber with a throne.³ This truly was "Pook's Palace."

The Guildhall

There were three stories above ground and two below in the thieves' guildhall. It was in the lowest level that Pook ordered Regis placed. Tucked away under the foot of the great stair from Pook's chambers was a special dungeon, the Cells of Nine⁴:

The Cells of Nine were so named because of the nine cells cut into the center of the chamber's floor, three abreast and three long. Only the center cell was ever unoccupied; the other eight held Pasha Pook's most treasured collection: great hunting cats from every corner of the Realms.⁵

The circular center cell could only be reached by means of a rope that passed over the pulley in the ceiling directly overhead. After the rope had been tied around Regis's waist, the halfling had to walk along the four-inch-wide top of one of the twenty-foot-high walls that separated the cells. Each wall was ten feet long. Once lowered into the cell, the halfling had to stand in the exact middle, for if any part of him came within reach of the cats beyond the bars, he could be fatally mauled. There was no rest for Regis there.⁶

Two entrances accessed the guildhall: the doors from Rogue's Circle and the door from the sewers. The street doors opened outward. Behind them, a stairway descended to the first below-ground level,⁷ which held the barracks, mess hall, entertainment rooms, and supply rooms for the guild's rank and file, and for the ratmen that Rassiter had stationed there as guards.⁸ After Entreri entered the level with Regis, he passed through several commons rooms, descended more steps to the lowest level, then began the climb up the great spiral stair to Pook's chambers.⁹

The door through which Wulfgar charged also was in the first below-ground level, for the sewers would not have been deeper than that. Wulfgar found himself in a series of three rooms, each blocked by a door and an iron portcullis. The first chamber was a small square, empty except for the two torches in sconces on the side walls. The second room stood at right angles to the first, forcing Wulfgar to turn to the side to continue. To the right of the door a floor-to-ceiling screen blocked the near side of the room concealing,

Wulfgar found, a challenger—a hydra—left by Entreri. The door from that room was hidden behind the screen.¹⁰ The third room held several chairs and a table for playing cards but was otherwise empty. Wulfgar realized he was under the guildhall. A side door from that room led to the thieves' quarters, allowing them convenient access to the sewers.¹¹

Wulfgar's progress to the great stairway was considerably more convoluted than Entreri's, though, given a choice of directions, the barbarian invariably plunged straight ahead. From the third of the chambers a corridor slanted upward to near street level. At its far end were three doors. The one directly ahead opened into an octagonal guardroom. Wulfgar broke through the locked door directly across from the one through which he had entered the guardroom, and found himself in a huge meeting room surrounded by dozens of smaller conference rooms and living chambers for the higher echelon members of the guild.¹²

A short flight of steps from the meeting hall led Wulfgar to Pasha Pook's art galleries. Display walls formed a maze of corridors and open chambers containing Pook's treasured collection of paintings and sculptures. At last Wulfgar found himself in a high-ceilinged theater, where command performances were given for the guild by visiting entertainers. Intricately carved pillars lined the walls of the room and supported a balcony. Both the main floor and balcony were lined with rows of chairs. A gigantic chandelier with thousands of candles was suspended over the center of the theater. In an attempt to hold off the pursuing ratmen, Wulfgar sped up the stairs to the balcony but learned there was no exit there. In spite of Wulfgar's felling of the chandelier with Aegis-fang, the ratmen were only forced back when the other companions arrived to assist him.¹³

Bruenor discovered a short corridor that led from the theater. Behind a tapestry concealing an alcove they found a quaking thief who directed them "Up . . . Pook's rooms. All the way up."¹⁴ After passing through several more rooms, the companions reached a landing surrounding a great stair. The stairwell was so large and open that one could stand at the top and see the levels below. "Broad and lavishly carpeted, with ornate banisters of shining hardwood, it could only be the ascent to the chambers of Pasha Pook."¹⁵

Pook's Penthouse

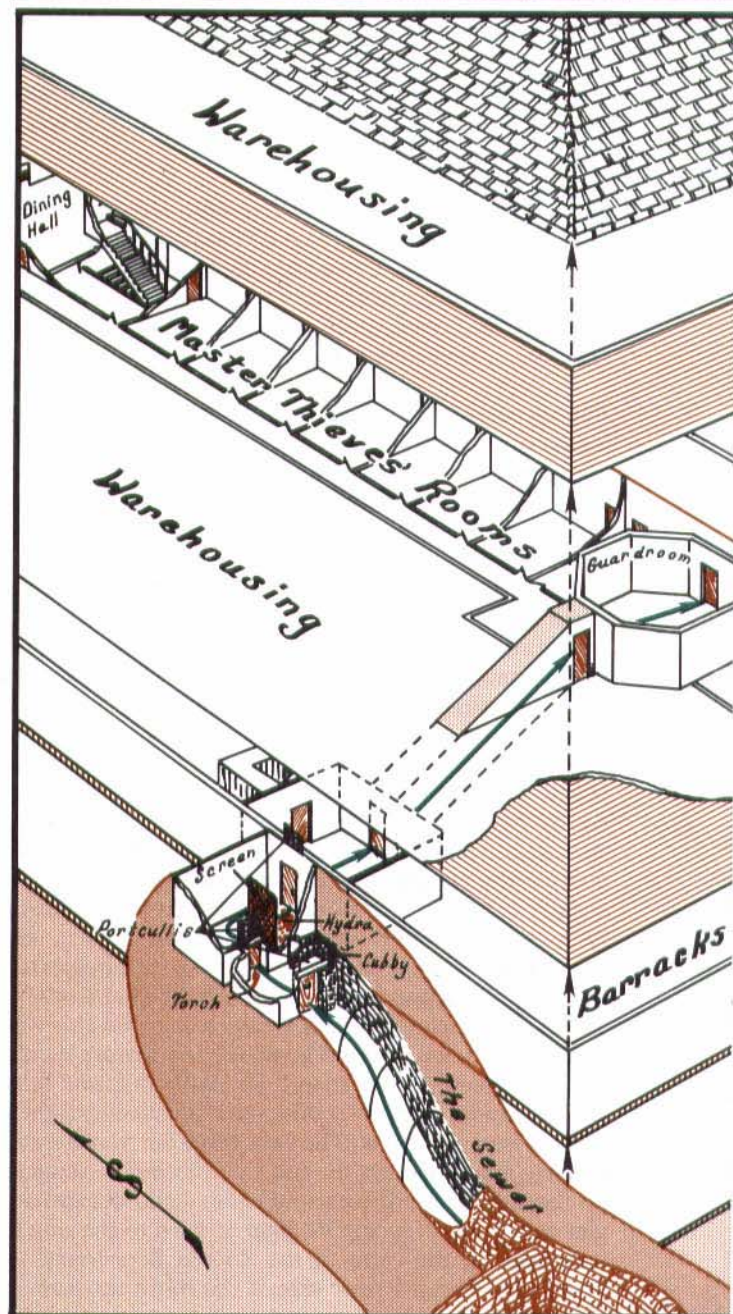
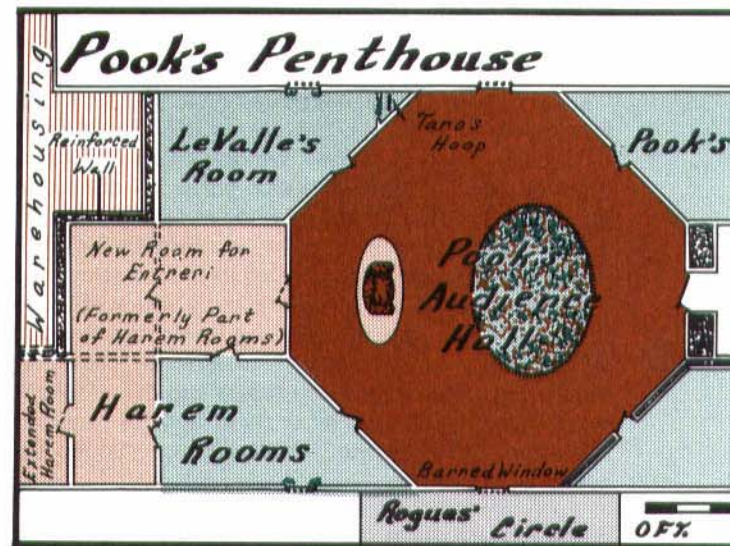
The middle of the top level of the thieves' guildhall was filled by the penthouse complex of the guildmaster.¹⁶ Some of the few windows of the building were present in this section.¹⁷ The central audience room was octagonal, and in addition to the main door from the landing, four lesser doors led to the harem room, lieutenant's room, treasury, and Pook's private quarters.¹⁸

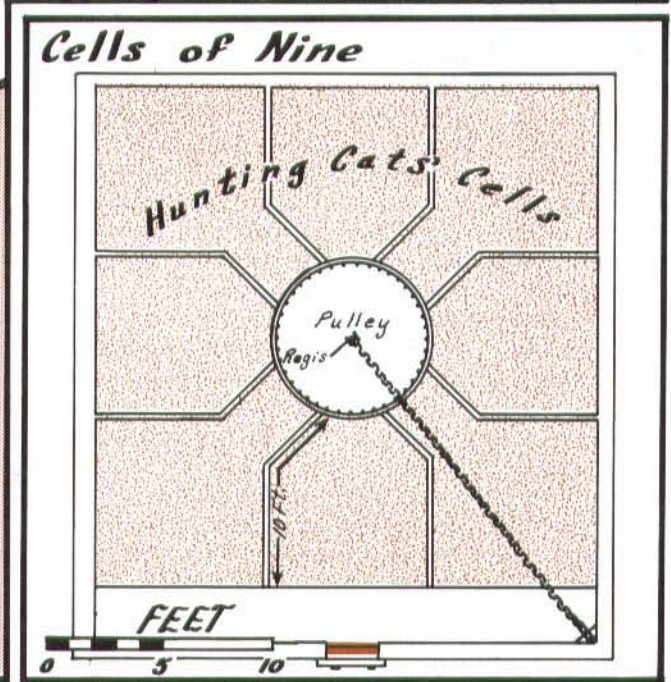
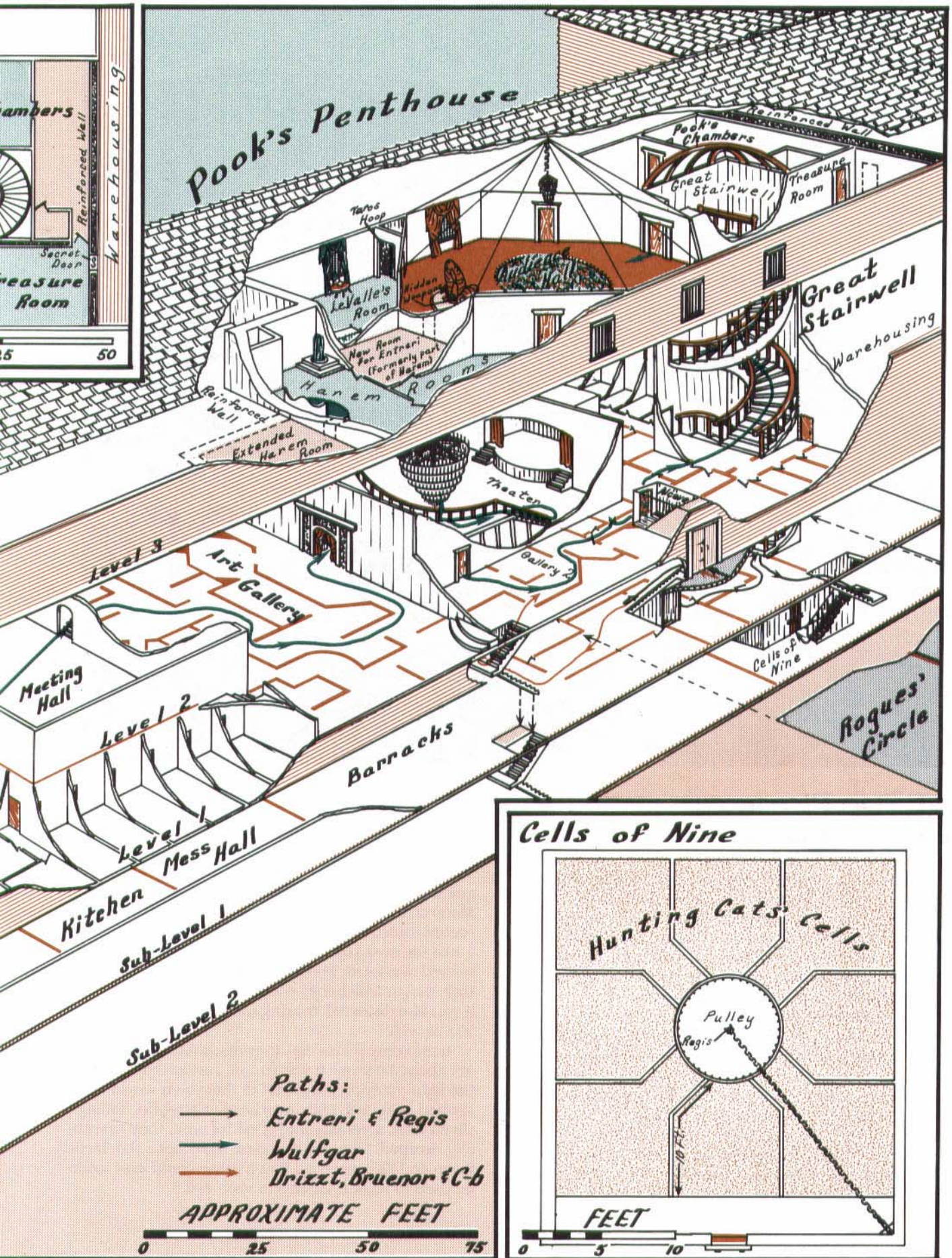
The lieutenant's room in the southeast had formerly belonged to Entreri, but in the three years of the assassin's quest for Regis, the guildmaster had instead installed the wizard LaValle. Upon Entreri's return, Pook ordered the summoning of carpenters to design a sixth room, to be inserted between the harem room and LaValle's chamber.¹⁹ No other location would have

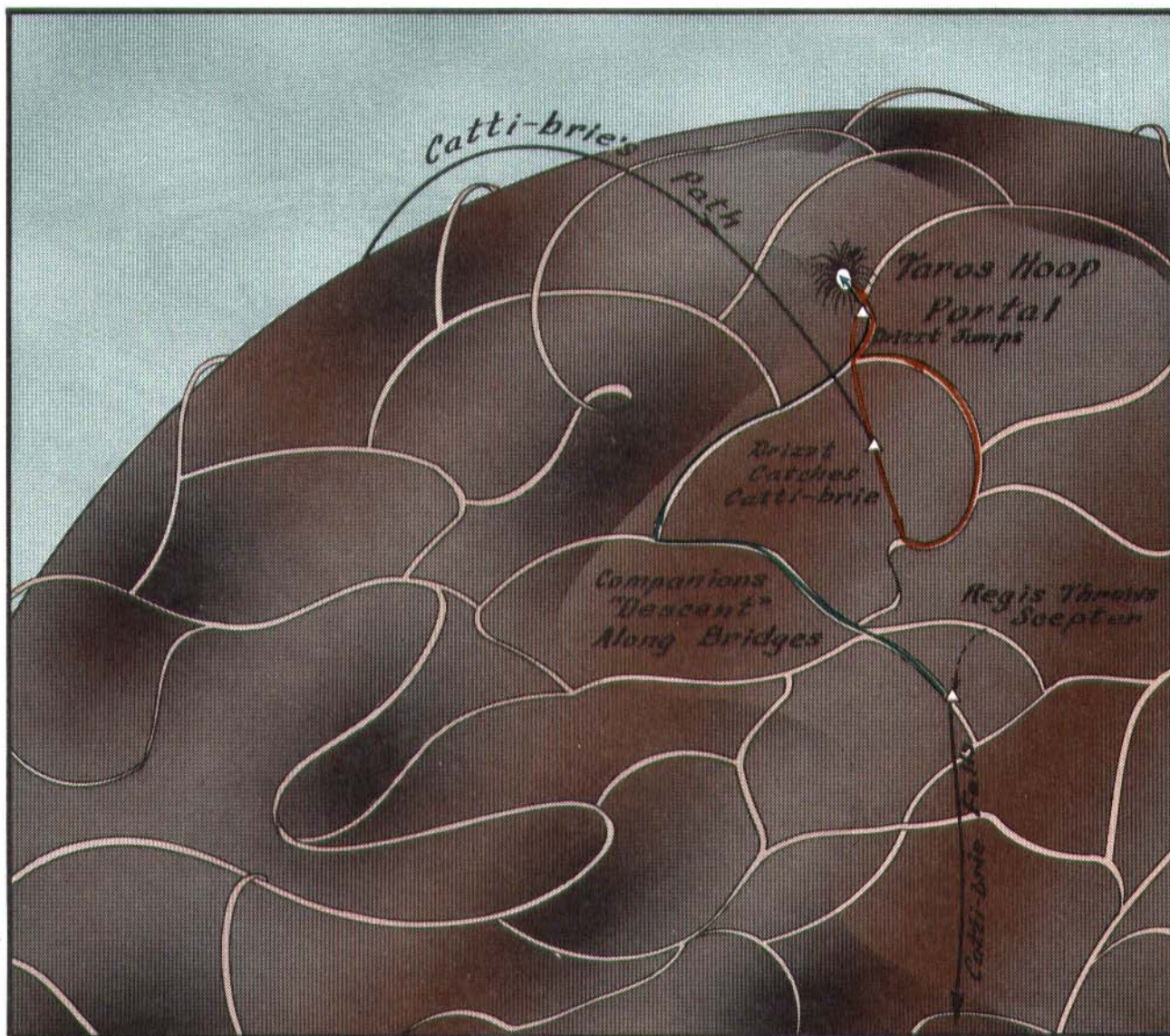
been feasible in the area, for the windowed walls defined the front and back faces of the guild warehouse, and the great stairway filled the remaining space. The previously unoccupied portion would have given Pook private access to the rest of the top level of the warehouse.²⁰

The audience room was ornate but sparsely furnished. No visitors ever sat in this chamber. The guildmaster, however, was comfortably ensconced in his overstuffed throne on a low platform opposite the main door.²¹ The throne was designed for more than sitting; Pook had not risen to such power by being careless, and he had concealed in the back of the throne his weapons of last resort, including a cross-bow.²²

LaValle's room was small, a mere sleeping room with a small work table containing a crystal ball and a tiny, curtained closet in which he had installed Pook's most powerful magical possession: the Taros Hoop.²³ At dawn, unaware of the impending onslaught of the companions, LaValle rolled the Taros Hoop into the audience chamber and called Pook to watch as the wizard retrieved Regis from the plane where Guenhwyvar had taken the halfling. The mighty relic was already in place to use for viewing the companions as they progressed through the guildhall. It took only a moment at Pook's behest for LaValle to arrest that progress. Summoning the power of the Taros Hoop, the wizard abruptly transferred the four would-be rescuers to the dread plane of Tarterus.²⁴







The Plane of Tarterus

The Plane of Tarterus

The Taros Hoop, belonging to Pook, master of the thieves' guild of Calimport, could be used to view and transport beings to and from other locations in the Prime Material Plane, as well as other planes of existence.¹ It could be used directly or indirectly as a portal, so the companions were transferred elsewhere without their even being near the artifact.²

The "elsewhere" LaValle selected was the plane of Tarterus.³ Its only visible features were the clouds of black smoke that whirled and eddied to reveal hundreds upon thousands of twisting, spiraling bridges—none more than a few feet wide. Bridge seemed to lead to bridge, with no land in sight.⁴ Even more omnipresent were the inhabitants of the plane, "a bat-winged creature, doglike, but with a face grotesquely and unmistakably human," some of which were ten times human size. These demodands immediately and constantly attacked the companions.⁵

When Regis suddenly appeared on a nearby bridge and tossed LaValle's scepter to his friends, Catti-brie dove to grasp it and fell.⁶ Full of despair, the companions began their hopeless trek along the bridges. Possessing the scepter, Drizzt used its magical aura to guide him to the portal that it held open to the Prime Material Plane.⁷ Bruenor suddenly realized that his direction-tuned senses indicated they were climbing, while his eyes revealed that the bridge they had left curved overhead. The gravity of the plain was heavier than that to which they were accustomed. Apparently it was also distorted, making the plane seem directionless as well.⁸

To the companions' joy, they made one more discovery about Tarterus: it was round. Just as they reached the light marking the portal to their own world, they spotted a figure high overhead, Catti-brie, falling.⁹ Given time, strength, and good fortune, they eventually escaped Tarterus and destroyed both the Taros Hoop and its scepter so that neither could ever again be used to submit victims to such evil.¹⁰

Part Four:
The Western Heartlands



The Lands of Shadowdale

Thanks to Elminster the Sage and the many harpers and other wanderers who were drawn to this locale, much of the news of the Realms was known in Shadowdale; but, as with anywhere, the best-known tales were those that originated nearby, in the lands of the Sea of the Fallen Stars, also called the Inner Sea.

North of the Inner Sea and along the Dragon Reach lay a group of “civilized” lands with relatively stable economies. Cormyr and Sembia were two of a handful of nations in Faerun.¹ The Dalelands were much more loosely governed—with the members of each community and its immediate hinterland giving at least nominal allegiance to the locally selected “lord.”² The Dalefolk were an independent lot, but then so, too, were the Sembites and Cormyrians. The monarchies seemed more of choice or historic precedent than of any great power held by the kings.

The physical setting along the sea’s north shore lent itself to this political division into smaller governing units. Mountain ranges of varying heights snaked across the lowlands as if the bedrock had been of a soft fabric that crumpled in many directions as it slid over the underlying surface. Several ranges roughly aligned north to south along the eastern edge of Anauroch. At one time the ranges had been coastal cliffs holding back the water of the narrow sea. Later they performed a similar function in holding back the encroachments of the expanding desert and blocking the worst of the dry desert winds. The mountains instead captured the moist air from the Inner Sea.

The two ranges closest to the source of moisture had names attesting to this: the Storm Horns, west of Cormyr, and the Thunder Peaks (also known as the Storm-fangs), between Cormyr and Sembia.³ The rainfall they generated fed numerous streams and allowed the continued growth of forests and crops. Cormyr was known as the “Forest Country,” and the Dales were cleared areas that elves had allowed humans to cut into the vast woods of the Elven Court.⁴ Sembia had been settled longer and was virtually tamed, with few wild areas remaining, but it, too, was once extensively wooded. The soils and climatic conditions that had formerly supported trees were equally nurturing for crops.⁵

The mountain ranges beyond the Moonsea provided a similar protective barrier from the Great Glacier. The mountains were less beneficial to the land to the north, however. Damara, Narfell, and especially Vaasa received the full blast of the cold, dry winds that whistled south from the glacier. The mountains’ presence may have been one cause of the glacial lobe that extended far south from the Endless Ice Sea, farther than at any other location. The northern lands were only marginally habitable, composed of grasslands grading into tundra, with disrupted drainage resulting in marshes and strange flow patterns. As in Icewind Dale to the west and north, many people in Vaasa and (except in ancient times) Narfell were nomadic; the city-dwellers of Damara were drawn by

easily marketable products—gems and ores. The northern mountains were extremely rich. The most famous stones were the Galena Mountains’ bloodstones, and, predictably, the lure of swift wealth drew highly undesired attention.⁶

The area just south of the mountains was only slightly less wild and dangerous. As was often the case elsewhere, dragons, orcs, and other monsters made abodes in the ranges and so were a constant threat to nearby settlements. One city that fell prey to the monsters’ overpowering numbers was Phlan, on the north shore of the Moonsea. Gradually people attempted to regain the lost city and reextend their control.⁷ They occasionally were assisted by extraordinary feats such those of Shal of Cormyr, Tarl, and Ren—who not only achieved each of their personal quests but banished the evil power that had affected all three.⁸

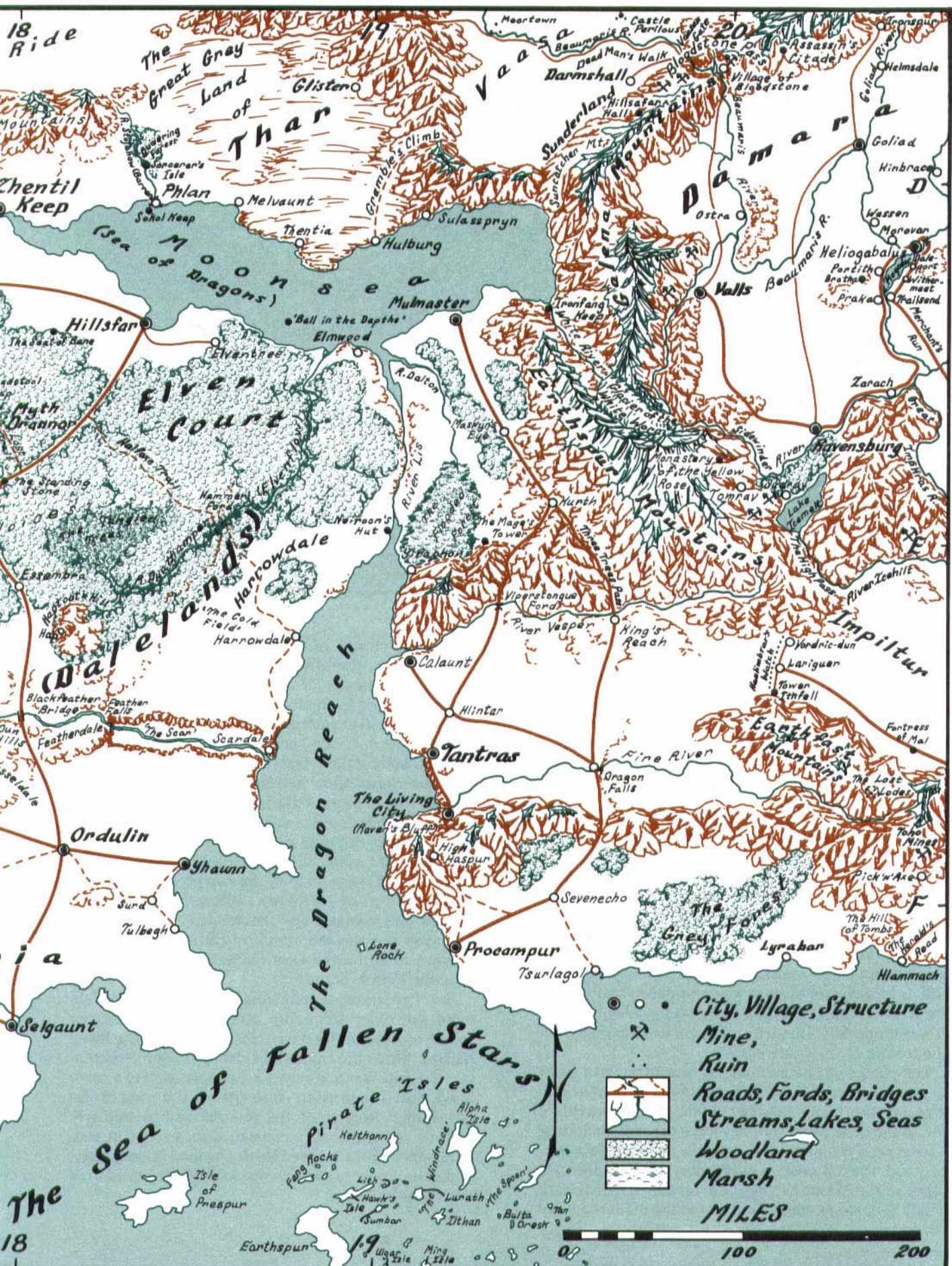
Other cities along the Moonsea also harbored evil. On the south shore, Yûlash was ruined but not empty.⁹ Zhentil Keep was so full of power-seeking factions that Bane, the God of Strife, selected it above all other sites to serve as home for his avatar.¹⁰ Even Myth Drannor, deep in the heart of the Elven Court, had been overwhelmed by a monstrous army and subsequently abandoned by the elves. It stood only as a dangerous and enticing ruin, its entryways guarded by the Knights of Myth Drannor, who attempted to warn the foolhardy.¹¹

In contrast to the deadly serious power struggles along the Moonsea, the lives of those farther south in Cormyr, Sembia, and the Dales seemed almost mundane. Yet ordinary lands could and did conceal extraordinary people. A simple innkeeper’s foster daughter sought her fortune elsewhere and discovered she wielded a deadly power worthy of Elminster’s training. An apprentice mage from Cormyr, a young cleric, and a former thief, each seeking to avenge a death, helped cleanse evil from ruined Phlan. A woman who seemed partially amnesic learned that she, too, had unknown magical powers, and after guidance in Shadowdale continued on to unwittingly awaken, then destroy, an ancient god.

All these ordinary yet extraordinary folk were known of in Shadowdale, but none were as important to the Realms as the strange foursome that arrived just in time to help defend that famous dale against Bane’s army. Their fame came not from that battle, however, but from a whole series of events during the Time of Troubles, in which they were caught up in the titanic struggle of the outcast gods. From Arabel to Shadowdale to Tantras to Waterdeep, the four were drawn almost unwittingly along a path that would help change the cosmography of all Faerun.

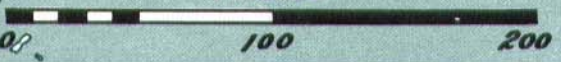


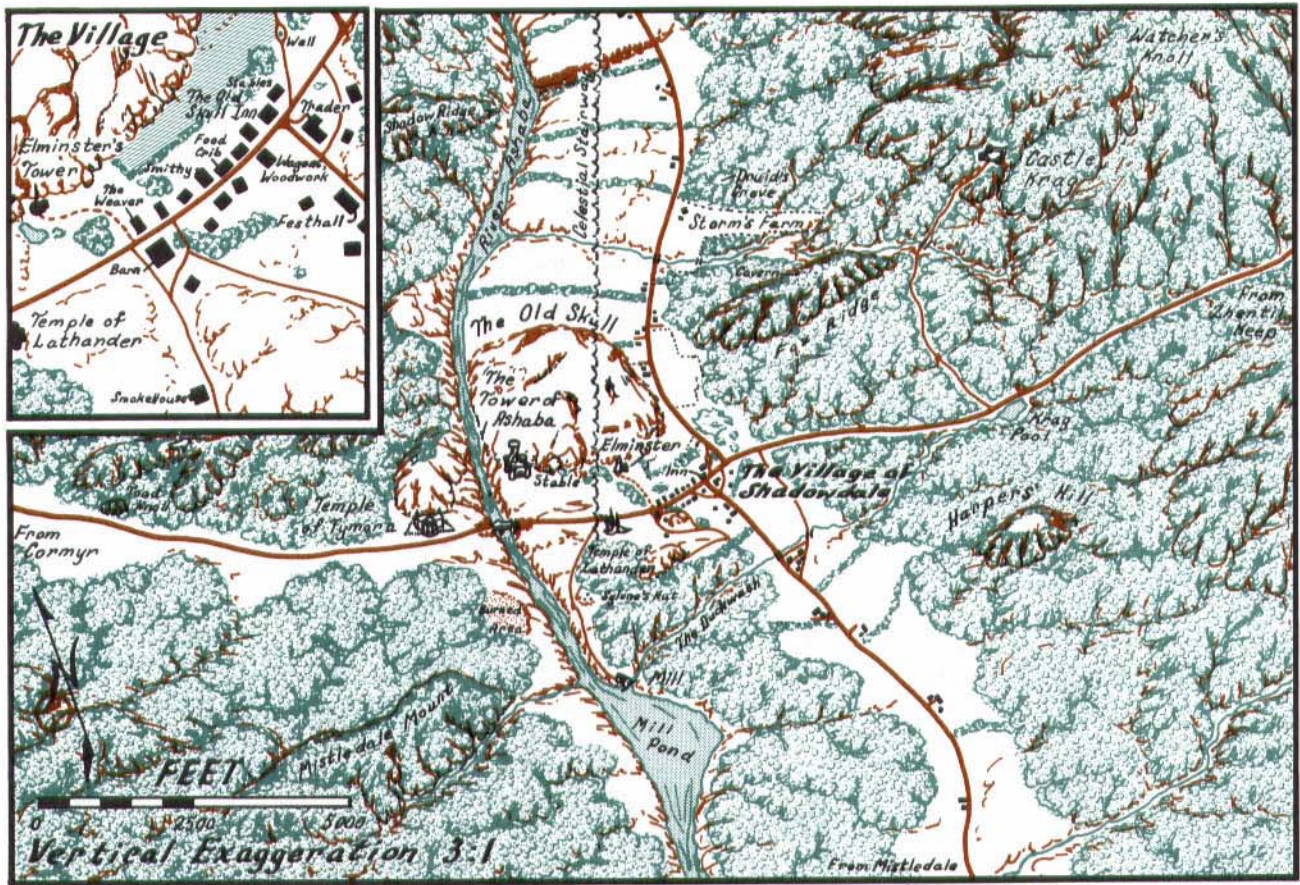
The Western Heartlands



- ○ ● City, Village, Structure
- ⌘ Mine, Ruin
- Roads, Fords, Bridges
- ▬ Streams, Lakes, Seas
- ▨ Woodland
- ▧ Marsh

MILES





Shadowdale

Shadowdale

The most famous area of the Dalelands was Shadowdale, often called simply “the Dale.” Tiny though it was, “Shadowdale was mentioned in more ballads, lays, and drinking songs than any other city in all the Realms.”¹ While the alleged causes of that fame are varied, the most obvious is the presence of Elminster, renowned in all Faerun as mage, sage, and authoritative chronicler of “Elminster’s Tales.”²

Shadowdale was nestled in a beautiful valley west of the Elven Court. Wooded knolls and ridges rose in a dozen places, and one great bald granite crag stood in the very midst: the Old Skull. From its top, and from Watcher’s Knoll farther east, one could look out over all of Shadowdale. The ancient Castle Krag had served as a lookout base.⁴ Another famous knoll was Harpers’ Hill, tryst place of elves, a place of peace and beauty from which one could look down on the village below. It was there that Shandril and Narm were brought for the testing of their powers.³

The village of Shadowdale lay along the road from Cormyr to Zhentil Keep, just east of the ancient bridge crossing the River Ashaba. Buildings and providers for all the most basic services were present, including a weaver, a wagon/woodworker, a blacksmith, a grocer and smokehouse, a well-known inn, a festhall, other miscellaneous shops, and, farther downstream, a mill. Two lesser roads intersected the main roadway

among the cluster of village homes and shops. One curved north, the other south, giving access to the nearby farmsteads of Shadowdale.⁶ One of these farms belonged to the Harper Storm Silverhand. Her cozy cottage lay among the trees that almost surrounded the cultivated area, and a murmuring creek bubbled among the woods on the south.⁷

As the cleric Adon looked out over the village, it seemed there were temple spires “all around the town,” but there were really only two: the Temple of Tymora, Lady of Luck; and the Temple of Lathander, Morninglord.⁸ Adon, a cleric of Sune, spent agonizing times in both those temples; he was present just after the slaughter of Tymora’s followers and helped cleanse the temple, and he helped Midnight and Elminster prepare the Temple of Lathander for Bane’s attempt to reach the Celestial Stairway, which rose near the temple doors.⁹

The two most famous buildings in Shadowdale were far older than any others. The fortresslike Tower of Ashaba stood east of the bridge of the River Ashaba, while the humble fieldstone tower of Elminster the Sage was just across a meadow, next to a small pond, and was pressed close against the edge of the Old Skull.¹⁰ Neither of the towers was particularly high or of noteworthy construction, except in jest. Elminster’s tower seemed to be a heaped hodgepodge, while the Tower of Ashaba was jokingly referred to as the “Twisted Tower.”¹¹

The Tower of Ashaba

Legend reported that the Tower of Ashaba was raised by “an evil power, which reached up from the Depths Below.”¹ Later the tower was held by drow elves during the final retreat to their subterranean realms. Consequently, the access cave was still present in the lower level of the tower but was barred by “three locked, spiked doors” and was magically warded. The passage to those doors was filled with rubble.² Only the crypts, dungeons, library, and assorted storerooms were still used.³

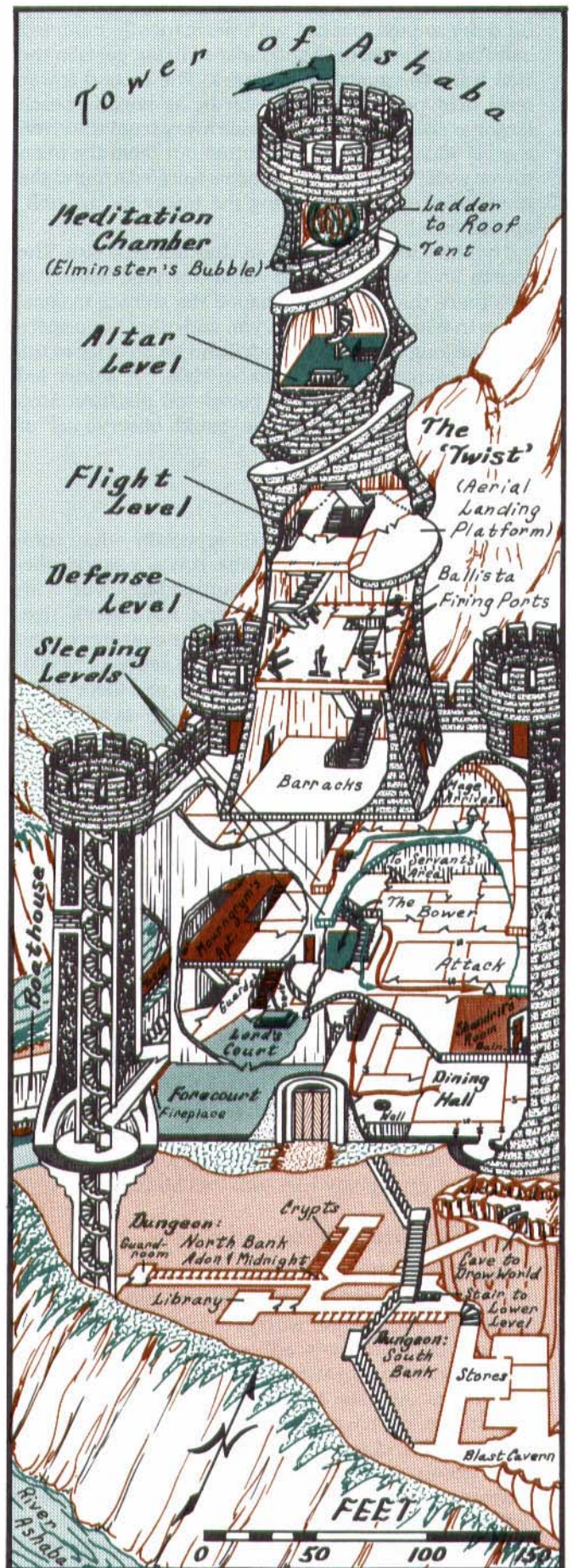
The bulk of the tower was a rectangular block of stone from which the true tower arose. The massiveness of that lower portion gave the building its squat, fortresslike appearance.⁴ The ground floor was devoted to public rooms and guard and servant areas. Great double doors opened on a grand entry hall. Court and audience functions were on the left, feasting on the right, and guards’ and servants’ rooms at the back of the building. From the servants’ common room one could enter a storeroom passageway leading to a boathouse on the Ashaba and giving secret access to the treasury, the lord’s bedroom, the outside, and the hidden dungeon stair used by Cyric.⁵

The ceiling of the forecourt soared one hundred twenty feet overhead.⁶ In a corner to the right of the door a minstrel/guard gallery overlooked the floor below.⁷ Arched doors opened from the forecourt to the lord’s court and audience chamber. The side walls narrowed toward the lord’s dais, which contained two black marble thrones.⁸ Three doors exited near the dais, one to a room that held reserve guards, the second to the hall from the servants’ and guards’ rooms, and the third to a private stair that led to the lord’s apartment. Other stairwells were present on the first level. Three led underground, one a small kitchen stair to cellar stores and two—one secret—leading to the dungeons. The other three ascended to the second level: a back one for the servants and guards, a secret one to the treasury, and a main one leading to the guest and staff rooms.⁹

The second level was devoted to sleeping chambers for both honored guests and staff. At least two of the guest rooms had a window, and each of the ladies’ rooms had a private wardrobe.¹⁰ The sleeping rooms were intermixed with lounge areas, such as “The Bower.” The lord’s apartment had a private lounge/office, which was sometimes used as a private audience chamber.¹¹

Two additional sublevels above the second floor held lesser sleeping rooms.¹² Kelemvor, Cyric, Adon, and Midnight would have been housed in one of these upper levels, as there were too few guest rooms on the floor below. Shandrill, however, had been given one of the second-level chambers, for when the mage of Zhentil Keep teleported into a linen closet on the “third” floor, he descended a level to find her.¹³

The lowest tower level was a barracks and power-



The Tower of Ashaba

ful defense post, packed with permanently mounted ballistae in the corners and tapered firing ports in the side walls for guards with bows. The second tower level held pens for carrier birds, as well as much larger aerial mounts. On the side away from the river, a covered landing platform jugged out from the main tower wall.¹⁴ A series of platforms spiraled around the tower above this one, giving the tower its "twisted" appearance.¹⁵

The third level contained an altar but little else. The fourth level was designed solely for meditation.¹⁶ It was there that Elminster shaped the shining magical dome in which he, Mourngrym, and other counselors held the long vigil with Shandril and Narm prior to the couple's departure from Shadowdale.¹⁷ A ladder led through a trapdoor to the parapeted platform atop the tower, from which one could observe all of Shadowdale.¹⁸

Elminster's Tower

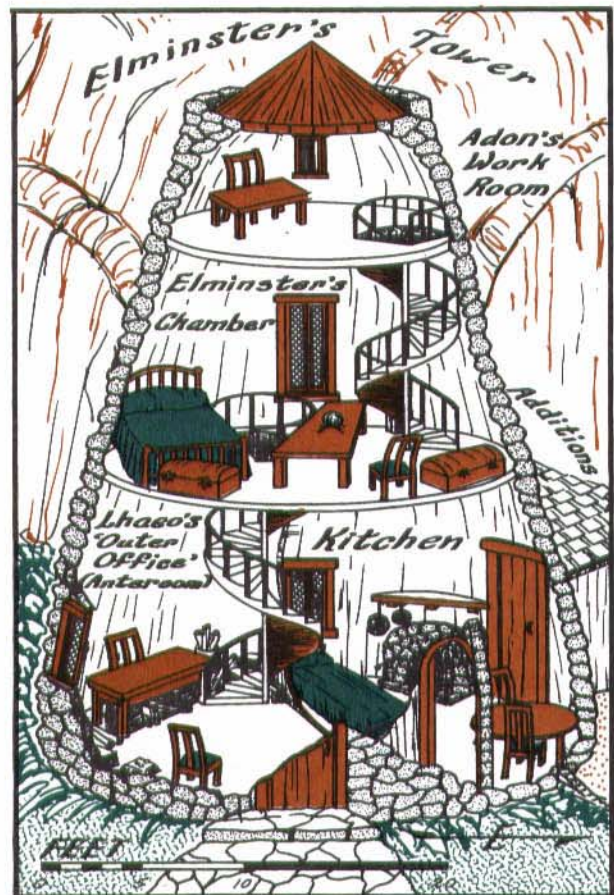
Elminster's tower was small, especially when compared with the Tower of Ashaba. It was a single vine-covered structure with no outbuildings but with numerous lean-tos added during Elminster's five-hundred-year occupancy to hold his ever-increasing accumulation of records and magical artifacts.¹⁹ Fieldstones were used in the construction, and there was a plain wooden door that opened inward—as Kelemvor discovered when he nearly fell inside.²⁰

The base of the tower held the scribe Lhaeo's "outer office" and the kitchen, with its small cooking hearth and Lhaeo's cot.²¹ A rickety, curving stair climbed to Elminster's chamber. A large table occupied the center of the chamber, with a crystal sphere suspended above it. A "very solid and cozy" bed rested against one wall, and assorted clothes chests stood among the scrolls, records, and maps that filled every available space—just as they had downstairs.²² A window opened opposite the head of the stair.²³ To one side, a much smaller stair curved overhead, climbing to the tiny room in the tower's top level, where Elminster set Adon to reading "volume after volume of lore."²⁴ Few in Shadowdale ever saw beyond Elminster's front door, but Narm and Shandril lived in the tower after the attack on them in the Tower of Ashaba.²⁵ Akabar got no farther than the downstairs anteroom, but Elminster grudgingly had admitted Midnight.²⁶

The Old Skull Inn

The Old Skull was a sturdy timber-and-stone inn three stories high.²⁷ The inn stood on the main road, just at the intersection with the road from Mistedale and not far from the road leading north. Stables sat just behind the innyard on the east side.²⁸

The taproom filled about a third of the ground level; the kitchen, pantry, and work and store rooms took another third; and three sleeping rooms reserved for invited guests occupied the remainder. The two upper floors contained twenty-six more sleeping rooms, each with a unique design.²⁹ Malark, archmage of the Dragon Cult, took "The Horns," a second-story room off the innyard with its window partially concealed in the



Elminster's Tower

shadows of the stable. This allowed him magical access to his room.³⁰ Alias, Akabar, and Olive rented "Warm Fires," "Onyx," and the "Green Room" on the third floor, as Alias had been told those were the best.³¹

The Temple of Lathander

The Temple of Lathander was vital during the defense of Shadowdale during the Time of Troubles, for Elminster correctly surmised that Bane would attempt to climb the Celestial Stairway just outside the temple, and the subsequent destruction would level Shadowdale. Only by magically preparing the temple could the forces be drained away, saving the village.³²

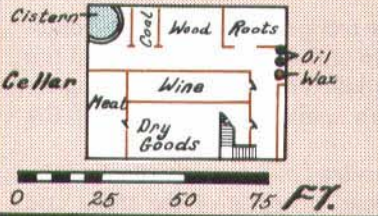
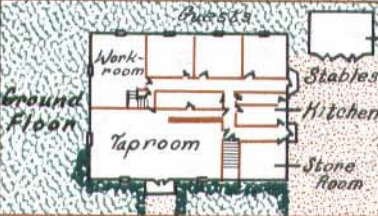
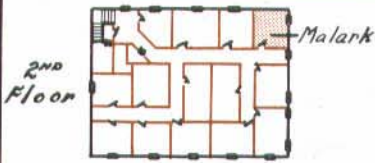
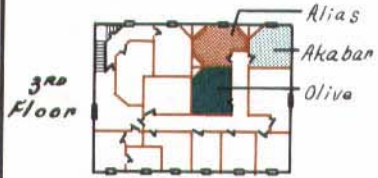
The temple of the Morninglord "had been constructed in the form of a Phoenix, with huge stone wings rising up on either side of its gate. The wings curved and became turrets."³³ Before Bane's arrival, windows toward the Celestial Stairway were opened and those away from it were nailed shut. The huge double doors were opened into the great hall, which had been cleared of the worshipers' benches.³⁴

When Bane arrived, Elminster and Midnight stood within that hall, weaving the spells that burned the Celestial Stairway. Bane's avatar should not have been able to enter the temple without traversing the mages' massed energies, but Adon had left one final, third-story window unsealed.³⁵ Through it Bane passed, and in the ensuing spell-casting against Elminster a great rift split the temple. Elminster fell, and the temple exploded into ruins moments after Midnight and Adon fled.³⁶ It seemed to be Elminster's end.

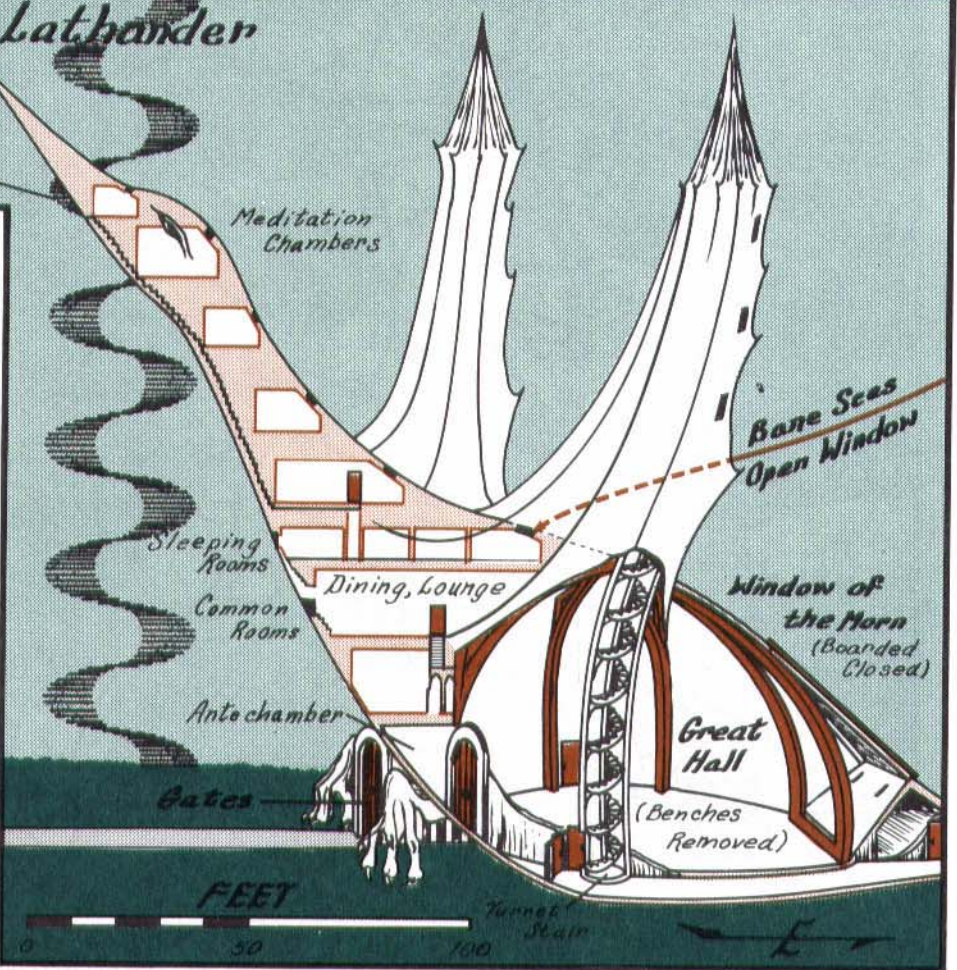
The Temple of Lathander

Celestial Stairway

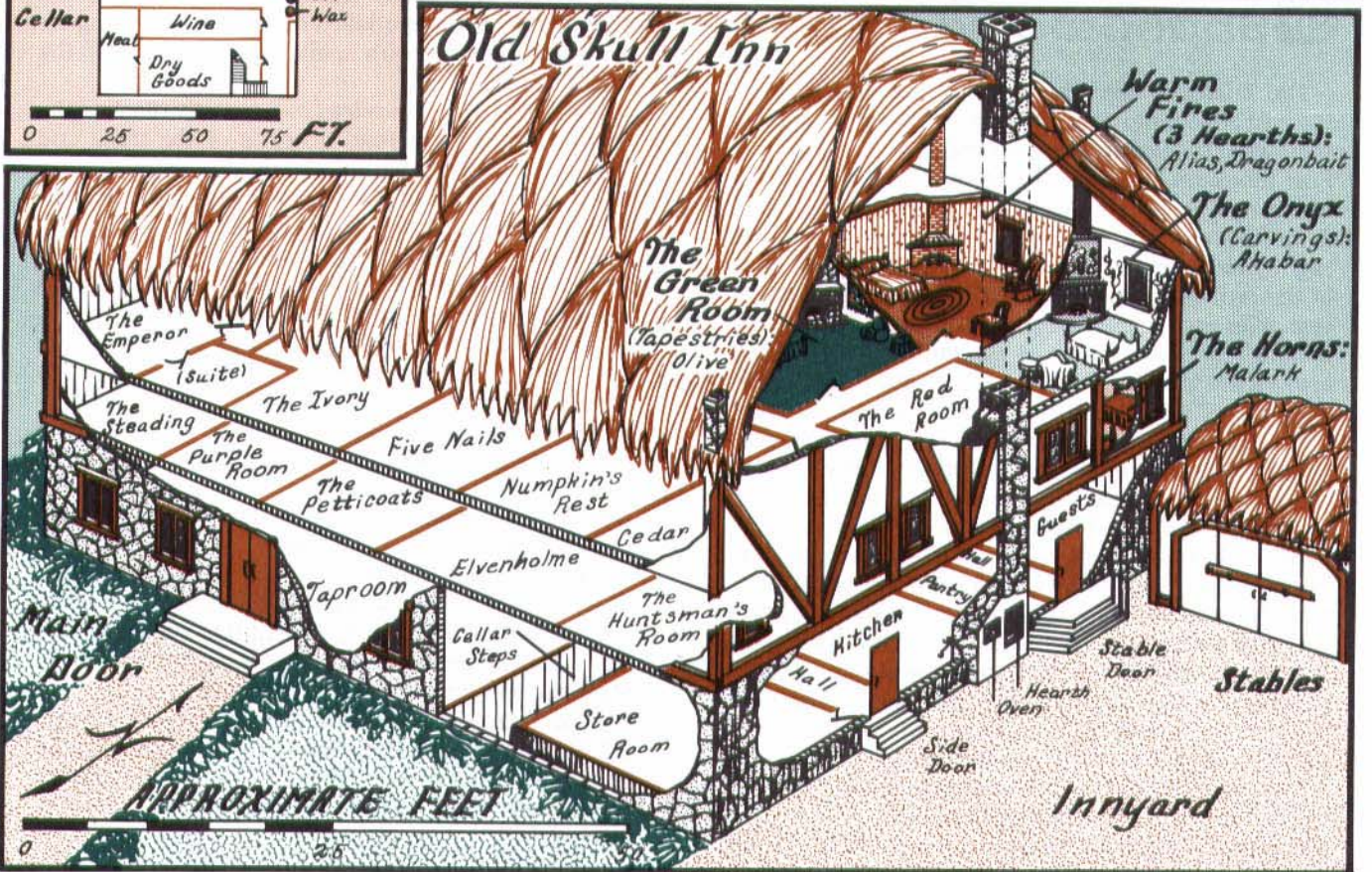
Old Skull Inn



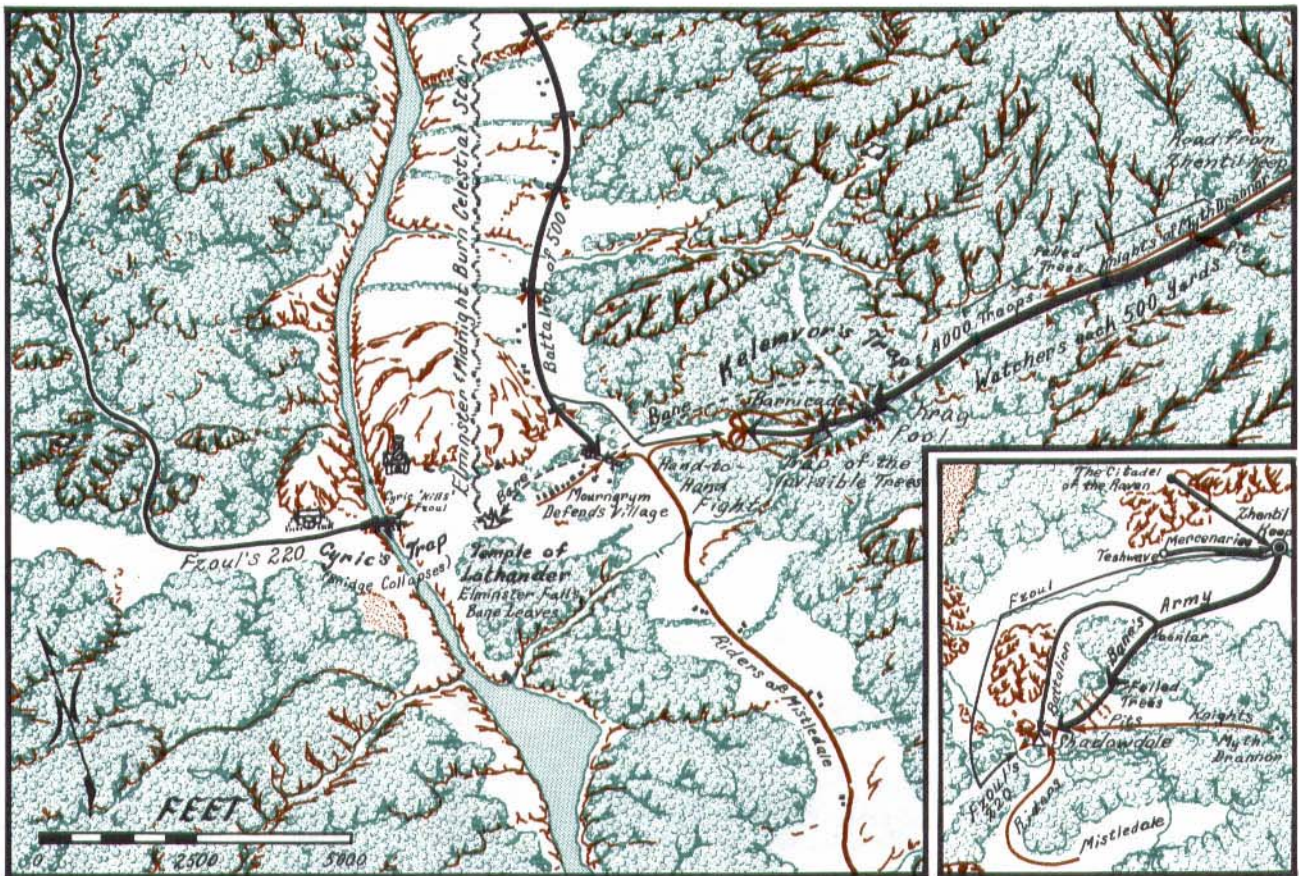
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Old Skull Inn



The Temple of Lathander and the Old Skull Inn



The Battle of Shadowdale

The Battle of Shadowdale

The Zhentilar used three routes into Shadowdale: the east road from Zhentil Keep via Voonlar, the farm road from the north, and the west road from Cormyr. Five thousand troops faced fewer than a third that number of defenders.¹ More than four thousand came from the east, five hundred from the north, and slightly more than two hundred from the west.² Most of the army encountered the first line of defense several miles east of the village, at a tangle of felled trees. Behind that was a series of camouflaged pits. Bane's army spent the night clearing paths, but by dawn the troops were nearly to the main barricade at Krag Pool.³

Krag Pool was the focal point of the eastern defense. Hundreds of Zhentilar were felled by arrows during the hour-long attempt to breach the barricade.⁴ A wall ten feet high and twenty wide had been made by piling rocks from the ruined Castle Krag.⁵ As a final reinforcement, wagons had been upturned against it.⁶ Bane himself oversaw the attack, forcing the direct crossing regardless of his troops' lives. When all seemed assured, he left Knightsbridge and the wizard Sememmon in charge and headed west to the next stage of his attack. He was absent, therefore, when the defenders' true trap was sprung.⁷

A hundred yards past the barricade were fifty great trees that had been roped trunk to trunk, cut so they were just ready to topple, and made invisible. When

the surviving Zhentilar troops passed, a brave volunteer started the collapse of the trees and a third of the Zhentilar troops were killed or injured.⁸ Burning arrows and Sememmon's spells opened much of the road's blockage.⁹

A battalion of five hundred had secretly reached the north-running farm road. In spite of the traps and ramparts erected at various farms, this group quickly reached the heart of the village.¹⁰ The movable haybale walls on each side of the main road were small deterrents.¹¹ The defenders serving under Kelemvor discovered enemies all around, and the carefully laid plans were discarded for hand-to-hand combat.¹²

Lord Mourngrym might have found himself in similar straits if the plan in the west had failed. When Lord Fzoul started his cavalry over the river, defenders under the bridge pulled out logs that had been jammed in place of the keystones, causing the center span to collapse. Fzoul and a score of warriors reached the tower side of the bridge. All except Fzoul were killed by Cyric and his men.¹³

When Bane left the eastern front, he found himself faced by Mourngrym and probably would have killed him but for the brave assistance of Hawksguard and a sight that captured the god's attention.¹⁴ The Celestial Stairway was burning.¹⁵ After both the Celestial Stair and the Temple of Lathander were destroyed, the god left Shadowdale, abandoning his army to its own devices.¹⁶ The Riders of Mistedale and the Knights of Myth Drannor turned the tide, and the Zhentilar retreated.¹⁷



The Tale of Spellfire

One of the first tales of the Realms was of Shandril Shessair, who left her home in Deepingdale to seek adventure—and got more than she expected.

Mirtul (May):

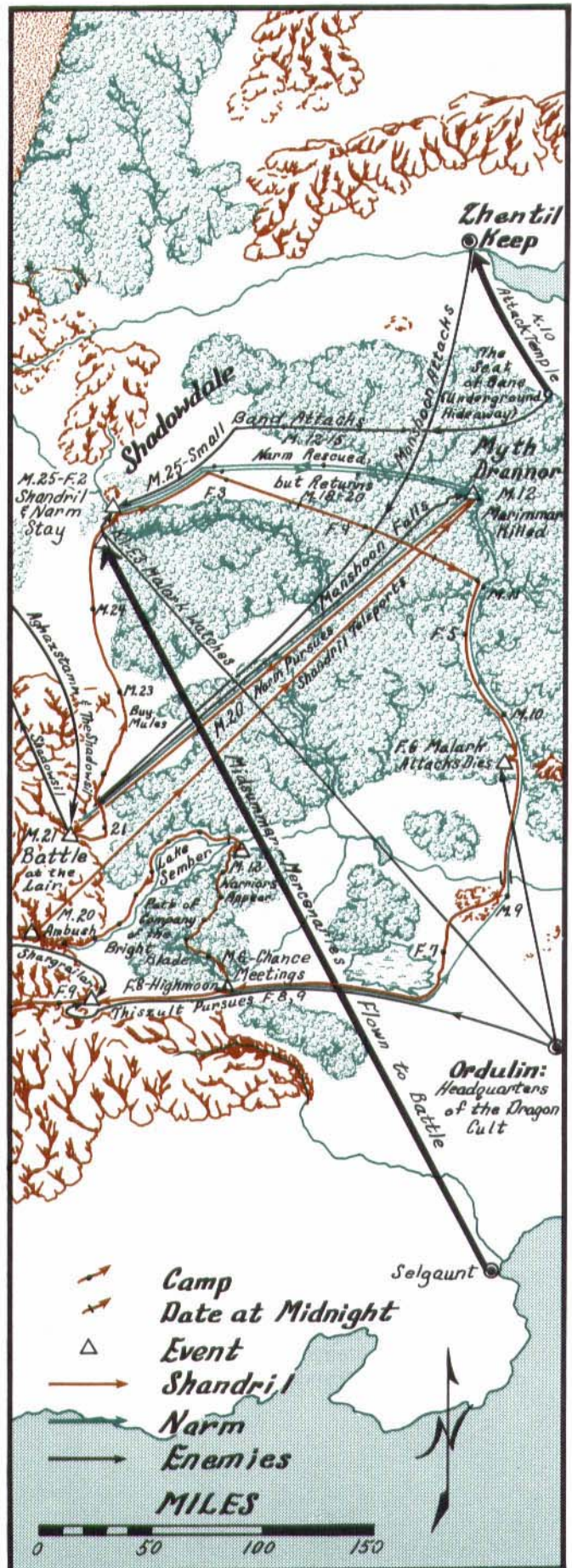
- 6 Chance meetings at The Rising Moon. The Company of the Bright Spear; Mage Marimmar "the Magnificent" and his apprentice, Narm Tamarath; and Storm Silverhand and Sharantyr of Shadowdale all are present in Highmoon. Shandril leaves to join the company.¹
- 12 The company camps by the Semberflow and is surrounded by warriors who retreat when Elminster and Florin suddenly appear.² Marimmar and Narm reach Myth Drannor, are turned away by two knights, but enter by another route. Marimmar is killed by devils, and Narm is rescued by two other knights.³
- 15 Narm is brought to Shadowdale and given permission to return to Myth Drannor.⁴
- 13-20 The company trails the warriors west.⁵
- 20 Ambush in Oversember Vale.⁶ Shandril unwittingly teleports to Myth Drannor, is recaptured by the Shadowsil of the Dragon Cult and is teleported to Rauglothgor's lair for sacrifice.⁷ Narm reaches Myth Drannor, sees Shandril being taken, and gathers Knights to follow. Narm and Shandril are trapped in the partially collapsed lair. Shandril discovers the "balhiir."⁸
- 21 Battle. The energy of the broken balhiir awakens Shandril's spellfire, and she destroys Rauglothgor.⁹ The Shadowsil and the dracolich Aghazstamm are also killed.¹⁰ Manshooon, Lord of Zhentil Keep, senses the Shadowsil's death and flies in revenge but is forced to flee. He falls over Myth Drannor.¹¹
- 25 The rescue party returns to Shadowdale with Shandril and Narm. A band of Bane's followers attack the Twisted Tower but are defeated.¹²
- 26 Late evening: Narm's and Shandril's powers are tested.¹³

Kythorn (June):

- 1 Meeting in the Twisted Tower to report the couple's progress, and to warn that the spellfire will draw battle to Shadowdale.¹⁴ An agent of Malark of the Dragon Cult attacks Shandril and Narm. Ilthond of Zhentil Keep also appears in the tower. Shandril injures both.¹⁵
- 10 Forces of the Imperceptor of Bane attack Zhentil Keep but are destroyed. Sememmon of the Zhentarim resolves not to capture Shandril until she leaves Shadowdale.¹⁶

Flamerule (July):

- SD: Midsummer
- Marriage of Narm and Shandril. Mercenaries hired by the Dragon Cult attack during wedding but are repulsed.¹⁷
- 1-2 The Dragon Cult and Zhentarim both decide to set watchers on Shadowdale to learn if and when Shandril and Narm depart.¹⁸ The leaders of Shadowdale discuss plans with the couple.¹⁹
- 3 Shandril and Narm leave Shadowdale.²⁰
- 6 Sememmon discovers Fzoul is alive, as is Manshooon. Manshooon stops pursuit of Shandril.²¹ Malark attacks Shandril and Narm's campsite but is killed.²²
- 8 Shandril and Narm reach Highmoon late in evening.²³
- 9 Thiszult of the Dragon Cult begins pursuit. Shandril dreams of the pursuit and leaves the inn with Narm. Shargrail the Dark flies after Shandril. Delg appears at the inn and follows Shandril as a protector.²⁴ Battle on the road. Shargrail destroys Thiszult and burns Narm. Shandril and Delg fell the dracolich. Shandril heals Narm.²⁵
- 10 Shandril, Narm, and Delg pass west through Thunder Gap.²⁶





The Rising Moon

When Garthond Shessair and Dammasae the Incantatrix died, their infant daughter, Shandrill, came under the care of their good friend, Gorstag. The warrior had returned to Highmoon in Deepingdale and refurbished and reopened his fathers old inn: The Rising Moon.¹

It was a good inn, warm and cozy. It stood just north of the East Way running between Cormyr and Orduin, half a mile west of Highmoon and close enough to Glaemril, the Deeping Stream, for Shandrill to fetch water.² Inside the inn gate was a yard with stables on the right and an inn on the left.³

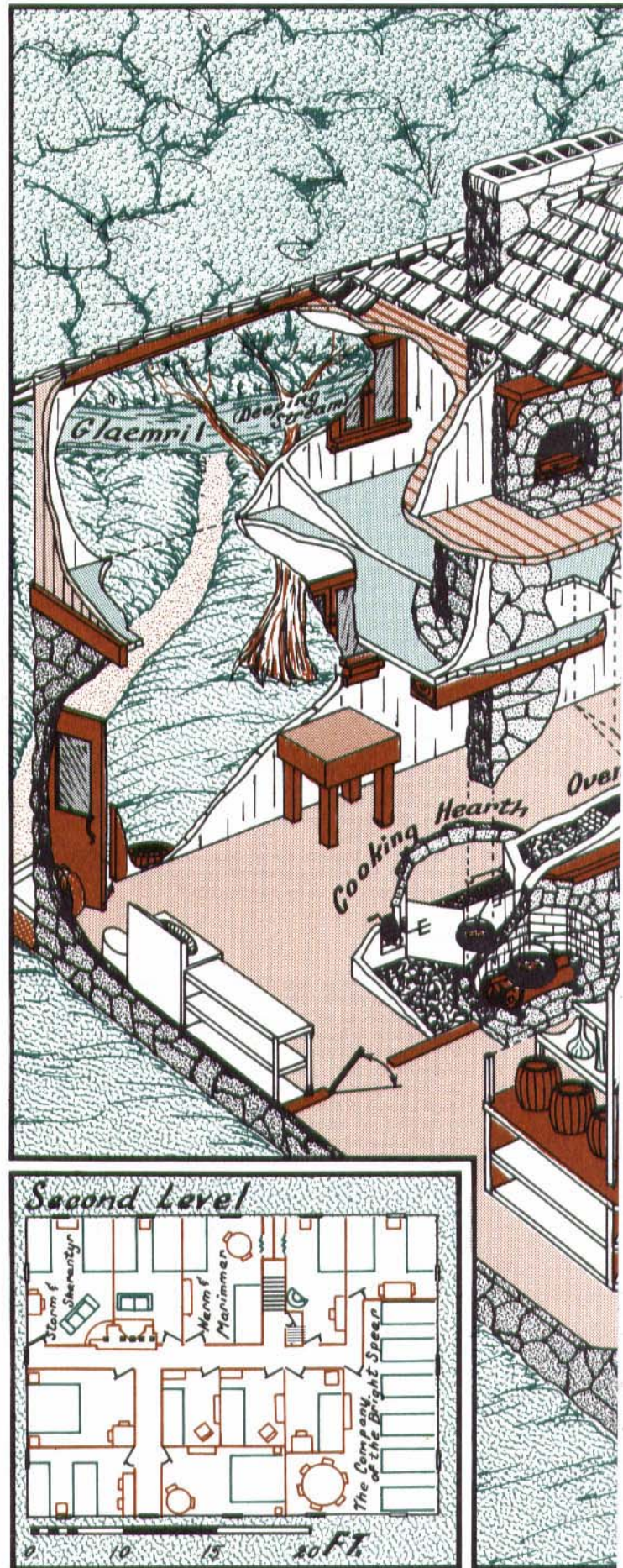
The door of the inn opened directly into the taproom.⁴ Huge ceiling beams ran the length of the room, supporting the low ceiling and the sleeping rooms above.⁵ Two doors exited the room; opposite the entrance, a relatively dark passageway led to the stairs, while the door to the kitchen was in the corner to the left.⁶ The hearth broke the wall between the two, sharing the chimney chase of the kitchen hearth. Along the left end of the taproom, the bar was conveniently accessible to bring wines and ale barrels from the cellar via the kitchen stairs.⁷

The bar area was semienclosed above as well as below. The tapped casks were reachable for the patrons to refill the attached traveling kegs. Above the casks stood myriad bottles, and on the wall above those was Gorstag's great two-handed broadaxe. At the top hung the inn's emblem, the silver crescent moon.⁸

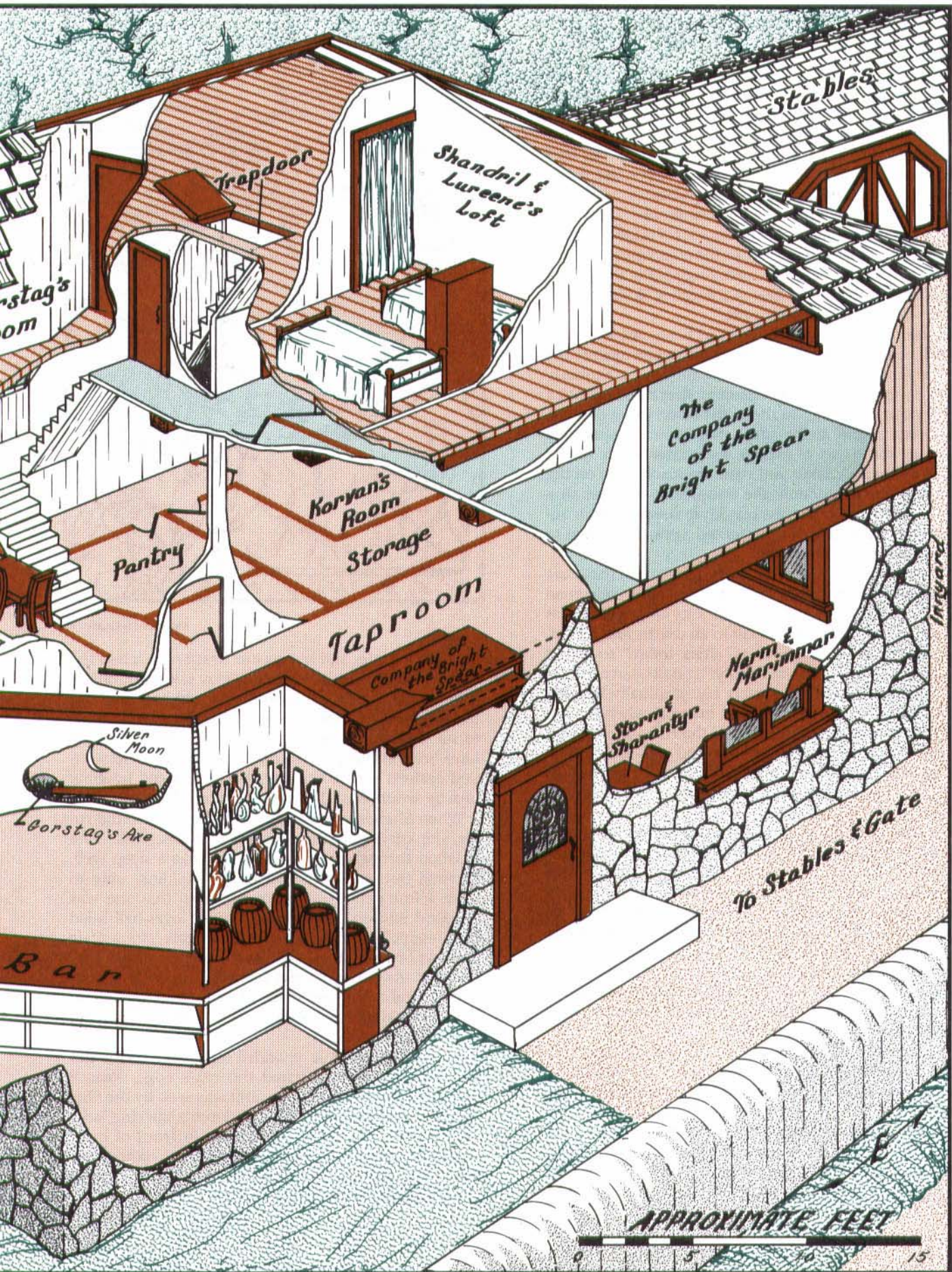
The kitchen was immediately adjacent to the taproom and filled the back corner of the inn. A door exited on the far wall, and another entered directly into the passage to the stairway.⁹ The cooking hearth, with its warming shelf, fowl spit, and stew hooks, was on the inner wall. A cutting board was on the back.¹⁰ A stone sink and a small table, where Gorstag and his workers ate, were conveniently placed among the storage cupboards.¹¹ The cellar stair descended from the back kitchen corner.¹² The rest of the main floor was storage and pantry space, plus a tiny sleeping room for Korvan, the cook.

The second level was totally filled by rooms for the paid guests. The Rising Moon was smaller than the Old Skull in Shadowdale, with about half the number of rooms. One of those was large enough to house all six of the Company of the Bright Spear.¹³

From the second level a narrow stair climbed to the trapdoor entrance of the attic.¹⁴ Two rooms had been closed off in the attic: a regular bedroom for Gorstag and a tiny curtained loft shared by Shandrill and Lu-reene, the serving girl. The rest of the attic was used as storage for items such as the trunk Gorstag dragged over the trapdoor.¹⁵



The Rising Moon



Shandril's Capture

At Lake Sember, the Company of the Fire Knives found themselves surrounded by a score of warriors, but the sudden appearance of Elminster and Florin forced a retreat. The company decided to follow the warriors, both for caution and for treasure.¹ The trail led west into the Thunder Peaks. After a last rocky rise, they passed between two pillars of rock: the "Gates of Doom," entrance to Oversemer Vale.²

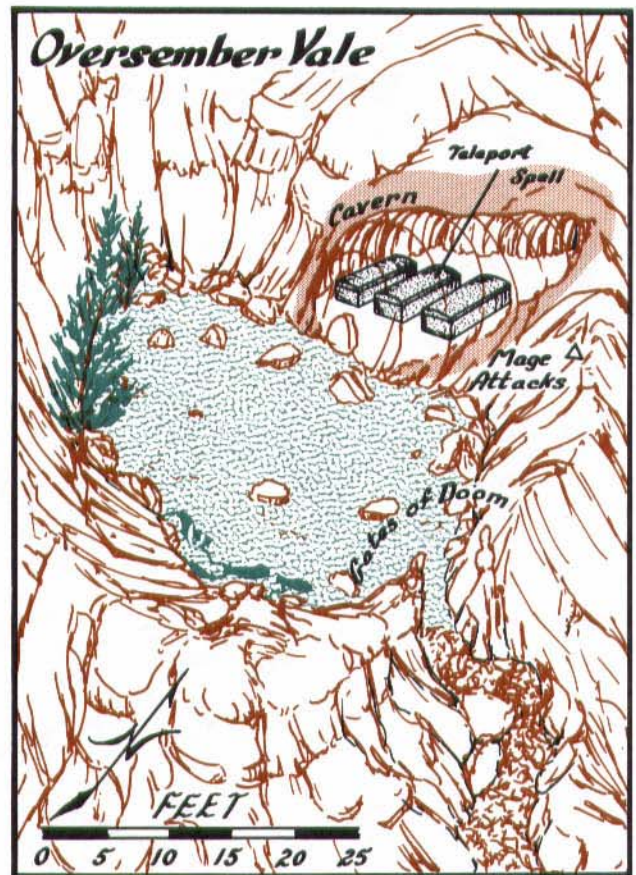
Oversemer was a small, boulder-studded, grassy dell. Little pools of water lay to the company's left, and a line of stunted, scraggly trees hugged the steep rock face on the northwest side of the valley. Suddenly the party was attacked in earnest.³

When Shandril awoke, she had been carried into a small cavern in the vale. She was propped against the stone that had been rolled across the cavern's mouth. The cavern was a single chamber that narrowed to a crevice at the back.⁴ In the midst stood three caskets, the center one giving off a pale glow. Desperately seeking some way of escape, she pushed aside the lid of the glowing casket and read the inscription on the skeletal hand. Suddenly she was elsewhere.⁵ Her situation was worse, but she quickly passed through another portal and was transferred again—this time to legendary Myth Drannor.⁶

Myth Drannor had been the trading city at the heart of the Elven Court. All good races had been welcomed there, so the elves called it the "City of Love." It was the epitome of the elven skill in all crafts, and it "outshone the most splendid of cities today," so bards named it "The Towers of Beauty."⁷ It had been overrun a millennia before, and parts had gradually become overgrown by the thick woods, but only when the last of the elves had ceased to guard the ruins a few years earlier had the city become infested with evil.⁸ Doust of Shadowdale had relinquished his lordship in order to form the Knights of Myth Drannor to patrol near the city.⁹

Myth Drannor was constructed among the trees, and even in the forest's heart the woods had been preserved. Most of the settled area lay between two streams, one of which was dammed to form a fairly large lake south of the buildings. The Meadow, an open area east of the lake, still remained after a millennium of growth, as had the two other natural clearings.¹⁰ The gracefully curving but interconnected avenues of the city and the high, arching bridges had made access easy until the ruin of centuries had strewn rubble in the streets.¹¹

Even with no knowledge of the city's history one could discern some of the important locations. A large triangular building at a six-way intersection serving all parts of the city probably was the trading center. A three-winged, tree-encircled palace two blocks away was conveniently adjacent to the multitowered governmental building. Other large structures would have been temples, libraries, warehouses, and

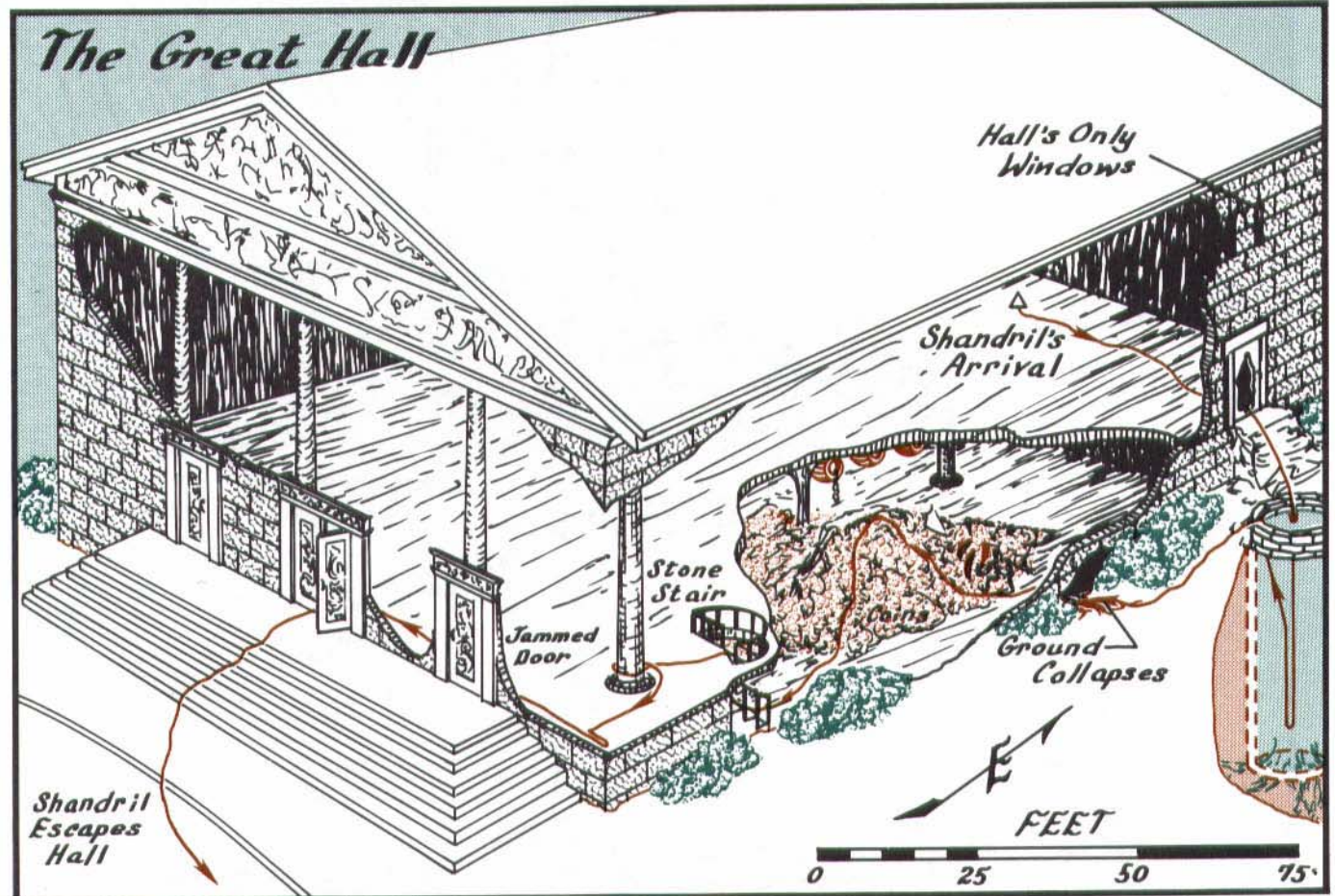
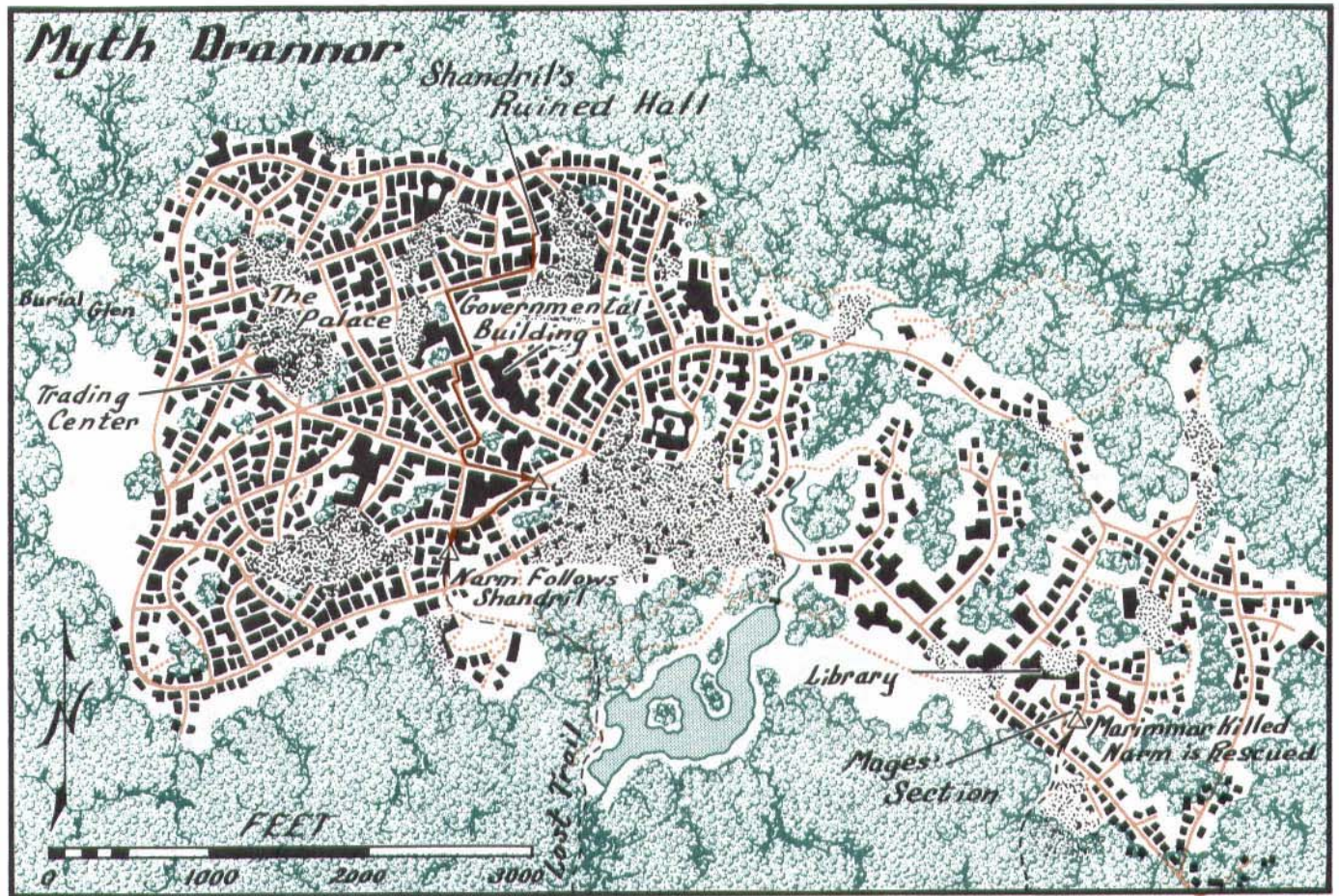


Shandril's Capture

theaters.¹² Narm and his master first approached the ruins from the southeast and quickly saw the multiple towers that Marimmar assumed would have marked the mages' dwellings.¹³ Given the tendency for mages to set themselves apart, the towers probably would have been in the quiet wooded area near the less-settled eastern end of the city. A multiwinged building nearby would have been a school or a library.¹⁴

When Shandril was magically teleported to the ruins, she knew only that she was in a great hall.¹⁵ She crashed through a small door, fell into a deep well, climbed out, and returned to the building, only to have a foundation section collapse so that she was dumped into an equally large lower level hall filled with coins.¹⁶ At the far end, a delicate stone stair climbed back to the upper level. Only two high windows lit the room, so she felt her way to the front wall, found a jammed door, then another farther to the right, which she could open.¹⁷ She had escaped, but into more chaos.

For twenty minutes, Shandril scrambled south and still had not quite reached the city's edge. Near a wasteland of rubble she saw and was seen by the Shadowsil. Fearfully, Shandril fled down a curving lane, only to have the cultist materialize in front of her.¹⁸ Just as Narm returned to the ruined city via the Lost Trail from the south, he saw the Shadowsil forcing Shandril downstairs to yet another portal.¹⁹



Rauglothgor's Lair

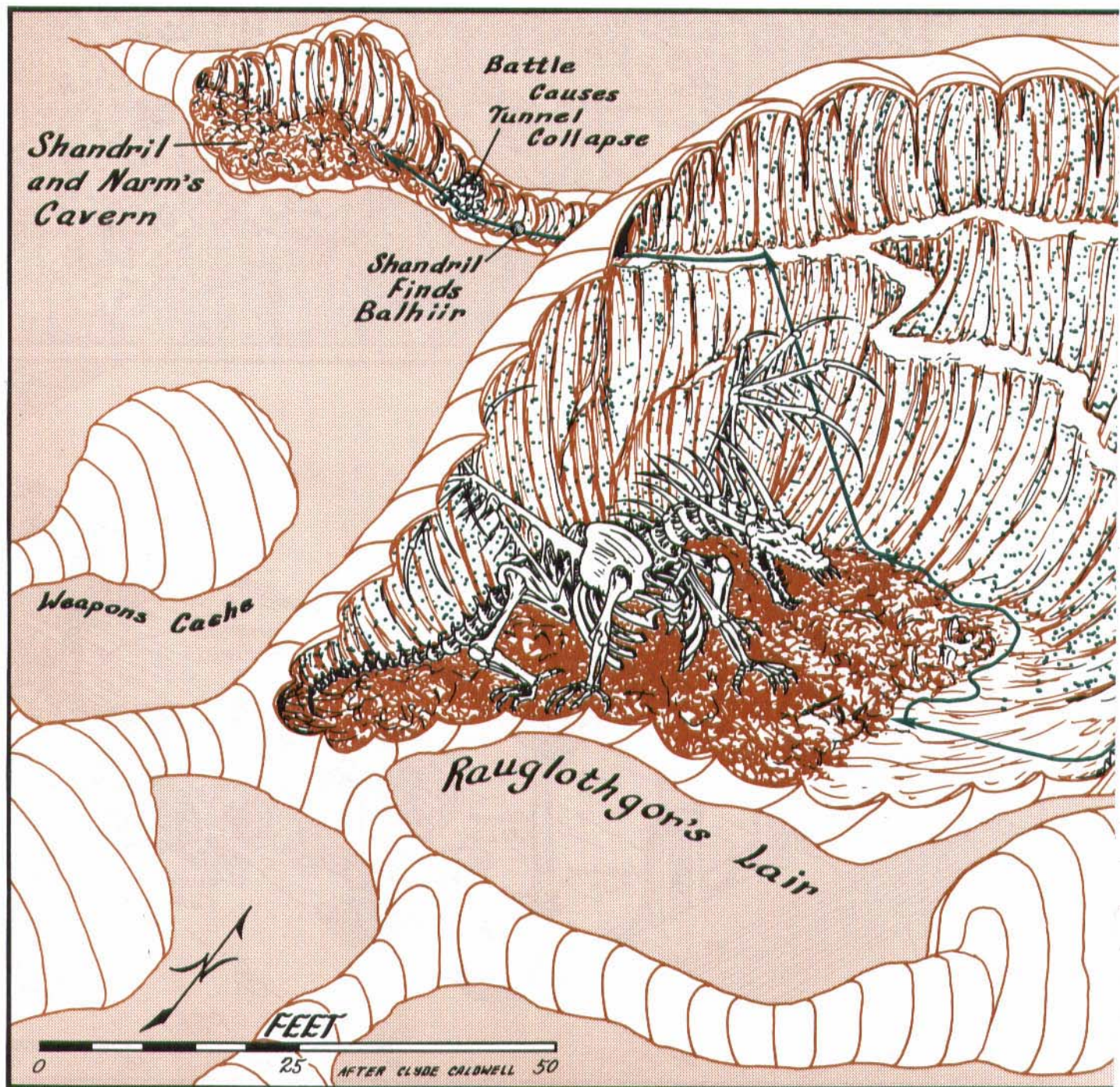
As suddenly as Shandril had left the Thunder Peaks, she reappeared there—only slightly north of Oversemer Vale.¹ The Shadowsil had brought her to the Tower Tranquil, gateway to the cavern of a dracolich, Rauglothgor.²

Tower Tranquil stood atop a rocky spur and once had been home to the mage Jhavanter of Highmoon and his assistant, Garthond Shessair, and headquarters for their battle against the cult. After Garthond's death, Gorstag returned to the tower to retrieve some of Shessair's things and discovered that the Dragon Cult had blasted into the cellars and created great caverns.³ The portal used by the Shadowsil, and later by Narm and the

Knights of Myth Drannor, may well once have served Shandril's father.⁴

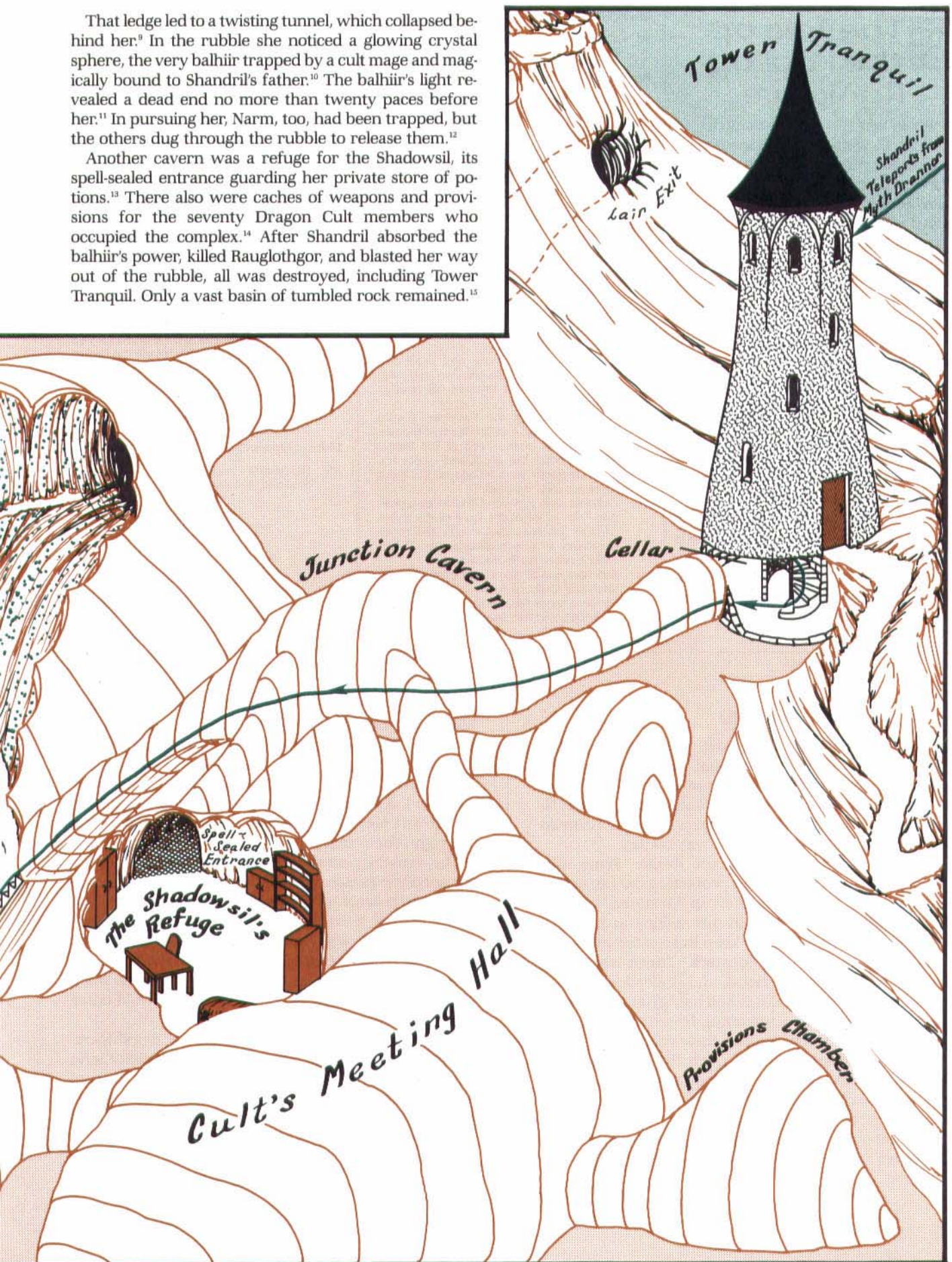
Shandril and the Shadowsil passed through a stone passage "scarred with tool marks."⁵ The passage became a sharply descending ramp that entered a cavern with several passageways. The tunnel continued to stairs that ended inside a gem-studded cavern.⁶ At the lowest reaches of the cavern was the treasure-hoard bed of the skeletal Rauglothgor.⁷

The cavern had human and natural formations. The local bedrock was of extremely soluble limestone, and in the grotto stalactites had already begun forming, resulting in the "toothed ceiling" Shandril found overhead as she crept along a ledge that she had reached using Torm's spell.⁸



That ledge led to a twisting tunnel, which collapsed behind her.⁹ In the rubble she noticed a glowing crystal sphere, the very balhiir trapped by a cult mage and magically bound to Shandril's father.¹⁰ The balhiir's light revealed a dead end no more than twenty paces before her.¹¹ In pursuing her, Narm, too, had been trapped, but the others dug through the rubble to release them.¹²

Another cavern was a refuge for the Shadowsil, its spell-sealed entrance guarding her private store of potions.¹³ There also were caches of weapons and provisions for the seventy Dragon Cult members who occupied the complex.¹⁴ After Shandril absorbed the balhiir's power, killed Rauglothgor, and blasted her way out of the rubble, all was destroyed, including Tower Tranquil. Only a vast basin of tumbled rock remained.¹⁵





The Tale of the Pool of Radiance

Phlan was the most ancient city on the north shore of the Moonsea. It had been settled a thousand years before, was abandoned, and was being slowly rebuilt again.¹ Beyond the enclave of "Civilized Phlan" ruled the Lord of the Ruins, Tyranthraxus, the great possessor, in the host form of a dragon. In his new home of Valjevo Castle, he had corrupted the magical force of the Pool of Radiance.²

Deaths caused by agents of Tyranthraxus brought thief/ranger Ren o' the Blade from Waterdeep and apprentice sorcerer Shal Bal of Cormyr to Phlan.³ At the same time, Tarl Desanea of Vaasa traveled to Phlan with brother clerics to man the newly built Temple of Tyr, but he instead found death and loss.⁴ Ren, Shal, and Tarl met by chance, and by pursuing both their private goals and those forced on them by double-dealing councilman Cadorna, they cleansed much of Phlan and eliminated the Pool of Radiance.

Mirtul (May):

20 Tarl and eleven clerics of Tyr leave Vaasa for Phlan.⁵

Kythorn (June):

28 Ranthor, Shal's master, teleports to Phlan to assist Denlor.⁶

Flamerule (July):

- 1 Ren is hired at the Laughing Goblin Inn.⁷
- 19 Ren meets Jensena.⁸
- 22 Clerics of Tyr, except Tarl and one other, are slain at Valhingen Graveyard. The Hammer of Tyr is taken.⁹
- 24 Ranthor is killed while sending a message to Shal.¹⁰ Shal accidentally teleports to Phlan. Tarl sees her arrive.¹¹ Ren meets Tarl and Shal at the inn. The trio is arrested.¹²
- 25 By Cadorna's orders, they investigate Sokol Keep. Tarl frees the undead and receives the Balance of Tyr.¹³
- 26 The trio braves Denlor's Tower. Shal retrieves Ranthor's body and seals the keep.¹⁴ Cadorna visits the inn and convinces the three to retrieve his family's treasure.¹⁵
- 27 While searching the Cadorna Textile House, Ren, Shal, and Tarl learn of the sacrificial altars of the Lord of the Ruins. They vanquish the gnolls and empty the Cadorna family vault.¹⁶ Cadorna has them arrested, then released.¹⁷
- 28 Cadorna rises to Second Councilman position.¹⁸ An agent of the Lord of the Ruins tries to kill Shal. Tarl enters the Inner Sanctuary to gain healing powers.¹⁹ Ren finds Jensena badly injured.²⁰
- 29 Tarl uses one of Ren's ioun stones to heal Shal, and Cadorna learns of the stones.²¹ Cadorna sends the trio to Sorcerer's Isle.²²
- 30 Shal, Tarl, and Ren leave Phlan.²³

Eleasias (August):

- 1 From an orc, the three learn the location of the Lord of the Ruins.²⁴
- 3 The trio reaches the Sorcerer's Isle.²⁵ Shal defeats the sorcerer's magic, and the sorcerer destroys himself.²⁶ The river begins to run clean.²⁷ Ren and Shal learn that the Lord of the Ruins was responsible for the deaths of Tempest and (via Cadorna) Denlor and Ranthor.²⁸
- 12 Cadorna sends the Black Watch after the trio, and they avoid pursuit by skirting the city of Phlan en route to Valhingen Graveyard and Valjevo Castle.²⁹
- 13 Before dawn, Ren goes into Valhingen Graveyard alone. Shal and Tarl follow.³⁰ Tarl uses the power of the Hammer of Tyr to destroy the vampire and his minions and to heal Shal and Ren.³¹ Cadorna, the sorcerer Gensor, and the Black Watch attack Valjevo Castle to confront the dragon and gain the ioun stones.³² The Hammer of Tyr reveals a portal to the trio and they arrive at the castle.³³ They reach the Pool of Radiance.³⁴ Shal uses Ranthor's ring to wish the dragon dead.³⁵ Tyranthraxus leaves the dragon hulk, takes possession of Cadorna, drains the power of the pool, and teleports away.³⁶

Eleint (September):

SD: Harvestide
Shal and Tarl are wed.³⁷



Sokol Keep

In punishment for their part in the brawl at the Laughing Goblin Inn, Ren, Shal, and Tarl were ordered to "challenge and attempt to overcome" the monsters rumored to inhabit Sokol Keep on Thorn Island.¹ It was not the first such party that councilman Cadorna had sent there, but it was the last.

When Phlan had fallen to the dragon army fifty years earlier, the last bastion protecting the retreating citizens was Sokol Keep. Ferran Martinez, councilman and priest of Tyr, held out as long as possible, then placed a curse on the keep in an attempt to prevent its being taken by monsters.² Thorn Island was shaded by a perpetual cloud, and undead rose up to defend the keep.³ The curse still held after the Dragon Run, a hostile force confronting friend and foe alike.

Shal, Ren, and Tarl beached their rowboat on a tiny patch of sand and climbed from the shoreline to a break that was visible in the stone wall above.⁴ Inside the wall was a grassy area broken by the path to the wooden gates of Sokol Keep.⁵

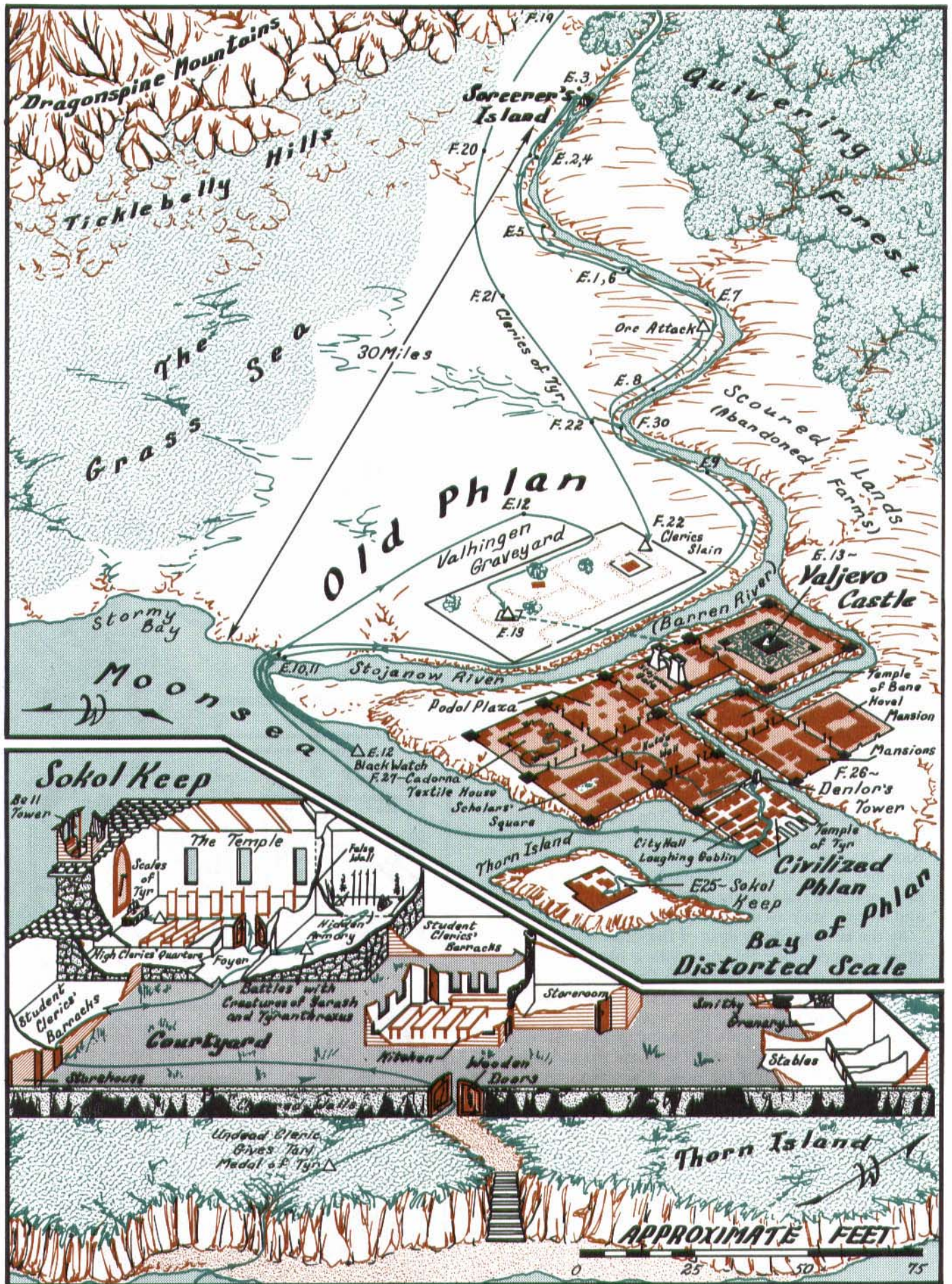
The keep was a simple square courtyard lined with buildings and with a low structure in the middle con-

taining the kitchen and its storehouse. The ruined stable, granary, and smithy lay on one side, and barracks for the student clerics flanked both sides of the most important structure of the keep: the temple.⁶

The stone temple, minus its incinerated bell tower, stood in the far left-hand corner from the gate. Inside on the left were the quarters of the high clerics, on the right, the armory.⁷

The armory contained frog creatures warped by the sorcerer Yarash of Sorcerer's Isle.⁸ When Ren and one of the creatures crashed into what appeared to be a canvas wall, a cache of hidden arms was revealed.⁹ There the party was caught by the troops dispatched by the Lord of the Ruins.¹⁰ Between Tarl's enchantment, Ren's strength, and Shal's magic, the trio managed to destroy its assailants. At last Tarl could enter the temple proper.

The temple held tables and seats for worshipers, the dust-covered altar, and the specter of High Cleric Ferran Martinez. When the high cleric learned from Tarl of the new temple of Tyr, he gave the young cleric the holy scale and released the island's curse. Sokol Keep was free.¹¹



Phlan and Sokol Keep

Denlor's Tower

Just as Ranthor was instructing Shal in the use of a crystal ball, a plea of help from the wizard Denlor was transmitted through her, so the apprentice mage was given "the location of every trap in Denlor's keep, the arcane words that would open or seal every door in his tower."¹ After her arrival in Phlan, Shal braved the tower, which stood in the new territory gained in the northeast corner of Civilized Phlan.²

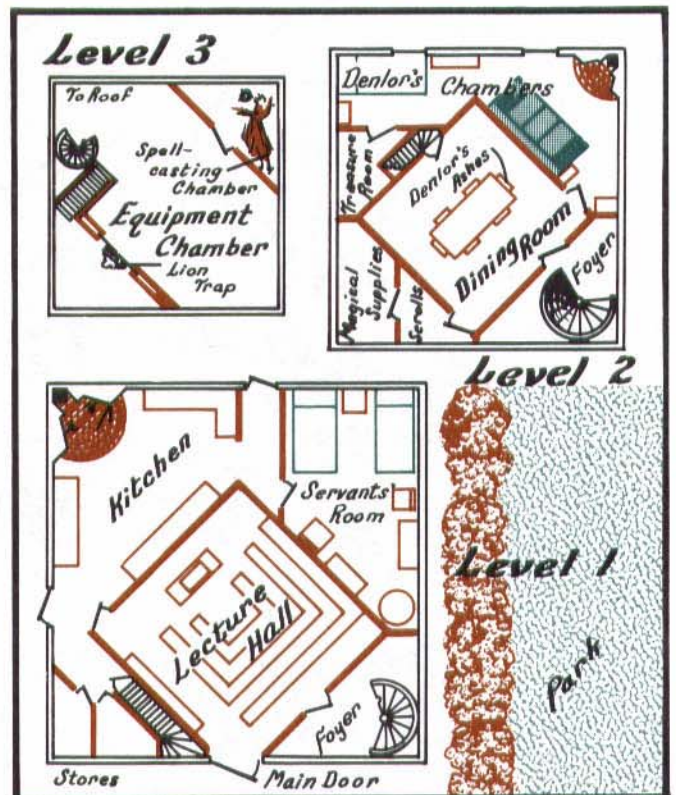
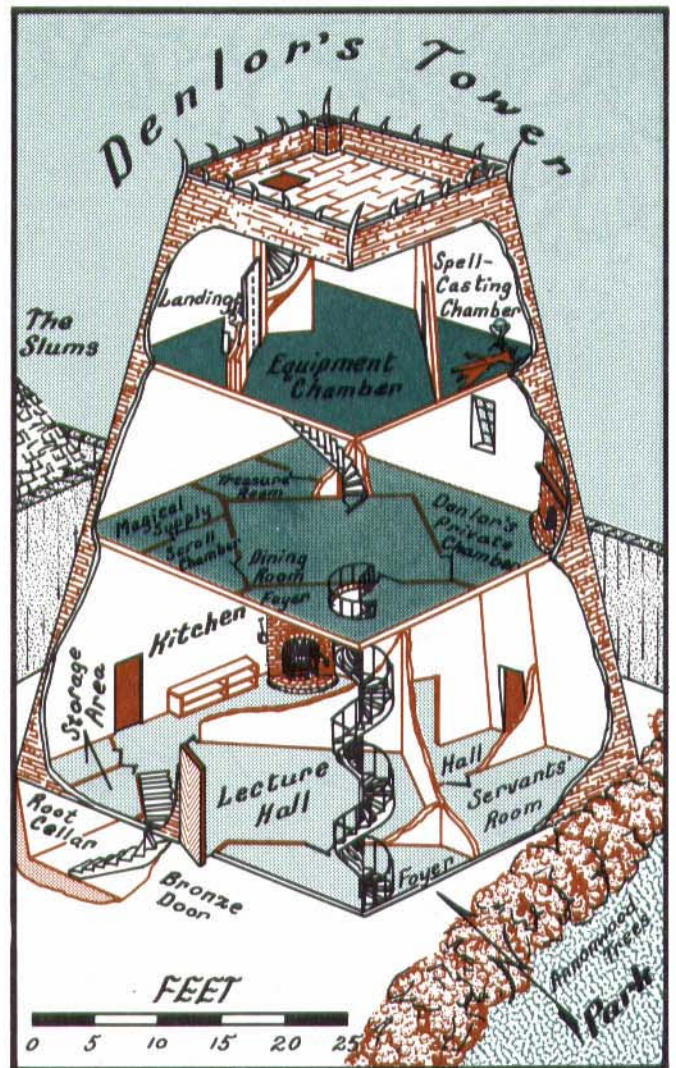
The spells, which went into force upon the red mage's death, had kept the creatures at bay, so there were none nearby as the trio of friends entered the small park at the very edge of Phlan and passed through the border formed by a small grove of annonwood trees paralleling one wall of the tower.³ As the adventurers approached, they could see the burns and broken sections of the red brick tower.⁴

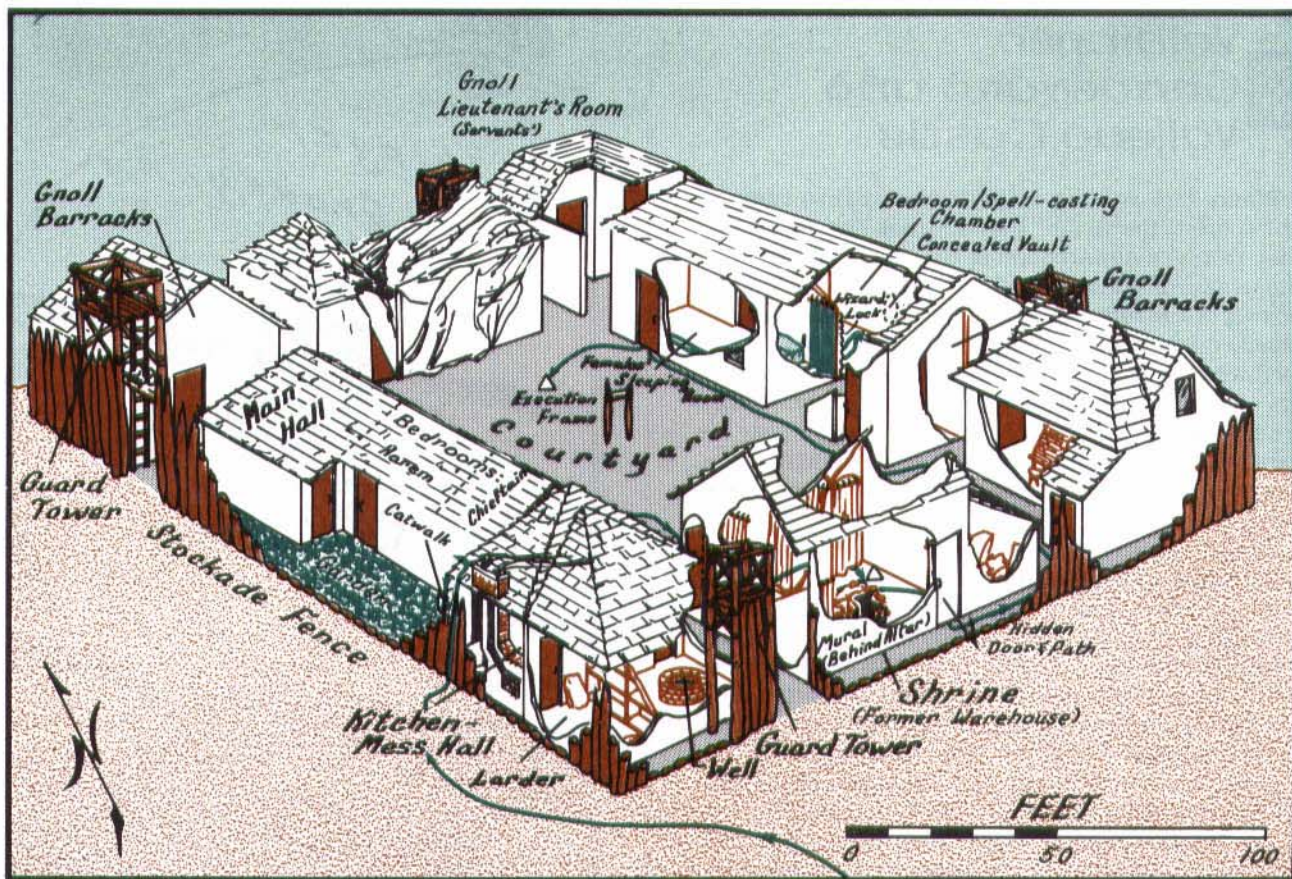
Although the keep had side doors, which Ren had discovered, Shal's knowledge allowed her to release the trap of the great brass door, and her magical steed, Cerulean, absorbed the energy of the invisible barrier.⁵ The door led to a rhombus-shaped teaching room with three rows of benches placed in a "U" facing the broad, low lectern.⁶

Two doors exited the lecture hall. The one to the left entered a huge kitchen and mess hall. Ren checked doors leading to a pantry and a storeroom, and steps to the root cellar, then crossed the hall to a servants' room.⁷ The second door from the lecture hall opened opposite the lectern into an almost palatial stairway landing. From it Denlor's magically animated robe had appeared and led the trio higher into Denlor's tower.⁸

After dispersing a poisonous gas image of Denlor, Shal climbed the steps to the second level. A foyer at the top opened into a huge dining room shaped like the lecture hall below. In the center of the room was a massive table, where Shal guessed Denlor had died.⁹ There were three additional doors in the dining room and all were magically trapped.¹⁰ The door to the right opened into Denlor's private chamber, with a treasure room beyond. The door on the left led to the scroll chamber, then on to the magical supply room. The door opposite the entrance led to a much narrower and steeper stair ascending to the third level.¹¹

By the landing at the head of the steps was still another trapped door, this one with a bas-relief lion's head at the center. After keying the magical wards, Shal had to release the door's trigger by reaching into the lion's mouth. The door then separated in half and slid into the adjacent walls.¹² Passing quickly through the equipment chamber, Shal approached the plain wooden door on the far side. Cerulean crashed through the door, absorbing the poisonous splinters, and Shal was able to enter the spell-casting chamber where Ranthor had made his last stand. Taking the mage's body so they could put it to rest, the trio then returned to the base of the tower as Shal sealed the keep door by door.¹³





The Cadorna Textile House

The Cadorna Textile House

Porphyrys Cadorna planned to advance from his position as Tenth Councilman by regaining his family's treasure, left on the textile house's premises when the dragon army descended on Phlan. The textile house lay just outside Civilized Phlan, so reaching it during the day, when the monsters were usually inactive, would be easy except that the villa was suspected to be inhabited by gnolls.¹ Cadorna lured Shal and Tarl into his plan. Ren offered to help as well.²

Cadorna had provided the trio with a good map, including the information that the treasure was probably concealed behind the wall in an inner bedroom.³ The villa was a collection of rooms and buildings surrounding a central courtyard.⁴ Outside, the gnolls had constructed a log stockade with a few guard towers. Several wooden gates—into which the gnolls had hammered spikes to display trophy heads—gave access to the complex. Choosing a point halfway between guard towers, the trio scaled the stockade to the roof of one of the buildings.⁵

The choice almost proved unfortunate, for the smells and sounds from the double chimney atop the roof revealed to Ren that they were over the occupied mess hall.⁶ Quickly he led them along a catwalk. From the catwalk, he could see to the opposite side of the courtyard, where the map indicated the treasure lay. He also could look into the so-called "garden," which

the gnolls had perverted.⁷

The site of the garden angered the ranger, but that was not all. He thrust past Shal and Tarl and burst through the nearest door. Bludgeoning the priest-guards, he entered a room with a rack of torture instruments and a sacrificial shrine: an altar, complete with victim, flanked by a lifelike diorama of the Pool of Radiance.⁸ Tarl, the cleric of Tyr, destroyed both altar and diorama.⁹

The trio realized the danger and searched for a way to escape the shrine. Behind a curtain Ren discovered a door that opened into a crawl space next to the stockade. When the crawl space ended, they turned left to return to the courtyard.¹⁰ They passed by the next group of buildings, even by the open door where gnolls were roughhousing inside, until they reached the building that contained the treasure. Unfortunately the building was occupied.¹¹

The first room had been a sleeping chamber for the human female textile workers and this room contained numerous slumbering female gnolls—and their half-gnoll leader. They sneaked between the bodies and none of the beasts awoke.¹²

Behind a curtain at the back of the room was a door. After Cerulean dissipated the wizard-lock, they entered the room beyond. Shal realized it was a wizard's spellcasting chamber.¹³ Using a detect-magic spell, Shal located the vault, with its treasure intact.¹⁴

The trio had almost escaped the women's chamber when an alarm gong shattered the silence. Once again they fought their way out, and once again they left few living behind them.¹⁵

Valhingen Graveyard and Valjevo Castle

When Tarl and his brother clerics first came to Phlan from the north, they mistook the fence that they first encountered along the Barren River to be the walls of Phlan.¹ Pushing through the rotting boards of the fence, they suddenly found themselves attacked by undead, then confronted by the vampire lord who controlled them. All but one of Tarl's brothers were killed, and the Hammer of Tyr was taken from him.² Tarl's personal goal was to vanquish the vampire, free his injured brother, and regain the hammer. He knew he must return to Valhingen Graveyard.

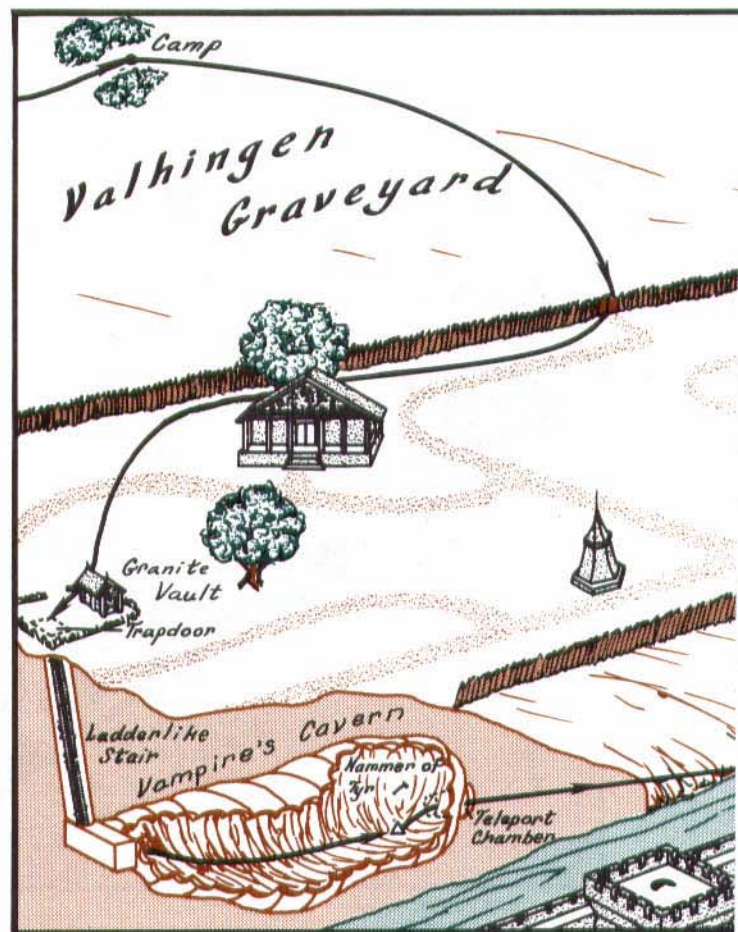
Ren feared that his friends' magical and clerical artifacts would awaken the undead, so he left their camp west of Phlan and entered the graveyard alone.³ When Tarl and Shal followed, they were able to track him along the fence, then into the heart of the graveyard along a path strewn with bones, then zombie body parts, before reaching a rubble wall by a granite vault occupied by wights.⁴ It was Cerulean who discovered the vital clue to Ren's location: blood on a trapdoor in the grassy area next to the vault.⁵

The trapdoor opened onto a well with a ladderlike stair descending into the darkness. The passage at the bottom contained only one door, the entrance to a huge underground cavern, the pit of the vampire.⁶ Opposite the door, the vampire lord stood below the Hammer of Tyr, but Tarl's anger and faith called up the force of the hammer and destroyed the vampire and all his minions.⁷ Then, on the wall behind where the vampire had stood, the hammer's power illuminated an invisible door, entrance to a teleport chamber.⁸ Upon entering, they found themselves suddenly at Valjevo Castle. They faced the final test.

Valjevo Castle was the abode of Tyranthraxus, the Great Possessor, currently in the host of a bronze dragon.⁹ The granite-and-marble castle originally had been one of the largest buildings of the Realms, and even after the damage done during the Dragon Run, it remained one of the tallest. The turrets once rose a hundred feet or more, while a new addition to the castle lay almost that far underground, hiding the power source of the Lord of the Ruins: the Pool of Radiance.¹⁰

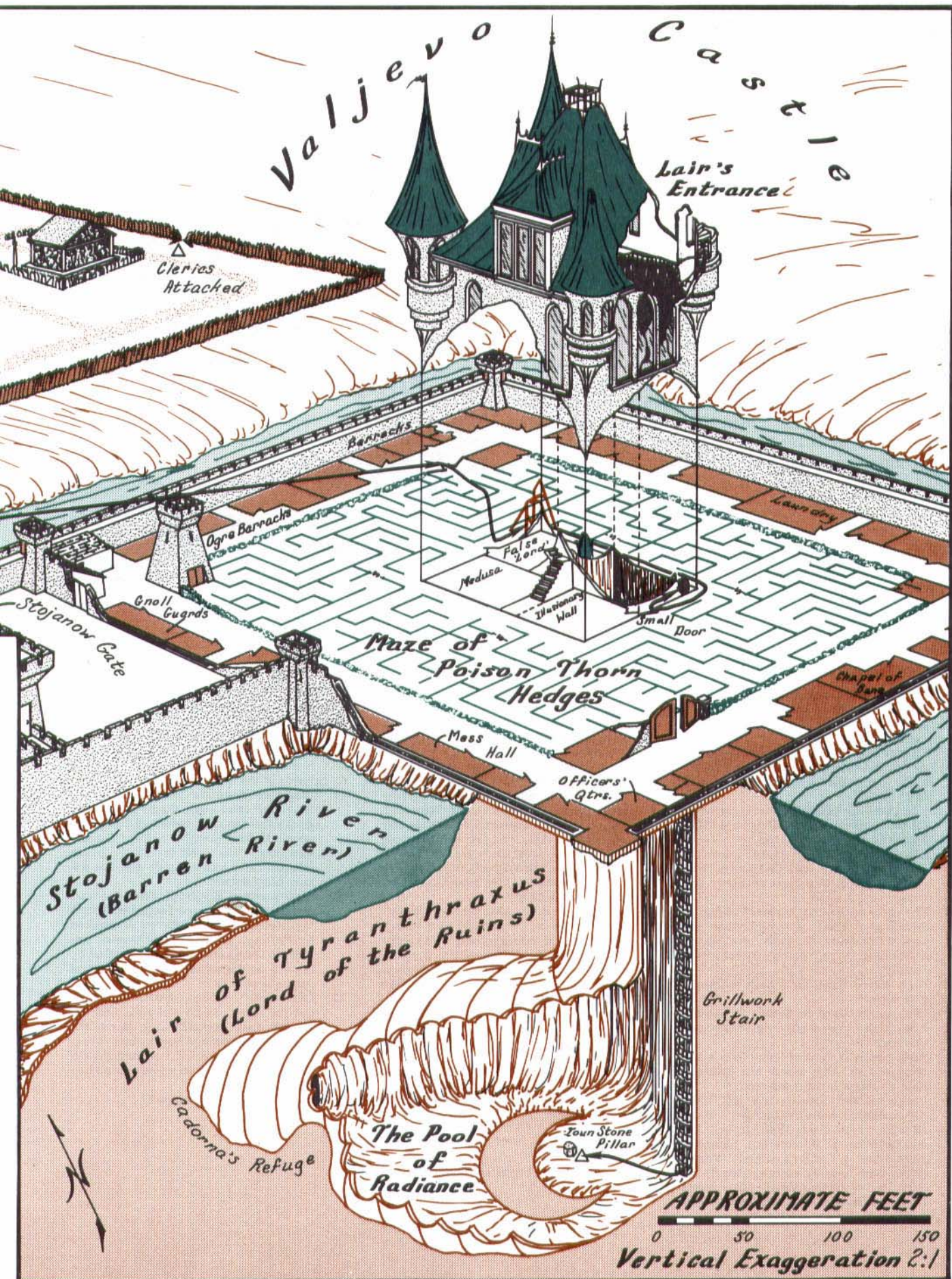
The square of the castle's outer walls, which originally had held an open courtyard bailey lined with roses, was now filled with a topiary maze of poisonous thorn plants.¹¹ The trio was spared the ordeal of solving the maze, for several members of Cadorna's Black Watch had died cutting a path nearly straight through the hedge to the central tower.¹²

Part of the white marble tower had collapsed and was supported by scaffolding. A huge wooden door to the left of the scaffolding had been left open by Cadorna's men. That door entered a room with a man posing as the Lord of the Ruins, who served as a deadly guard for the tower.¹³ Ren instead cautiously circled the tower and discovered a smaller door oppo-



site the first.¹⁴ After dispelling the magical trap, he and the others entered. Inside was an open chamber that extended "the full height of the tower to the depths of the subterranean cavern below."¹⁵ The roomy landing on which they stood was fenced by an iron guardrail, and a grillwork stair descended to the glowing, golden crescent-shaped pool far below. They had reached the Pool of Radiance.¹⁶

Just as the trio had seen on the diorama in the shrine of the textile hall, "centered along the inside curve of the crescent was an elegantly simple, raised hexagon, with tiny blue gems glittering from four of its six points."¹⁷ The dragon was poised on the side of the pool opposite the hexagon, with the bodies of the Black Watch behind it.¹⁸ Cadorna and Gensor had fled to a nearby room, and they emerged when they saw the dragon die on Shal's command.¹⁹ Tyranthraxus took possession of Cadorna, leapt into the pool, drained its energy, and fled. The Pool of Radiance became a simple pool of clear water.²⁰



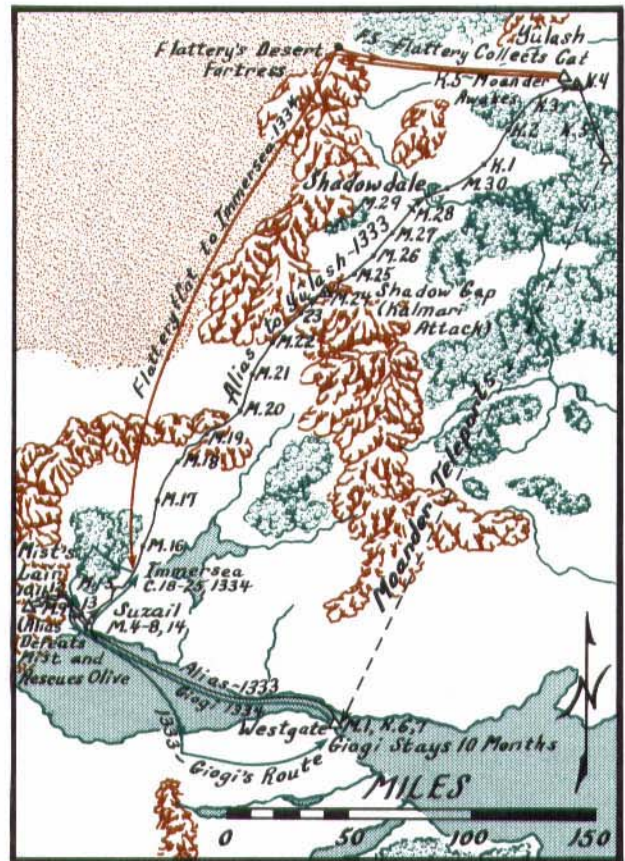
Valhingen Graveyard and Valjevo Castle



The Tale of Azure Bonds

In the desire to have his songs remembered forever unchanged, Finder Wyvernspur, a harper, attempted to create a human vessel to carry them. His failure resulted in a warped self-image (named Flattery) and Finder's banishment from the Realms. He became the Nameless Bard.¹ The sorceress Cassana of Westgate learned of the attempt, formed an alliance in which the puppet vessel (named Alias) would serve evil goals, then rescued Nameless.

Knowledge came from Nameless; money from the Fire Knives, who wanted revenge on King Azoun IV for their exile from Cormyr; life energy from Moander, whose worshipers wanted the ancient god awakened; the immortal body from Cassana and the lich Zrie Prakis, in exchange for the biddable power such a vessel could wield; and a soul via the sacrifice of a pure being (the saurial Dragonbait) by the extraplanar creature Phalse, who secretly copied the vessel (Alias) for his own uses. When the symbols of the alliance were tattooed on Alias's arm, Nameless finally realized the others' intent and helped her and Dragonbait escape.²



The Tale of Azure Bonds

1333^a

Mirtul (May):

- 1 Alias is given life energy. Nameless helps her and Dragonbait escape Westgate.⁴
- 4 Alias is found outside The Hidden Lady in Suzail.⁵
- 7 Alias awakens, meets the merchant mage Akabar Bel Akash, who tries to remove the sigils. Later, Alias is rescued by Dragonbait.⁶
- 8 Sage Dimswart offers his help in exchange for the retrieval of the halfling bard, Olive Ruskettle, taken by a dragon.⁷
- 11 Alias, Dragonbait, and Akabar reach the dragon Mist's lair and find Olive. Alias challenges Mist to a Feint of Honor and wins.⁸
- 13 The party returns to Dimswart Manor.⁹
- 14 Wedding of Frefford Wyvernspur and Gaylyn Dimswart. The sigils force Alias to attack Giogi Wyvernspur. Party returns to Suzail.¹⁰
- 15 Party leaves Suzail for Yûlash to investigate sigils.¹¹
- 16 Mist carries Giogi to Suzail, demanding Alias. King Azoun sends Giogi to Westgate to search.¹²
- 23 Party camps at ruins of North Gate Inn in Shadow Gap. Alias meets her creators. Kalmari attack but are defeated.¹³
- 29 Party reaches Shadowdale just after dawn. Akabar waits at Elminster's tower all night.¹⁴ Alias meets Mourngrym at inn and Elminster at Selune's Hut. Elminster gives Alias a "finder's stone."¹⁵ Phalse bribes Olive to carry a locator ring.¹⁶
- 30 Party leaves Shadowdale.¹⁷ Giogi meets Cassana aboard ship at Teziir, mistakes her for Alias.¹⁸

Kythorn (June):

- 4 Party camps outside Yûlash.¹⁹
- 5 Alias accidentally wakes Moander and is engulfed. Akabar is seized.²⁰ Mist appears at camp. Dragonbait forces her to pursue Moander.²¹
- 6 Mist attacks Moander in Elven Court. Moander sends escape pod through another plane to hilltop near Westgate. Party follows using the finder's stone.²² Moander kills Mist but is destroyed by Akabar and Dragonbait. Alias escapes and borrows Giogi's horse. Giogi discovers the finder's stone.²³ Olive betrays party to Phalse, and they are captured. Olive frees Akabar and the Nameless Bard.²⁴
- 7 At dawn sacrifice, Alias tries to kill Cassana instead of Dragonbait. Fire Knives are destroyed in earthquake.²⁵ The party and Nameless are transported to the Citadel of White Exile. Alias learns her history, sees twelve Alias images. Alias destroys Phalse and the last sigil vanishes. Alias images also vanish.²⁶

Flamerule (July):

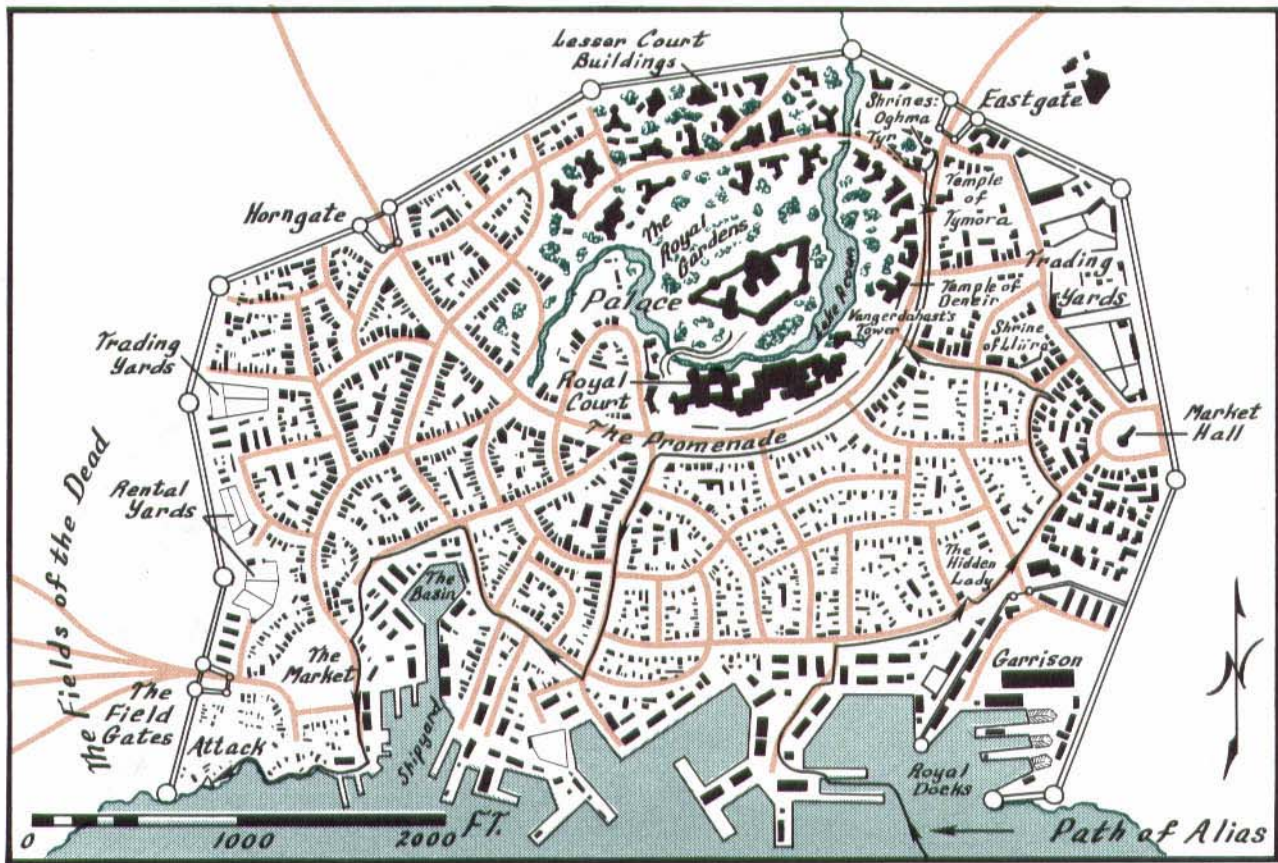
- SD: Midsummer
Alias image Cat awakens in Zhentil Keep.²⁷
- 5 Flattery Wyvernspur finds Cat after battle near Yûlash.²⁸

Eleint (September):

- Olive winters in Immersea, meets Alias image Jade More.²⁹

Ches (March):

- 12 Drone Wyvernspur adopts Jade.³⁰
- 18 Jade takes wyvern's spur from family crypt on Drone's orders.³¹ Cat goes into crypt and finds the spur gone. Drone locks door.³² Giogioni Wyvernspur returns to Immersea from Westgate late at night and learns of the theft.³³
- 19 Giogi visits Redstone Castle to discuss the situation.³⁴ Olive steals Giogi's purse. Jade gives Olive the spur, hidden in her magic pouch. Flattery mistakes Jade for Cat and kills her.³⁵ The spell on Giogi's purse changes Olive into a burro, and she follows Giogi home.³⁶
- 20 Giogi searches the crypt, finds Cat, and rescues Steele.³⁷ Amber Leona (Amberlee) Wyvernspur is born.³⁸ Drone is attacked by Flattery's undead, then escapes and hides in Giogi's attic.³⁹ Giogi is attacked by undead on Spring Hill.⁴⁰ Olive returns to her natural form.⁴¹
- 21 Olive visits Giogi and unknowingly gives Cat the spur.⁴² Steele and Julia find the spur in Cat's pocket.⁴³ Giogi learns the power of the spur and how to use it.⁴⁴ Flattery kidnaps Amberlee, but Aunt Dorath recovers her.⁴⁵ Giogi (in wyvern form) battles and kills Flattery.⁴⁶
- 25 Giogi returns to Immersea.⁴⁷



Suzail

Suzail

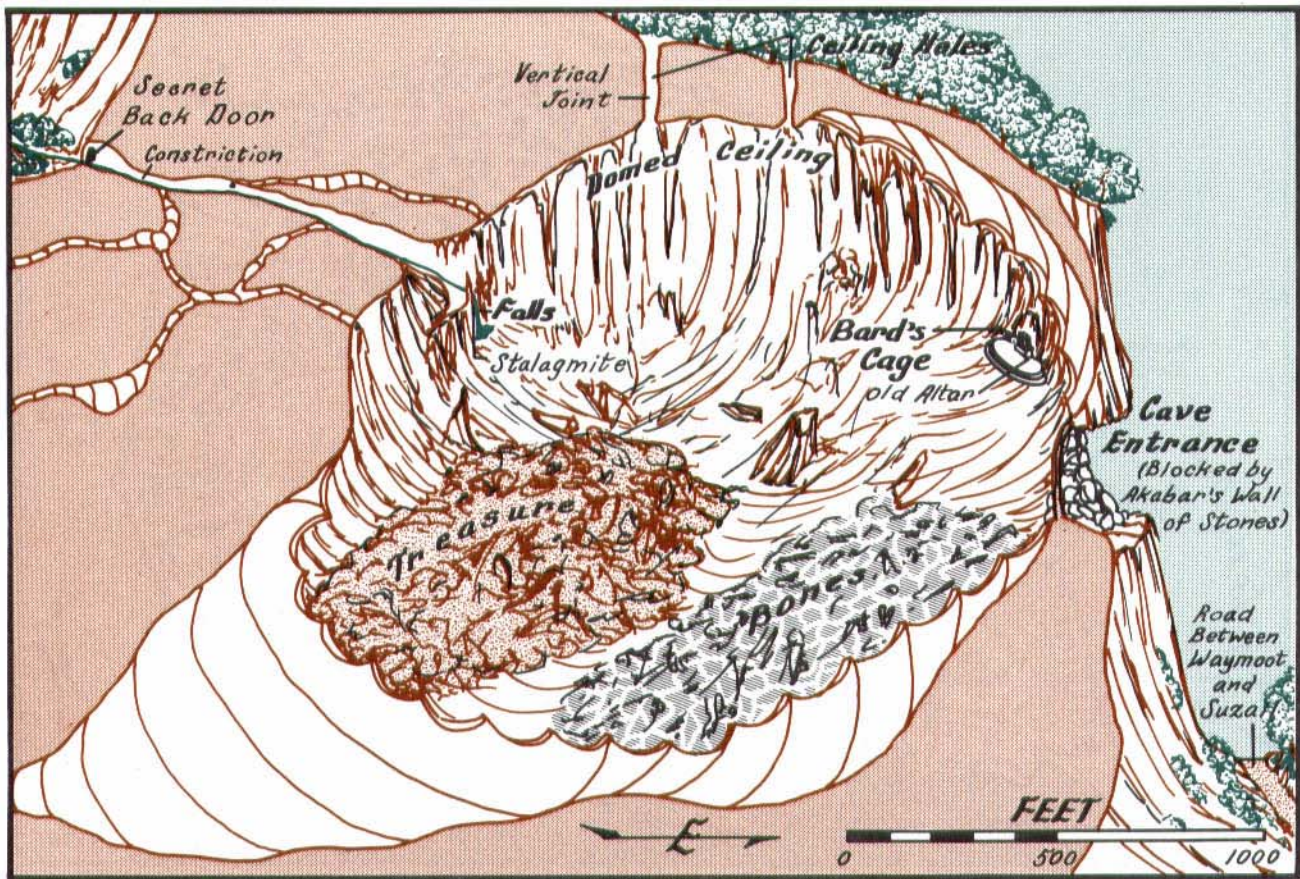
Suzail, the “gem of Cormyr,” was the major port on the north shore of the Lake of Dragons and capital of the kingdom.¹ The combination of governmental and trading functions made it a rich city, and, according to Elminster, was “justly famous” for its bazaars.² Virtually all the city except the dock area was enclosed within the multitowered walls, which were broken only by three gates: the Field Gates toward the burial grounds to the west; Horngate, which opened on the road that passed west of the King’s Forest and eventually reached the High Horn; and Eastgate, through which one could reach Arabel to the north or Sembia to the east.³ Trading and rental yards occupied open areas between the walls and the nearest through streets between the gates and the shipping docks.⁴ Two major official areas included the royal docks and associated shipyards and barracks in the southeast, and the numerous governmental buildings near the palace in the north.

The Promenade, a broad cobblestone road that curved from Horngate to Eastgate, encompassed the governmental complex.⁵ The palace of King Azoun IV lay slightly off center, surrounded by the celebrated Royal Gardens on the north and Lake Azoun on the south. The huge group of interconnected buildings known as the Royal Court filled much of the area between Lake Azoun and The Promenade, while lesser official structures occupied the space between the gardens and the north wall. From the palace tower

Azoun could observe the entire city, even to the Fields of the Dead, where the dragon Mist landed to issue her bargain.⁶ The bargain was that she would depart the area in exchange for knowledge of the whereabouts of Alias, for Mist learned from Giogi that the swordswoman had been in Suzail.⁷

When Alias first arrived from Westgate by ship, Dragonbait had left her (with a bag of coins provided by the Nameless Bard) outside the entrance of The Hidden Lady, an inn fairly close to the docks.⁸ Nameless had provided her with numerous memories, so she was sufficiently familiar with Suzail to wander through the city without guidance.⁹

After Akabar’s failed attempt to remove the sigils, Alias went in search of a cleric who might have better luck. Aware that the temple district was in northeast Suzail, she headed toward The Promenade, but on the way she stopped at the Shrine of Lliira. In turn, she checked or bypassed the temples of Deneir, Tymora, Tyr, and finally Oghma.¹⁰ After her unsuccessful, and frightening, visit to the Temple of Tymora, she walked to the docks, along the boardwalk until it ended, then along the sandy shore for a quarter-mile. There she was attacked, but with Dragonbait’s help she escaped and returned to the inn.¹¹ She decided she would have to seek the advice of the sage Dimswart, three hours’ ride north of the city.¹²



Mist's Lair

Mist's Lair

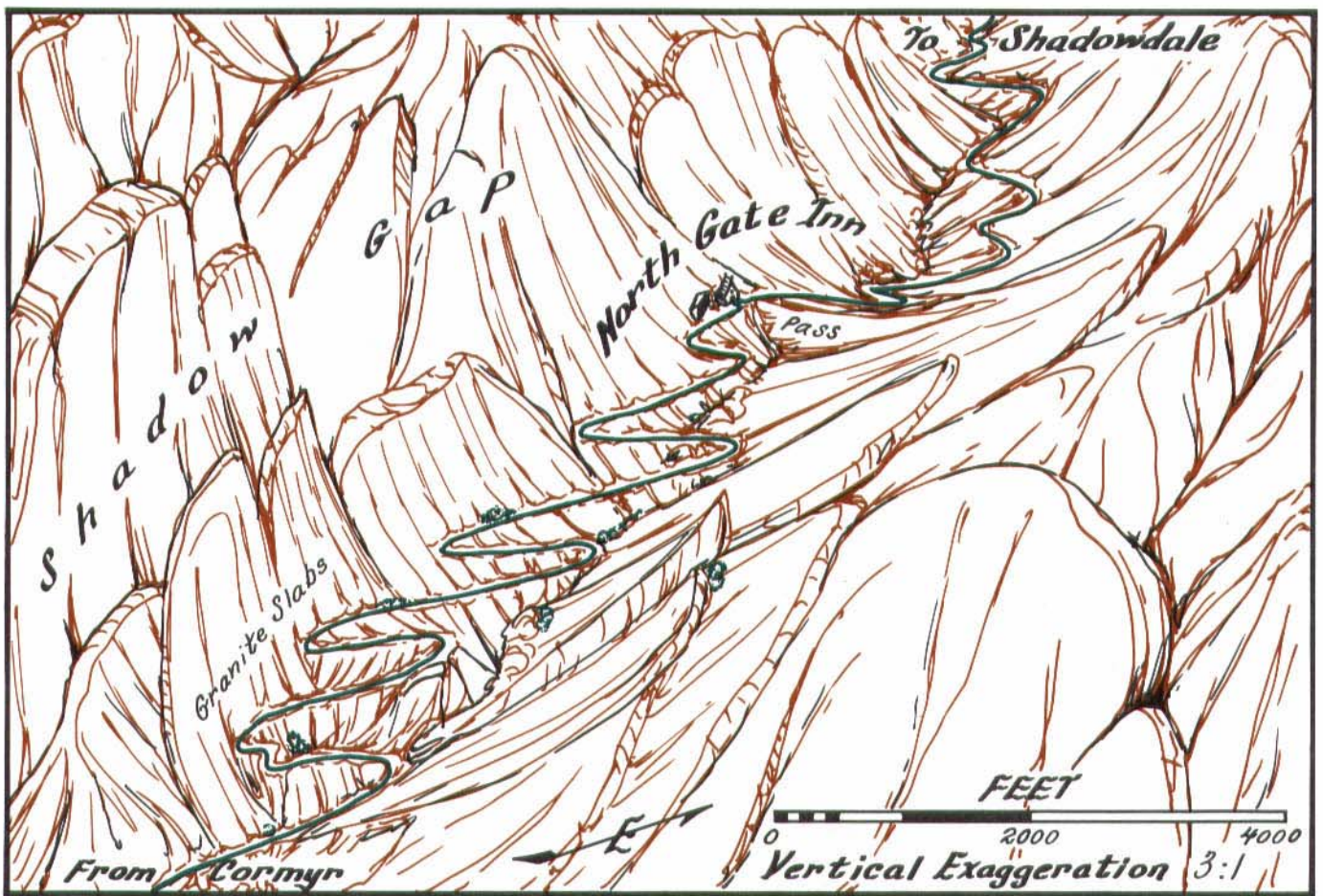
In payment of his services Dimswart asked Alias to retrieve the bard hired for his daughter's wedding. Fortunately Alias had not been asked to slay the dragon, or she might have eventually needed the healing services of the clerics of Tyr, like the earlier party.¹ That party obviously was unaware of something Dimswart knew: the lair's secret back door.²

The lair was occupied by Mistinarperadnacles Hai Draco, a red dragon.³ It was a natural cavern, apparently once used as a temple.⁴ The back door Dimswart knew was the opening cut by a small stream between beds of soluble rock, which had gradually dissolved a low-ceilinged, undulating passage.⁵ About fifty yards into the main channel an area of more resistant rock caused the passage to constrict to shoulder width, forcing Alias to splash along in the icy water.⁶ Other streamlets had also cut and dissolved many smaller passages in the area; but where water had seeped in from vertical as well as horizontal cracks, it had caused breakup of the bedrock over a large area, forming a domed-ceiling cavern.⁷ The holes dissolved overhead provided light to the lair, as well as that coming through the lair exit.⁸

The channel which Alias followed ended twenty feet above the floor of the lair cavern, and the stream fell noisily to a small pool below.⁹ Alias could see the bard on the far side of the cavern. Olive's roughly made cage sat atop an altar carved into the stone. Below, the wall had been shaped into a dais and steps.¹⁰

Alias lowered herself from the ledge by securing a rope to the large stalagmite next to the waterfall.¹¹

The cavern was five hundred yards across, comfortably roomy even for a dragon of two hundred feet.¹² The dragon's treasure filled much of the cavern floor, forcing Alias to pick her way across to the bard's cage. An equally large pile of bones added to her caution. In spite of her stealth, the dragon awoke.¹³ The bard was able to slip across to the waterfall while Alias challenged the dragon, but after Mist lost the Feint of Honor, she was so angered that she launched a parting blast of flames after the departing adventurer and bard, melting the rock and sealing the secret door. Fearing further reprisals, Akabar magically erected a wall of stone across the lair's main exit; but it was only temporary.¹⁴ Once it was gone, Mist was again able to overlook the road from Suzail to Waymoot, and so heard and captured Giogi Wyvernspur as he rode along.¹⁵ Thus, she learned eventually of Alias's journey to Yûlash.¹⁶



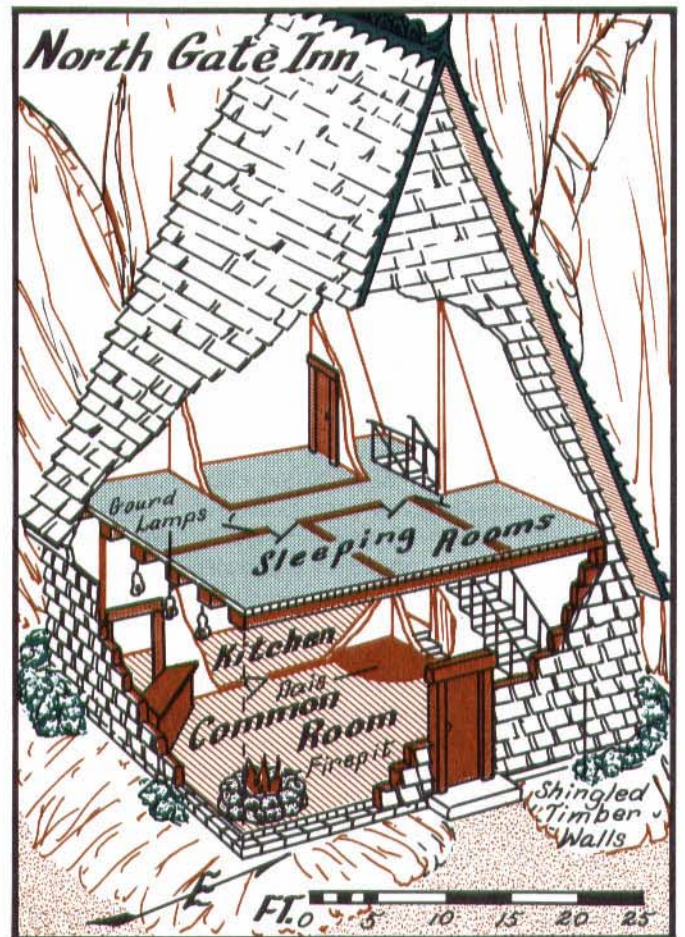
Shadow Gap

The closest route between Suzail and Yûlash via Shadowdale was a ranger's trail that left Calantar's Way north of Gnoll Pass. The trail passed through the Stonelands until it joined the road from Tilverton that climbed to Shadow Gap.¹

Shadow Gap wound into the southern reaches of the Desertsouth Mountains.² The gap had been cut by spring meltwater, and was so tortuous and steep-sided that no more than an hour of sunlight ever reached the floor of the gap, giving rise to the name. To allow caravan passage, a series of switchbacks had been cut.³

In spite of the scrubby vegetation and lack of sunshine, a picturesque beauty had surrounded the North Gate Inn at the pass. The inn's common room had a stone floor, gourd lamps suspended from the beamed ceiling, and a fire pit opposite the dais for entertainers. The party anticipated the comfort of the resort and was shocked to find it destroyed.⁴

Although the fire damage looked old, it really had occurred while Alias was rescuing Olive.⁵ The destruction was the work of the Iron Throne, a cut-throat "trading" organization trying to establish a foothold in the north, and the kalmari that Cassana "lent" the group. She already planned to station the monster in the pass to wait for Alias. The kalmari remained, much to the party's dismay, but they were able to slay the creature and continue to Yûlash.⁶



Shadow Gap and the North Gate Inn

One thousand years before Alias sought to reach the ruined city of Yûlash, a huge temple complex stood atop the highest hill between the Elven Court and Moonsea, a complex honoring Moander the Darkbringer.¹ The constant menace forced the elves to burn the complex and “lock up Moander deep beneath the ruins of his temple.”² The surviving cults had a prophesy that Moander would be freed by “a non-born child,” hence the cooperation of those cults in Alias’s creation.³

The strategic locale and elevation of the high hill prevented its being abandoned. Although the hill was not tremendously steep, it was high enough that from the highest citadel one could see “the fog roll off the shores of Moonsea” fifty miles away.⁴ The intersecting roads made the site economically as well as strategically important.⁵ So, above the rubble of the temple complex a fortified market town was built, and it stood until the recent Flight of Dragons.⁶ Subsequently, the rival forces of Zhentil Keep and Hillsfar battled over the ruins.⁷

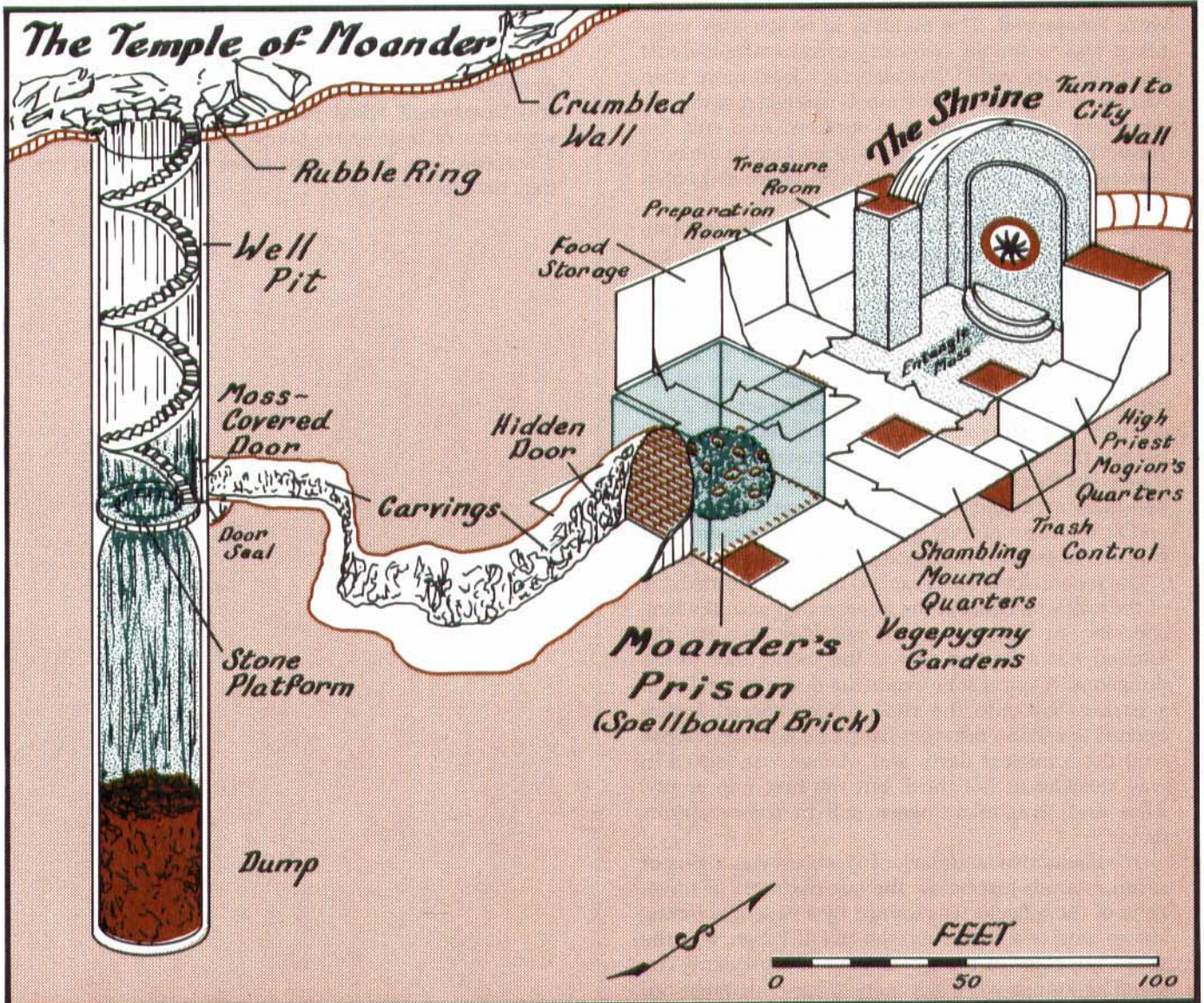
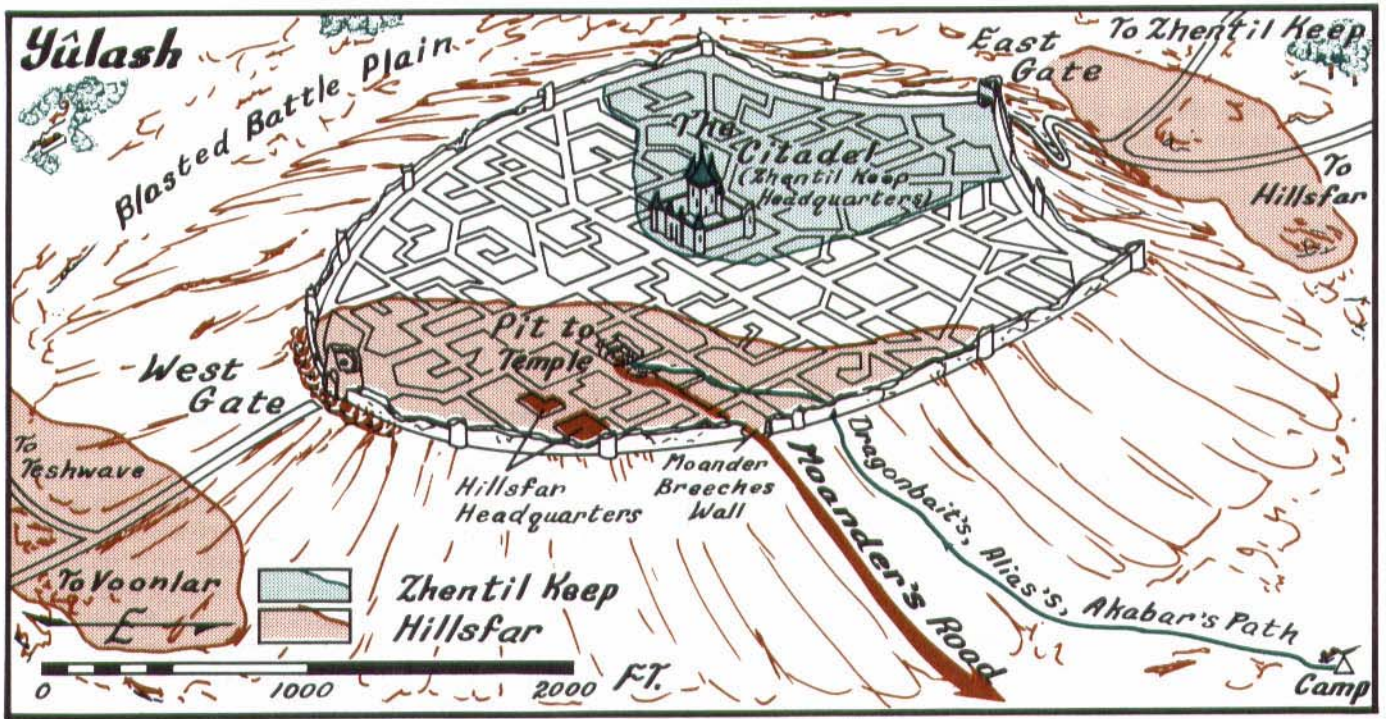
The continuous fighting had so strewn the plain around Yûlash with debris, that Alias and company were able to travel undetected even though they could see the hill a full day or more before their arrival.⁸ They camped behind an overturned wagon. At dawn, Alias crossed the quarter-mile to the base of the hill, then climbed another quarter-mile to the wall. Although the wall had at least a dozen portals, she squeezed through a narrow hole.⁹ The citadel had stood atop the crown of the hill.¹⁰ It had been rebuilt by the occupying Zhentilar and lay ahead and slightly east of where she entered, so she turned west, walking over razed walls to avoid soldiers in the streets. Entering the southwestern section of the city, she caught a glimpse of a familiar emblem in the rubble across the roadway: the symbol of Moander.¹¹

The rubble was the remains of a ring of stones encircling a pit two hundred feet deep, though the midden of trash and human refuse dumped there by the occupying forces had filled at least thirty feet. A narrow stair spiraled down the pit wall, ending at a stone platform halfway to the bottom.¹² The pit originally must have been a well and was built upon, with its walls increasingly high, to accommodate the centuries’ accumulation of debris; the stairs were built to descend to the well platform. The destruction by the dragons finally made the well’s original use impossible; however, more recent occupiers had simply used it as a dump. Alias could see Dragonbait’s footprints on the stair and the platform, but they suddenly stopped. On the moss-encrusted wall the light of the finder’s stone revealed the outline of a door: the entrance to the Temple of Moander.¹³

All that Alias could see as the foot-thick stone door swung open was a single passageway with ugly carvings along the walls. At each turn, the corridor widened and the carvings became larger and more obscene and gory. After a final turn, the corridor appeared to stop at a wall of blue-glazed brick laid with red mortar.¹⁴ Unobserved by Alias, the wall carvings

concealed a hidden door that led to the rest of the surviving structure, used by the cult of Moander.¹⁵

All the cult’s efforts to penetrate the prison of Moander had been unsuccessful, yet to Alias, the nonborn, the spell-sealed wall reacted as if it were only an illusion.¹⁶ Her touch allowed her to pass, and once she had been drawn through the wall, the bricks crumbled and Moander was freed.¹⁷ With Alias entangled inside it, the Darkbringer oozed up the pit, rolled over the rubble, crushed a new breach in the wall, and headed toward Westgate.¹⁸



For Alias, the tale of azure bonds began and ended at Westgate. It was there she was created, from there she was helped to escape, and to there that Moander returned her to complete the unfinished binding of her will.¹

Westgate, on the south shore of the most western arm of the Inner Sea, was an important transshipment point between the water routes of the Inner Sea and the overland routes south, west, and east.² Westgate's role was similar to that of Suzail's, but on a much more far-reaching scale. Although the cities were fairly similar in land area within their walls, less of Westgate's land was devoted to the trappings of government.³ Instead, the rulers of the city were the prominent merchant-lords, each with a family castle, most of which were in the southeast.⁴ In Westgate, unlike Suzail, the trading yards lay outside the city walls, and so a scattering of inns, stables, and other related outlets were also available outside. Alias's party stayed briefly in a warehouse room of the Rising Raven, near the South Gate.⁵

The party's stay at the inn was brief because they were recaptured. The building to which they were taken was "a simple, two-story merchant house just inside the city wall."⁶ The structure held more than met the eye, however, for tunnels passed from the cellar, below the city wall, and surfaced in a ruin beyond.⁷ The ruined house was close enough to the inn's warehouse to allow the party to be unnoticed when they were taken between the two.

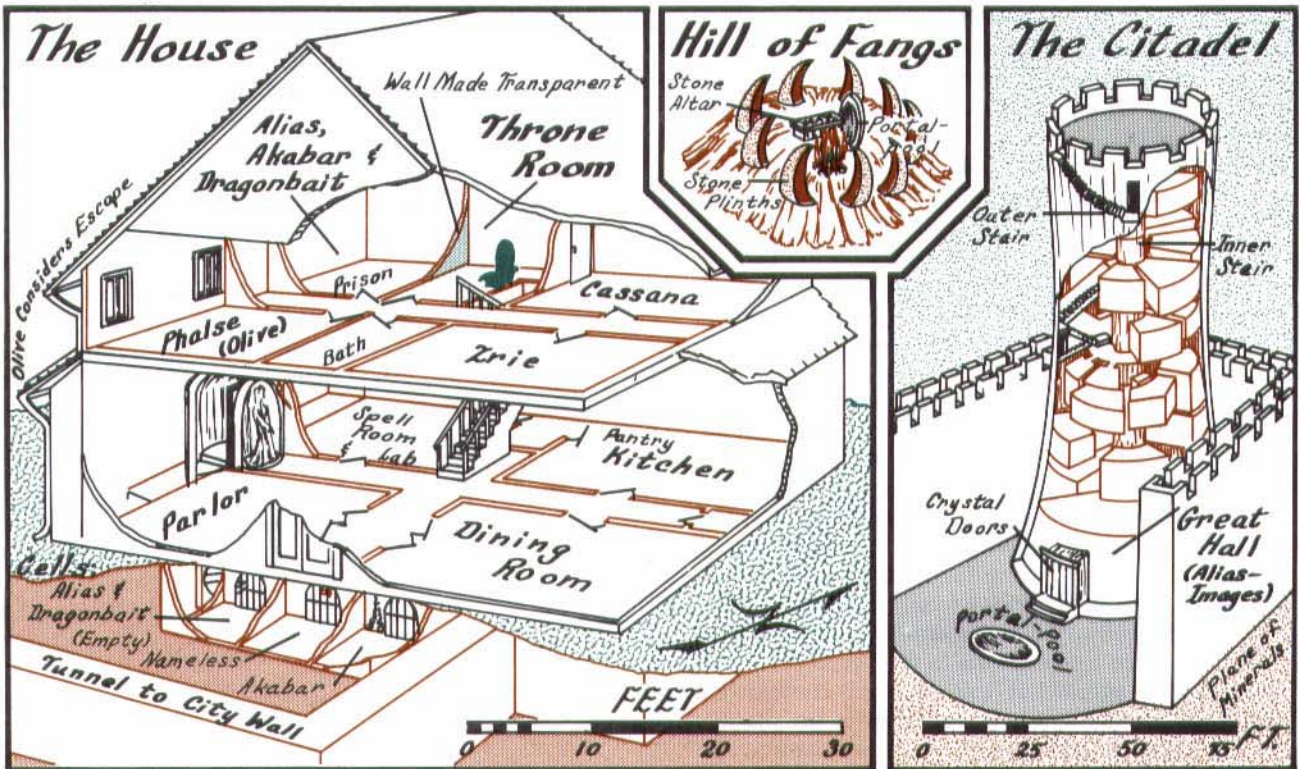
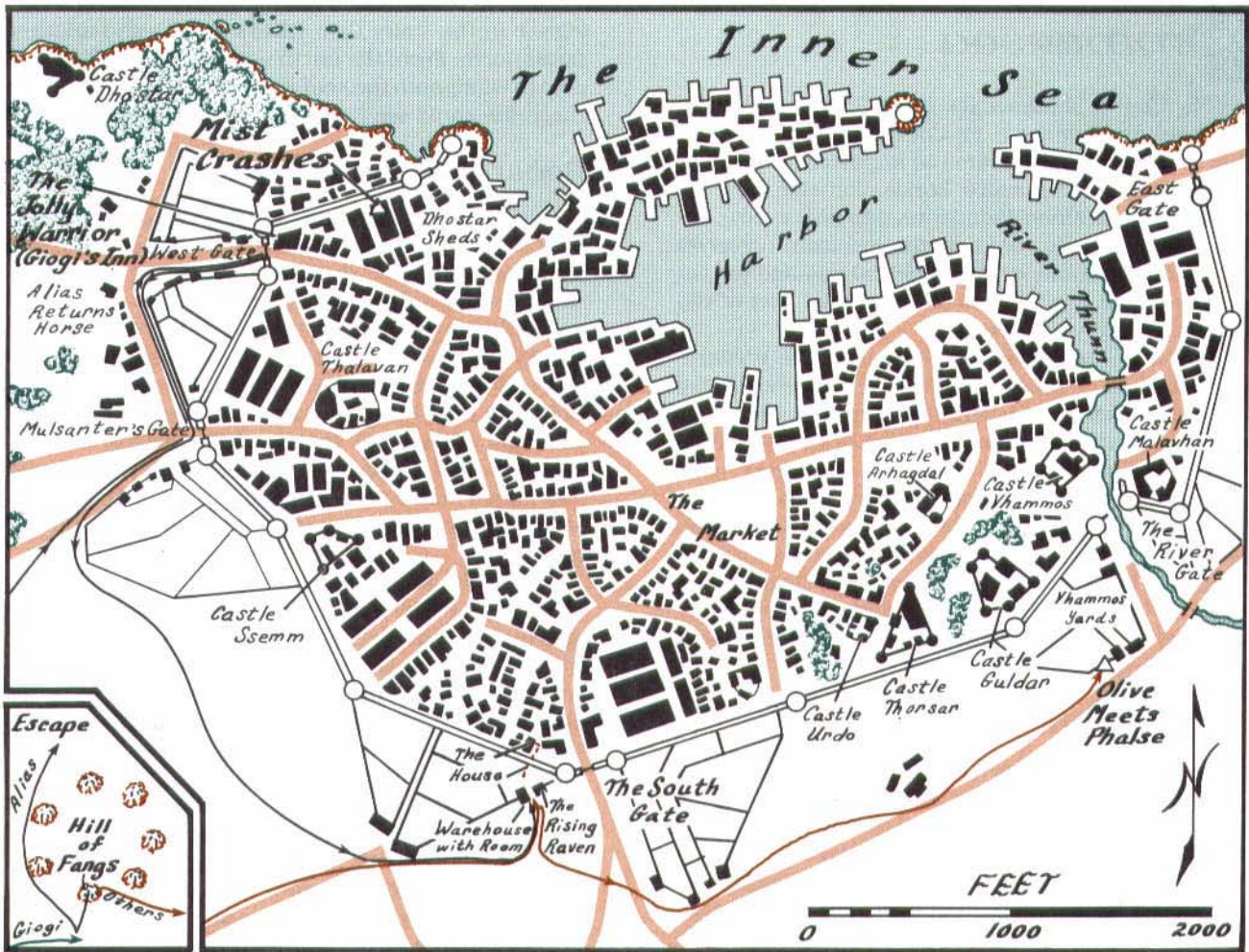
The room arrangement of the house was common, with living and dining rooms on either side of the entry hall, kitchen and lesser rooms in the back of the first floor, and sleeping rooms and a bath on the second.⁸ Each level had a corridor running the width of the house, between the front and back sections.⁹ Phalse's opulent bedroom, to which Olive was taken, was opposite the brick-walled room in which Alias, Akabar, and Dragonbait first were held; as Olive peered through the keyhole, she could see them as they were carried away.¹⁰ The room next to their cell had been arranged into a throne room by Cassana, and Zrie's transparency spell allowed the captors and captives to see and hear without physical access.¹¹

The second level was reached by a stair at the back of the entry hall, just at the intersection with the long corridor. At the end of the corridor opposite the kitchen was a statued alcove, the secret door to the dungeons. A spiral stair inside the door descended to a passage cut into the rock. Three barred arches opened to cells on the right-hand side. The second cell held the Nameless Bard, and Akabar was locked in wall shackles in the third, but the first was empty. Alias and Dragonbait were still in their captor's hands.¹²

One distinctive landmark of Westgate was a ring of seven mounds just below the last rise west of town. Each of the hillocks was topped by a ring of standing stones, and one such ring, the Hill of Fangs, was the gathering place of the worshipers of Moander.¹³ The standing stones were not mere pillars but huge red

plinths of stone shaped like fangs and pointing inward toward the bonfire and stone sacrificial altar in their midst.¹⁴ Beside the altar Phalse formed the interplanar portal-pool that could provide the power to bind Alias as Dragonbait was sacrificed, but Alias, "the puppet," misbehaved. All of the conspirators except Phalse were destroyed in the melee that followed.¹⁵ As the party stepped through the portal in pursuit of Phalse, they found themselves atop the Citadel of White Exile.¹⁶

The citadel was hardly in Westgate. It lay on the border between the Positive Material Plane (or Plane of Life) and the Para-elemental Plane of Minerals (or Plane of Gems) and had served as the Nameless Bard's prison.¹⁷ The citadel was a single tower with multiple chambers served by a maze of passages, but to reach the inner stair from the roof of the citadel, the party was forced to pass between the crenelations and descend single file on a narrow outer stair with no railing.¹⁸ In the base of the tower was a large hall. The former feast hall now held Phalse's reward for his participation in the Alias conspiracy: twelve Alias images, each varied to suit his intent.¹⁹ Outside the crystal doors to the great hall was a walled courtyard with another portal-pool. This one led to the Abyss.²⁰ From the cache of magical items in the depths of the citadel Nameless obtained a crossbow, but Elminster's sudden appearance stopped the bard from using it.²¹ Alias and Dragonbait killed Phalse, the last master, and were free of their azure bonds; but the Alias images disappeared as Phalse did. Olive wondered where they had gone.²²



Westgate, The House, and the Citadel of White Exile

With Alias in Shadowdale, Olive Ruskettle eventually went to Immersea in Cormyr for the winter. There she once again became an important part of the ongoing tale of the azure bonds, for she met, befriended, and trained Jade More, one of the Alias images.¹ Because Jade removed the heirloom wyvern's spur from the family crypt, upheaval resulted for yet another of the participants of the earlier part of the tale: Giogioni Wyvernspur.

Immersea was the ancestral home of the Wyvernspurs. It stood on the road between Suzail and Arabel where it crossed the small Immer Stream on the western reach of the Wyvernwater.² It was an unfortified community of "about a hundred structures" surrounded by farms.³ The most important locations to the tale were Redstone Castle, the Wyvernspur home; the family crypt and catacombs on Graveyard Hill; the House of the Lady, an open temple to Selune atop Spring Hill; the Five Fine Fish, a popular inn where Olive entertained; the expensive Immer Inn, frequented by Giogi; and Giogi's townhouse.⁴

Giogi's Townhouse

Giogi chose to live in town, in the midst of the action and away from his Aunt Dorath's critical tongue.⁵ The two-story townhouse, which had belonged to his parents, was the last building in the southwest part of Immersea.⁶ An iron fence enclosed a formal garden in front and a kitchen garden in back, and on the right side was a carriage house large enough for Giogi's buggy, two horse stalls, and some storage, and high enough for a hay loft.⁷

The doors of the townhouse faced the street and opened onto a large, high-ceilinged entrance hall. Opposite the front doors were the doors to the parlor, and right of those were the doors of the dining room.⁸ The parlor filled the southeast corner of the townhouse, so through its high windows one could see Redstone Castle.⁹

To the right of the entrance hall doors, a broad, open stair rose to a landing and turned to climb to the upper level. Beneath the stair was the closet in which Giogi created chaos while searching for his boots.¹⁰ An archway to the left of the closet opened onto the corridor to "servant's land," which contained a small butler's pantry and Thomas's quarters on the right, and the kitchen on the left.¹¹

At the top of the stair, a corridor lined with six doors ran the width of the house.¹² The door to Giogi's room (formerly his father's) was just left, across from the steps, so that Cat passed it as she went to the lilac room (formerly Giogi's mother's).¹³ Giogi's old nursery was tucked beyond the lilac room.¹⁴ The red room, a purposely impersonal room for guests, was right of the stairs, across the corridor from the bath.¹⁵ At the far end of the hallway was the door Thomas entered to carry a tray to Uncle Drone in the attic.¹⁶

The attic was somewhat finished, for it contained a closet in which Olive was placed after being discovered by Drone.¹⁷ A dormered window faced south

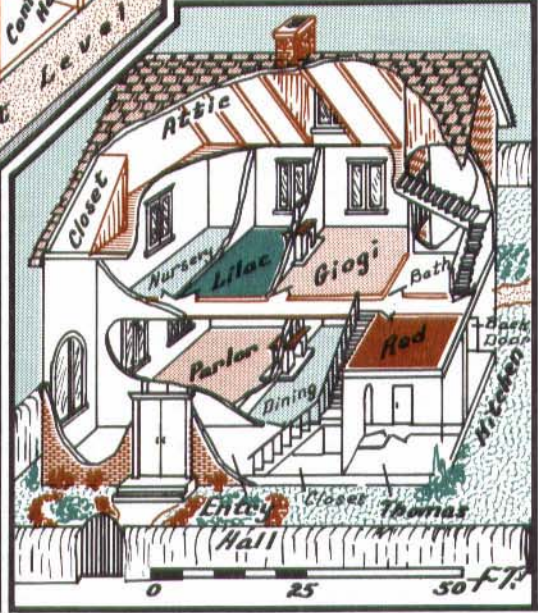
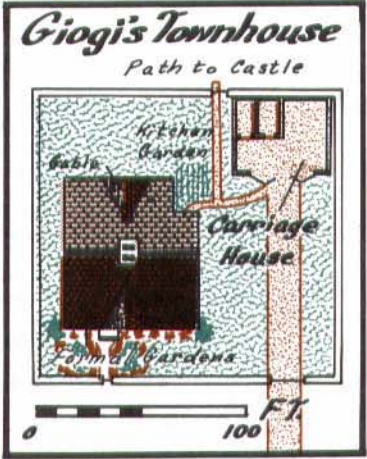
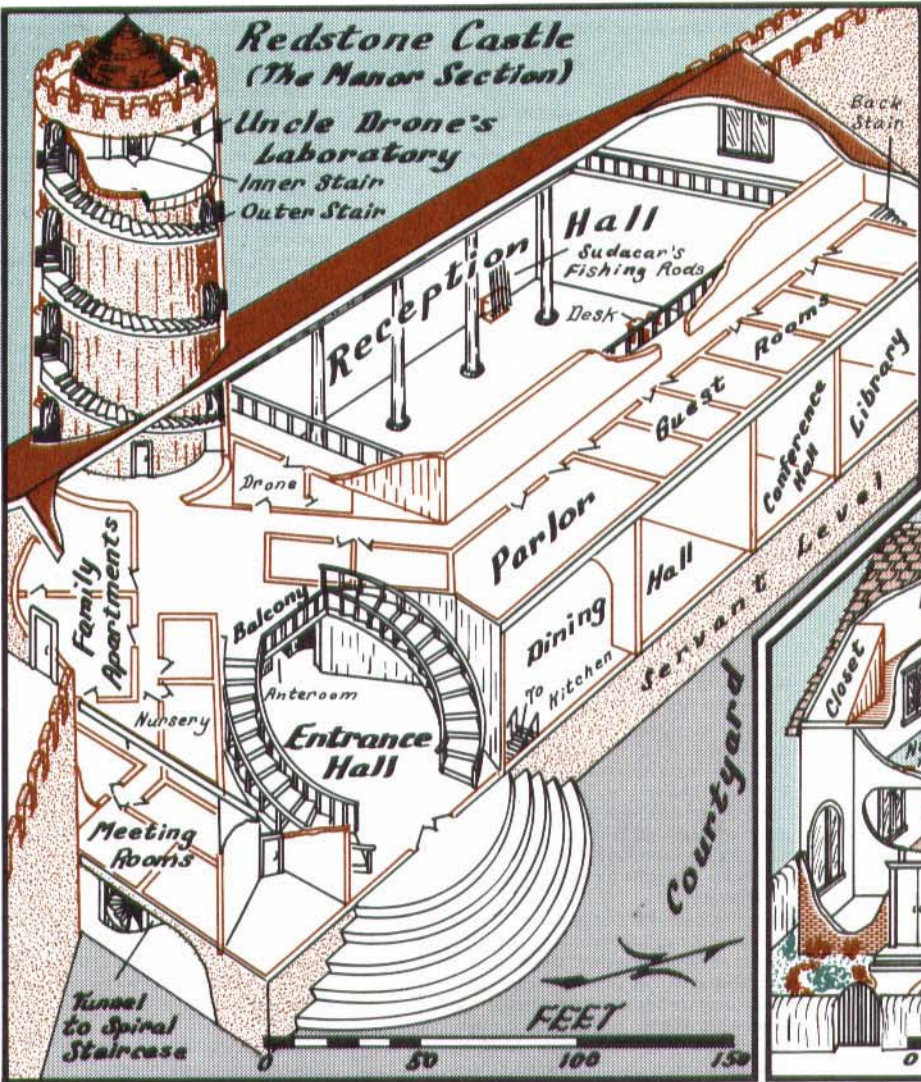
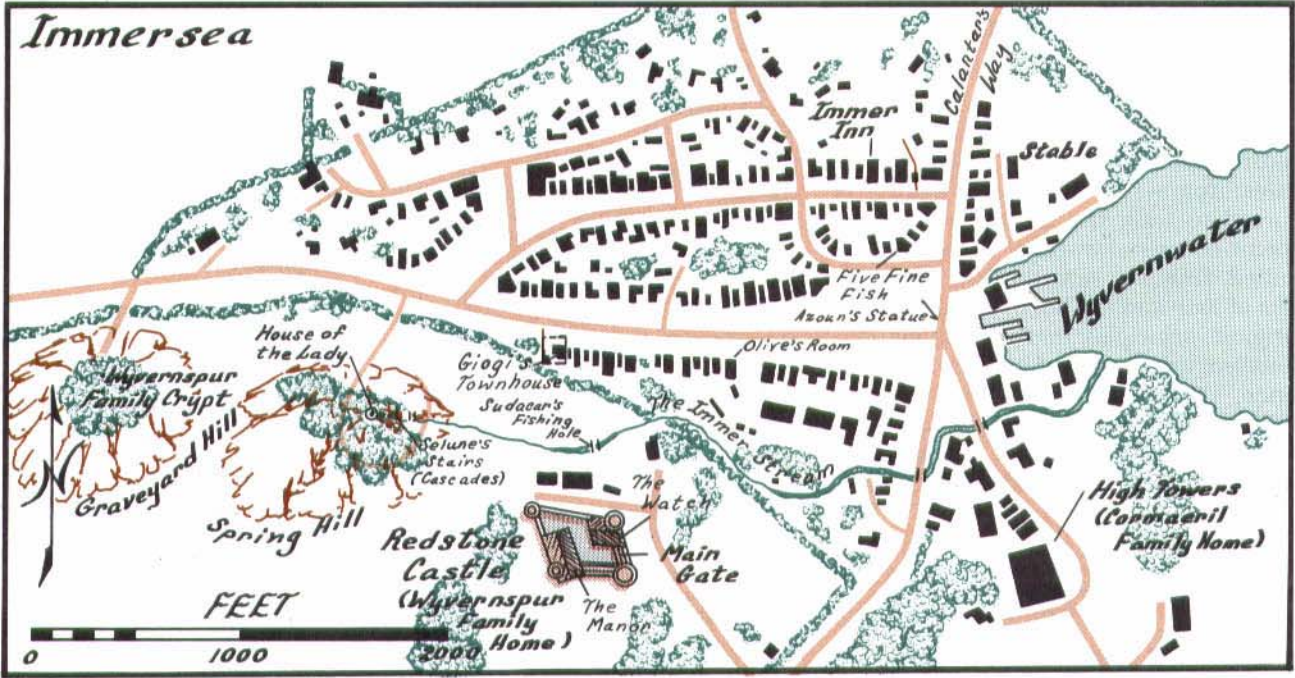
(closer to the stairs than Olive's closet), and another faced north. From the north window the halfling was able to climb onto the roof and reach the peak.¹⁸ From there she could see Redstone Castle.

Redstone Castle

The ancestral home of the Wyvernspurs was a fortresslike manor constructed of sandstone and was so imposing that Cat shuddered when she saw it.¹⁹ Its walls formed a diamond, with a tower at each point, and only by passing through the main gate into the courtyard could one reach any entrances to the structure. The castle was really only two main blocks of buildings connected by walls, however. The block to the right of the gate contained the stables, armory, quarters, and other necessary rooms for the watch contingent under the command of the Lord of Immersea. The true manor house portion stood opposite the gates.²⁰

The manor was two stories high. A broad outer stair climbed to the grand entrance hall.²¹ Two sweeping staircases curved to a balcony opposite the entrance.²² The foyer below the balcony gave access directly to corridors to the public rooms, including assorted meeting and conversation rooms, a dining hall, and a library; the doors in the midst of the foyer led via an anteroom office into the largest chamber of the castle: the main reception hall. The columned hall stretched far enough to allow archery contests along its length and was large enough to contain the entire population of Immersea. At the far end, Sudacar had placed his desk and (somewhat incongruously) a rack of his fishing rods. To the former adventurer the hall seemed a "stuffy little closet."²³

The balcony at the top of the curving stairs opened on corridors matching the ones below, running northwest and northeast. The northwest corridor contained the parlor, while the nursery was in the northeast wing. Between the two wings was the corner watch tower containing Drone's laboratory.²⁴ To reach Uncle Drone's lab from the parlor without being seen by Aunt Dorath in the nursery or running into Julia or Steele, Giogi was forced to sneak Olive and Cat down the back stair and through a maze of corridors and stairways in the servants' section until he reached a tunnel.²⁵ The door from the tunnel opened onto a small room in the base of the tower, from which a tightly spiraling iron stair climbed to another door. It entered directly into the circular lab, which was forty feet in diameter.²⁶ Although the laboratory was three flights above the family rooms on the second floor, Drone was able to hear Gaylyn's shriek from the nursery.²⁷ The baby had been taken, and the stage was set for Giogi to take up his family inheritance: the bane and the blessing of the wyvern's spur.



Immersea, Redstone Castle, and Giogioni's Townhouse



The Avatar Tales

Of all the tales of Shadowdale, the most important were the avatar tales, for when the gods were forced to walk the Realms in the forms of mortal avatars, chaos resulted. Only the return of the Tablets of Fate and the honoring of the original principles that the tablets detailed would reestablish the balance.¹ The restoration was not brought about by the gods, however, but by a party of mortals driven by need, duty, and desire.

Kythorn (June):

- 1 Kelemvor, Cyric, and Adon expose the Zhentil Keep agent Knightsbridge, who had infiltrated Arabel's city guard; the traitor escapes.²
- 14 Bane, God of Strife, and Myrkul, God of Death, steal the Tablets of Fate, thinking to gain freedom from Lord Ao's control.³
- 15 Mystra transfers much of her power to Midnight of Deepingdale.⁴ Arrival of the gods in the Realms.⁵ Bane's arrival destroys much of his temple in Zhentil Keep. A misfired spell makes his avatar hideous.⁶
- 20 Bane battles and imprisons Mystra in the ruins of Castle Kilgrave. Charm of the lady flies to Arabel and enters Caitlin.⁷
- 28 Midnight awakens in a cottage north of Immersea and leaves for Arabel.⁸ Kelemvor, Cyric, and Adon meet with Caitlin and make plans to rescue her mistress. Midnight joins as a mage.⁹
- 29 The party leaves Arabel by highsun.¹⁰ The ruler of Arabel learns of their departure, suspects conspiracy with Knightsbridge, and sends trackers to arrest them.¹¹
- 30 The party camps at a colonnaded pool. Caitlin answers Mystra's summons.¹² Knightsbridge returns to Zhentil Keep.¹³

Flamerule (July):

- SD: Midsummer
- The party arrives at Castle Kilgrave in late morning.¹⁴ Kelemvor metamorphoses into a panther.¹⁵ Midnight's magic crumbles Bane's spells. Mystra escapes, injures Bane, and climbs the Celestial Stairway. When Helm destroys Mystra's avatar, she sends Midnight to Shadowdale to warn Elminster.¹⁶ Castle Kilgrave collapses.¹⁷ The party camps south of Gnoll Pass.¹⁸
- 2 Bane awakens in Zhentil Keep and plans attack on Shadowdale.¹⁹
 - 3 The party is ambushed. Midnight's spell goes out of control, and Elminster briefly appears to counter it.²⁰ Knightsbridge is chosen to lead the attack; he leaves to hire mercenaries.²¹
 - 5 Kelemvor metamorphoses, and party is driven from Silvertown. They flee all day and night.²²
 - 6 The party's pursuers finally stop, but an earthquake forces the party to continue through Shadow Gap during much of the night.²³ Emerging from the gap, the party meets trackers from Arabel. All camp until morning.²⁴
 - 7 Falling glass forces the party and trackers into Spiderhaunt Wood. An attack of

- spiders kills many. Midnight teleports survivors to near Shadowdale. They arrive late at night and are taken to the Tower of Ashaba.²⁵
- 8 The party is admitted to see Elminster.²⁶ Bane's assassins massacre Shadowdale's clerics of Tymora.²⁷
- 9-17 Shadowdale prepares for war.²⁸ Bane's army marches.²⁹
- 18 The Battle of Shadowdale is fought. Both the Celestial Stairway³⁰ and Bane's avatar are destroyed.³¹ Elminster falls into the rift. Midnight and Adon are charged with his murder.³²
- 20 The trial and condemnation of Midnight and Adon occur. Execution is set for dawn.³³ Cyric frees Midnight and Adon. Lhaeo gives them a spellbook and provisions.³⁴ They row on the Ashaba, toward Tantras, where Elminster had told Midnight one of the Tablets of Fate was hidden.³⁵
- 21 Mournngrym convinces Kelemvor to pursue the fugitives.³⁶
- 21-29 The escapees travel down the river.³⁷
- 25 Kelemvor's hunters turn east through Mistledale to the Standing Stone.³⁸ Myrkul returns Bane's being to Faerun, and Bane possesses Fzoul.³⁹
- 28 The Shadowdale hunters reach Blackfeather Bridge and camp there.⁴⁰ Bane sends assassins to the bridge.⁴¹
- 29 Struggles occur at Blackfeather Bridge. Werepanther Kelemvor attacks the dalesmen. Assassins capture Midnight and Adon. Cyric escapes in the river and joins the Zhentilar of Scardale.⁴²

Eleasias (August):

- 1 The Zhentilar defeats a Sembite patrol. Cyric is appointed second in command.⁴³
- 2 The Zhentilar commander is killed. Cyric becomes commander.⁴⁴
- 3 Assassins reach Scardale with Midnight, Kelemvor, and Adon.⁴⁵ Kelemvor covers Midnight and Adon's escape.⁴⁶ Sembian Resistance members lead Midnight and Adon to a safe house.⁴⁷ Bane offers to cure Kelemvor's curse in exchange for drawing out Midnight.⁴⁸
- 4 Kelemvor states that he accepts the terms and is cured, but he plans a double cross.⁴⁹
- 5 Kelemvor appears at the Sembite safe house and tells Midnight of his cure.⁵⁰ The party sails at night. Midnight destroys one of the pursuing ships.⁵¹
- 8 The party reaches Tantras and begins searching for the Tablet of Fate.⁵² Elminster appears at an inn in Tantras, investigating the party.⁵³ Midnight goes to the temples, Kelemvor to the harbor, and Adon to the Temple of Torm.⁵⁴
- 9 Kelemvor sees Cyric at the Dark Harvest.⁵⁵ Midnight visits the bell tower of Aylen Attricus.⁵⁶ Adon meets Lord Torm, tells him of his search, and urges him to investigate the activities of his clerics. Afterward, those clerics imprison Adon.⁵⁷
- 10 Elminster helps Adon escape the temple. The party hides.⁵⁸
- 11 Cyric reports to Bane in Scardale. Bane plans an attack on Tantras.⁵⁹
- 12 Bane takes a statue as his avatar and sacrifices his assassins for power.⁶⁰ Zhentilar troops sail.⁶¹
- 13 Torm confronts his clerics, takes form of a lion statue, and gains energy from the deaths of his followers.⁶² Bane's avatar and fleet arrive at Tantras.⁶³ The Battle of the Avatars begins. During battle, the heroes retrieve the tablet from the Temple of Torm.⁶⁴ Elminster tells them the second tablet is in Waterdeep.⁶⁵ Midnight rings the Bell of Aylen Attricus to

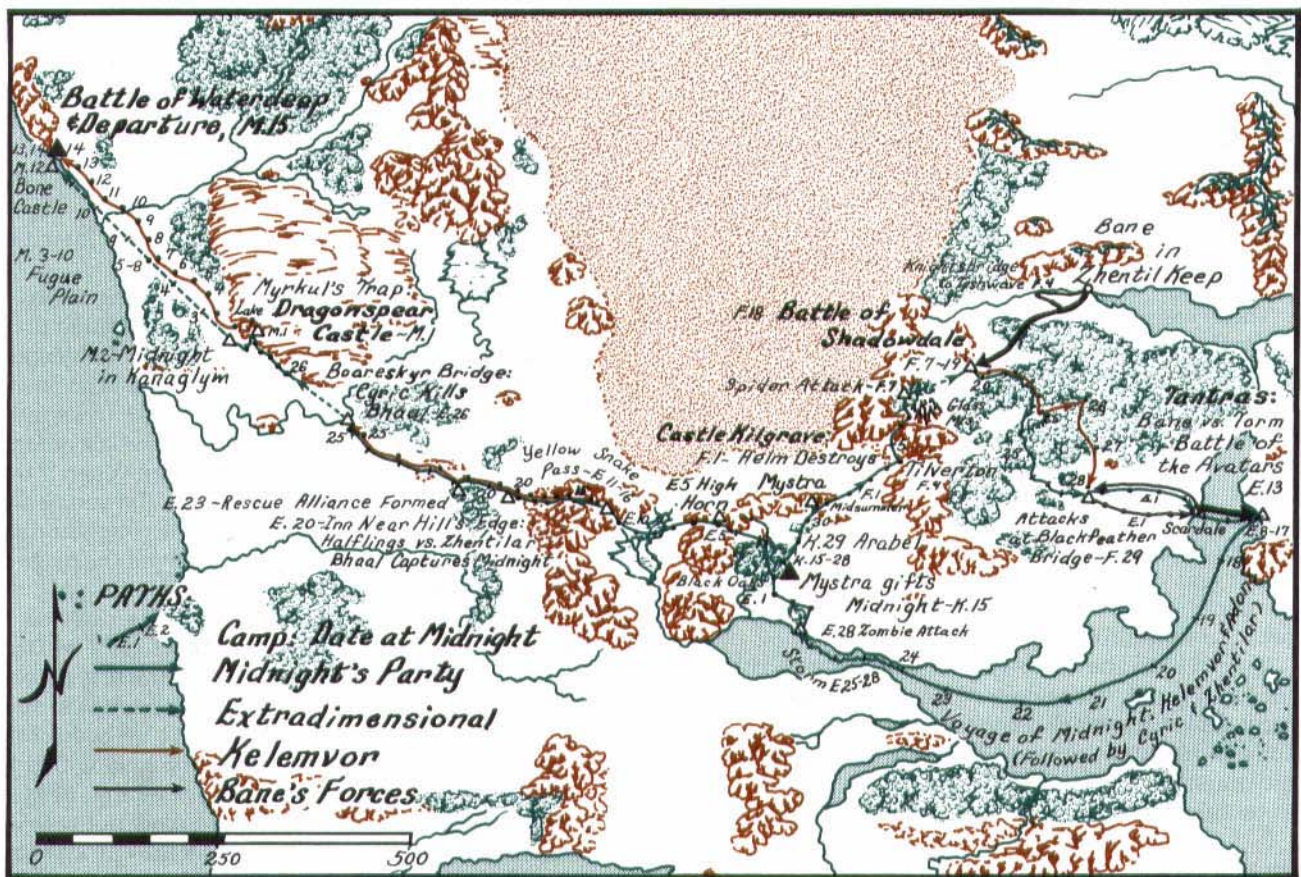
- raise a protective shield over Tantras.⁶⁶ Bane and Torm destroy each other.⁶⁷
- 14-17 Kelemvor and Adon help reorganize Tantras.⁶⁸
- 18 Midnight, Kelemvor, and Adon sail from Tantras. Cyric follows.⁶⁹
- 25 A storm begins.⁷⁰
- 28 The heroes are put ashore near the Immerflow.⁷¹ Myrkul's zombies attack the camp. Cyric helps fight from his hiding place.⁷²

Eleint (September):

- SD: Harvestide
- Cyric's company raids the halfling village Black Oaks. Cyric takes Sneakabout's magical sword.⁷³
- 1 Cyric's company stays at a ruined castle called "The Haunted Halls" near Eveningstar. Several persons are killed by Bhaal.⁷⁴
 - 2 The heroes find survivors of Black Oaks. Sneakabout offers to guide them.⁷⁵
 - 3 The heroes reach Eveningstar and stop at an inn. Cyric appears, then leaves.⁷⁶ Sneakabout reports a Zhentilar band, and the party flees.⁷⁷
 - 4 The heroes join a Cormyrian patrol.⁷⁸
 - 5 The party stays at High Horn. Bhaal appears. Midnight imprisons him.⁷⁹ A Zhentilar band is driven through the pass and camps overlooking the road.⁸⁰
 - 6 Cormyrians escort the party to Yellow Snake Pass. The Zhentilar ride ahead to scout and track.⁸¹
 - 11 Bhaal's prison is broken, and he escapes.⁸² The Cormyrian escort departs at the foot of the pass, and the party's camp is surrounded by Zhentilar. After a standoff, Cyric kills Sneakabout and escapes.⁸³
 - 13 The heroes reach a magical curtain across the road and are forced onto a trail.⁸⁴
 - 15 They reach the top of the pass and descend far by dusk.⁸⁵
 - 16 Midnight leaves the others before dawn.⁸⁶ Kelemvor and Adon take all day to reach the place she left the horses.⁸⁷
 - 20 Halflings attack the Zhentilar at an inn west of Hill's Edge, but they eventually fail.⁸⁸ Midnight arrives later, overhears Cyric, and attacks. Bhaal captures her.⁸⁹
 - 21 Kelemvor and Adon reach the inn and find Midnight's horse. They begin tracking.⁹⁰ Bhaal allows a brief rest just west of the forest. He tells Midnight his plans for her to recover the second Tablet from Bone Castle in Myrkul's Realm via a portal in Dragonspear Castle.⁹¹
 - 23 Kelemvor and Adon find Cyric and learn of the abduction. They reluctantly form an alliance.⁹²
 - 26 The alliance reaches Boareskyr Bridge. Bhaal attacks. Cyric kills Bhaal with Sneakabout's sword, and Midnight teleports them halfway to Dragonspear Castle.⁹³ Leaving Cyric, the rest walk.⁹⁴

Marpenoth (October):

- 1 Zombies attack at Dragonspear Castle. The tablet is taken.⁹⁵ Midnight, Kelemvor, and an injured Adon all fall into a subterranean river. Midnight is sucked into a whirlpool.⁹⁶ Kelemvor avoids it and exits into a lake, but he is frozen there until evening.⁹⁷ Adon is found by a gnome in his well.⁹⁸
- 2 Midnight reaches the Fountain of Nephenthe in Kanaglym, where she rests.⁹⁹ Kelemvor is given a horse by a passing company.¹⁰⁰
- 3-10 Midnight walks in the Fugue Plain.¹⁰⁰
- 11 Midnight reaches Myrkul's city and meets Sneakabout's spirit.¹⁰¹



The Avatar Tales

- 12 Midnight reaches Bone Castle and rests nearby.
- 13 Midnight calls the tablet to her and uses a "worldwalk" spell to reach the gate, but the portal doesn't close. She forms a prismatic sphere to block the gate and is caught within.¹⁰²
- 14 Kelemvor reaches Waterdeep and is taken to Blackstaff Tower.¹⁰³ Cyric follows zombies into Waterdeep and overhears Myrkul's plans.¹⁰⁴ Kelemvor, Elminster, and Blackstaff go to the Pool of Loss and find Midnight's sphere. She eventually emerges.¹⁰⁵
- 15 The Battle of Waterdeep begins. Myrkul destroys the prismatic sphere and releases his denizens.¹⁰⁶ Myrkul goes to Blackstaff's. Kelemvor takes the tablet. Myrkul dies.¹⁰⁷ Adon arrives at the tower. Elminster goes to seal the Pool of Loss.¹⁰⁸ Cyric reaches the tower, reinjures Adon, kills Kelemvor, injures Midnight, and takes the Tablets of Fate.¹⁰⁹ Adon and Midnight pursue Cyric to Mount Waterdeep. Helm meets Cyric and Midnight at the foot of the Celestial Stairway, then returns the tablets to Ao, who destroys them.¹¹⁰ The Time of Departure occurs. Cyric becomes the new god of strife and death. Midnight, the Lady of Mysteries, takes Mystra's name and place in the pantheon. The gods leave the Realms and collect their faithful from the Fugue Plain.¹¹¹



Zhentil Keep

One of the most influential cities on the Moonsea was Zhentil Keep. Located just west of the mouth of the River Tesh, the city had access to water and land routes in all directions.¹ The power-hungry forces of Zhentil Keep used this access to gain control over nearby areas, making rivals such as Hillsfar in the process.²

There were competing factions within Zhentil Keep as well. Although the city was nominally ruled by Lord Chess, the true power was a coalition of mages, thieves, and assassins under the command of Lord Manshoun. They were known as the Zhentarim but were called "the Black Network" by those who opposed them.³ The pervasive atmosphere of viciousness colored the city. It was there that the Alias image Cat of Ordulin appeared and was conscripted for the army; and it was there that the infant Cyric was sold for profit, and where he later was swept up as an apprentice in the thieves' guild.⁴

Even within the temple of Bane there was rivalry, for Lord Fzoul, high priest of Bane, was allied with a force called the Black Watch, much to the disgust of some of his fellow priests.⁵ The "powder keg" community must have seemed ideal to Bane, the god of strife, as he selected the base of operations for his avatar.⁶

The City

Zhentil Keep, understandably, was well fortified. Its black granite walls rose forty feet above the river, higher than all but the tallest buildings within. The two largest gates allowed access northwest to the Citadel of the Raven and south to Yûlash via the road that crossed the great bridge over the river mouth. Two lesser gates admitted traffic from Teshwave and Phlan. The walls were periodically relocated, and the old ones razed, to allow expansion of the population while still maintaining the exterior integrity of the fortification.⁷

The center of Zhentil Keep was the Inner Quarter, which contained shops, inns, taverns, an arena, and the home of the quarter's magistrate, who was part of the "official" government.⁸ In spite of the variety of services in the Inner Quarter, however, convenience allowed the outlying inns and taverns (nearer the city gates and harbor) to demand higher prices for lower quality.⁹ The largest buildings in the city—the Tower High, residence of Lord Manshoun, head of the Zhentarim; Fzoul's Tower, official residence of the high cleric of Bane; and (immediately adjacent to it) the Dark Temple of Bane—lay just outside the Inner Quarter.¹⁰

The Towers

Manshoun's residence, the Tower High, seemed a fairly typical tower. It had an open courtyard surrounding its base (periodically broken by minarets), and an observation platform on the roof. Like the homes of many important figures, the tower conveniently served for both public and private needs. A

round table in Manshoun's high, paneled feast hall served as a meeting place for the high lords of Zhentil Keep's council. The paneling and flagstone floor did not give the hall a warm air; however, for clinging to the high rafters were hideous gargoyles that came to life when Manshoun needed them as guards. The doors of the feast hall opened from an entryway so high that it allowed passage of a stone golem guard six times the height of a normal person.¹¹

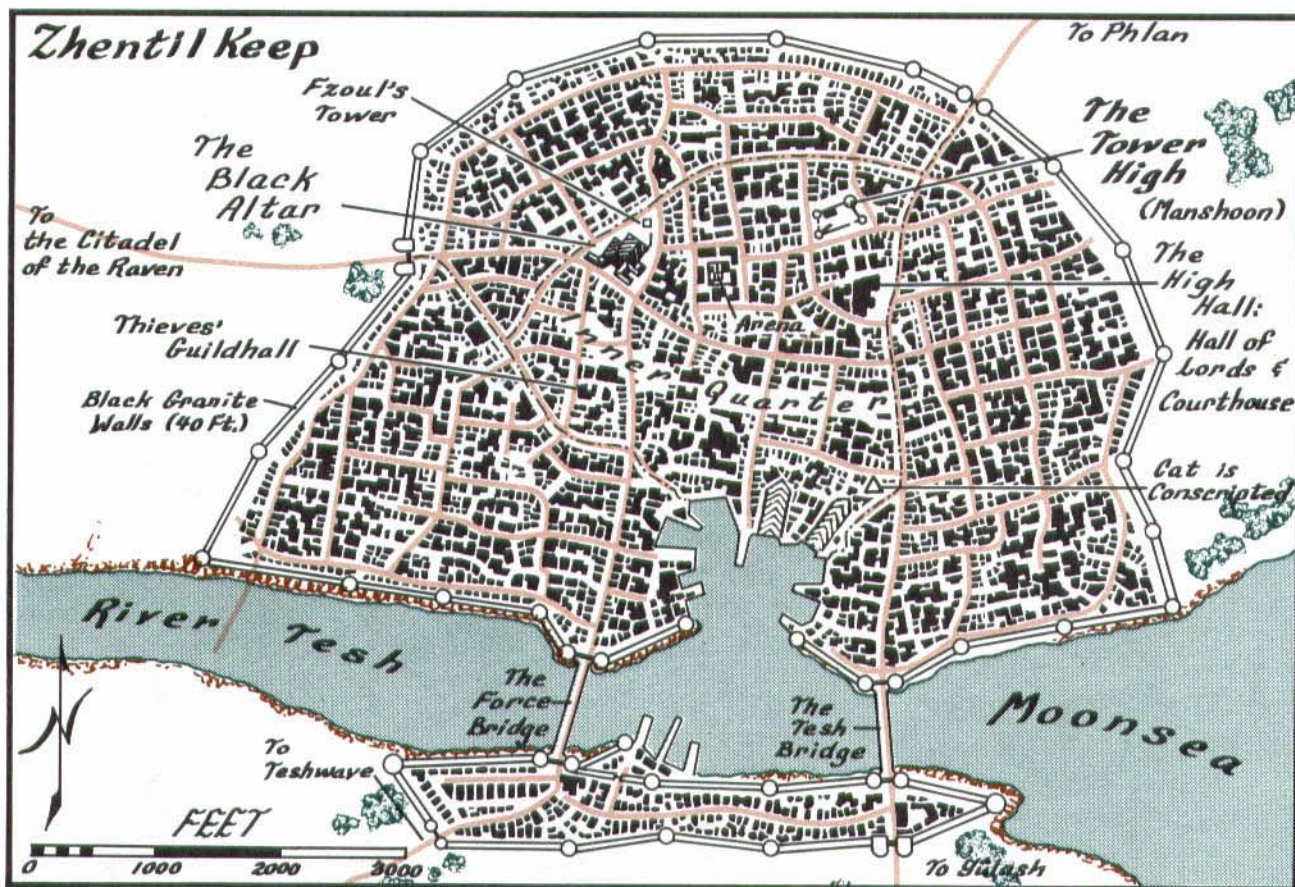
A stair climbed from the entryway, giving access to Manshoun's laboratory and other rooms related to his abilities as a powerful mage, as well as to sleeping chambers and similarly mundane rooms.¹² The Tower High contained one feature that was far from mundane, however. Deep in its bowels was the lair of Manshoun's personal black dragon, Orлгаun. When it was called, great stone doors opened onto the courtyard, releasing the creature. Clutching at the rough stone of the tower, it climbed to the peak, allowed the mage to mount, and departed.¹³

Fzoul's Tower was part of a complex devoted to Bane that was called "The Black Altar" or "The Dark Shrine."¹⁴ The tower was traditionally the private residence of the head of the Church of Bane, but in spite of the rift between Fzoul and the more orthodox clerics, he had occupied the structure for so long that he retained control.¹⁵ Fzoul's Tower rivaled that of Manshoun in height. It was relatively narrow but rose between seven and eight stories above the city streets.¹⁶ The tower was square with a stable built into the base near the small courtyard. A feast hall, laboratory, private office, and quarters for the guard-servants completed the simple layout. Behind the guardroom was the stairwell to the living quarters, studies, storage areas, and research facilities of the upper levels. Below the ground floor stairs was a secret passage from the temple, which ended in Fzoul's courtyard, at a door disguised by a statue of Bane. High above, the stair finally climbed to the flat roof, which reportedly contained three wyverns.¹⁷ The patriarch of Bane was probably in his own tower when the forces of the orthodox Imperceptor attacked, allowing the rival cleric Sememmon in the main temple a clear shot at the high balcony on which Fzoul stood.¹⁸

The Temple of Bane

The Temple of Bane was also known as the Dark Temple. Although the various names applied to the temple and its complex probably originated due to the nature of Bane, they could equally have referred to the structures' color. The walls were of black granite, just as the city walls were; yet legend reported that the temple was not constructed by normal means, but was formed in Bane's dimension of Acheron and brought to Zhentil Keep stone by stone. The temple originally was six stories high with "imposing towers jutting upward like black serrated blades."¹⁹

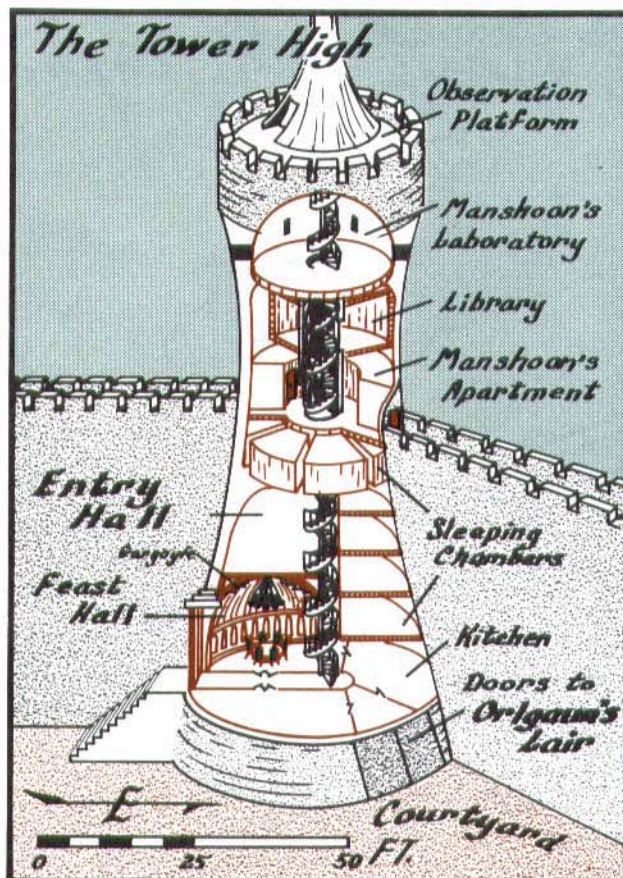
The first floor of the original temple contained a warren of small rooms including a small chapel flanked by offices for the high cleric and his assistant. After the rift with Fzoul, these became a small apartment for the acting high priest. Elsewhere on the ground floor were watch posts, torture rooms,



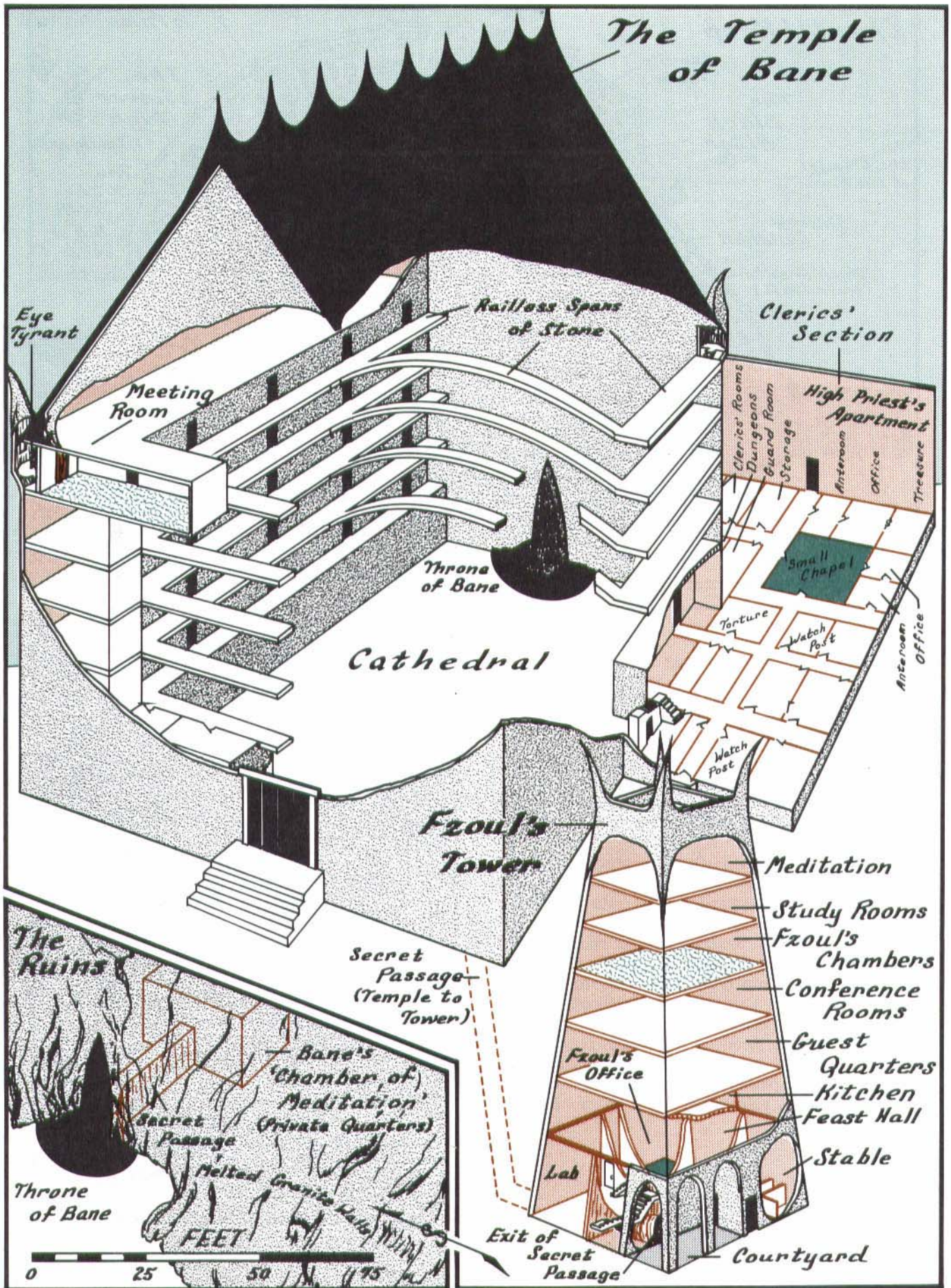
dungeons, and the secret passage to Fzoul's Tower.²⁰

The bulk of the original temple was filled by an immense cathedral that reached up into darkness above the floor. Numerous "spans of stone" leapt from balcony to balcony on the upper levels.²¹ In the walls surrounding the central cathedral were a variety of rooms, including the large chamber where Fzoul held a meeting following Manshoon's disappearance, overlooked by an eye tyrant hidden within a curtained alcove at one end.²²

The temple's openness was one of the reasons Bane's arrival so quickly destroyed it. The structure glowed red, then collapsed inward into a molten mass. All that remained unharmed was the black throne of Bane.²³ With the throne as the heart, a new temple was built. Bane ordered his assistant to delve a long secret passage into the rubble behind the throne. This area was Bane's "Chamber of Meditation," private quarters where he could eat and sleep, thus hiding the avatar's physical needs from his followers.²⁴ Having adjusted quickly to his quasi-mortality, Bane immediately began plans to continue what he and Myrkul had begun: gaining control of all the Realms.



Zhentil Keep and the Tower High



The Temple of Bane

Eye Tyrant

Meeting Room

Railless Spans of Stone

Clerics' Section

Throne of Bane

Cathedral

Clerics' Rooms
Dungeons
Guard Room
Storage

High Priest's Apartment
Anteroom
Office
Treasure

Torture

Watch Post

Watch Post

Anteroom
Office

Fzoul's Tower

Meditation

Study Rooms

Fzoul's Chambers

Conference Rooms

Guest Quarters

Kitchen

Feast Hall

Stable

Fzoul's Office

Lab

Courtyard

Secret Passage
(Temple to Tower)

Exit of Secret Passage

The Ruins

Bane's 'Chamber of Meditation'
(Private Quarters)

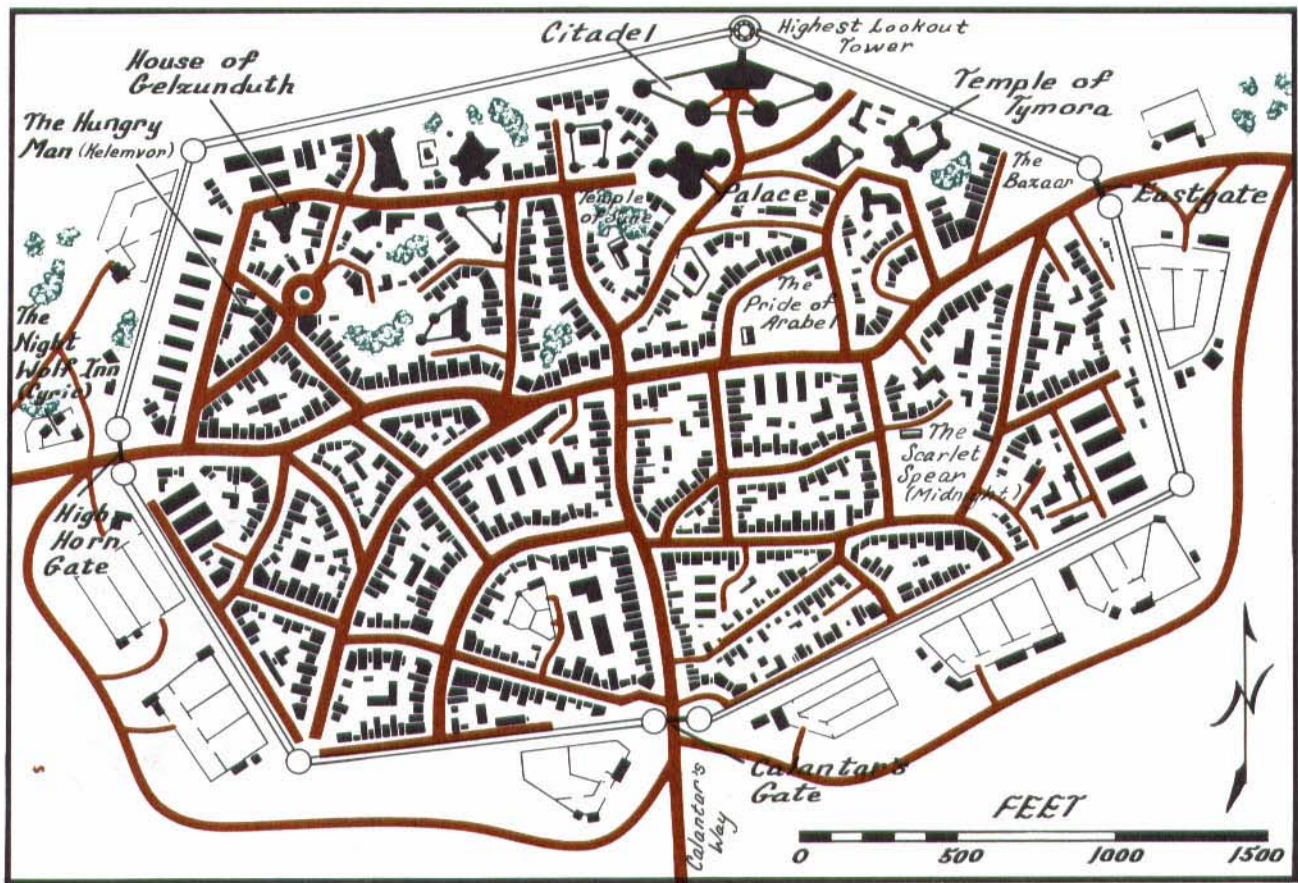
Secret Passage

Melted Granite Walls

Throne of Bane

FEET





Arabel

Arabel

Arabel was the second largest city in Cormyr, about half the size of the capital city, Suzail.¹ Although Arabel sat astride a crossroads, the absence of water traffic and the less-traveled routes north of the Inner Sea resulted in less trade. Nevertheless, there were several merchant yards on the outskirts of the city and several warehousing areas lining the walls and filling the center of large blocks. The relatively small open bazaar was most convenient to the road from Sembia, indicating that much of the trade was from that direction.²

Although Arabel was under the crown of Cormyr, its local ruler, Myrmeen Lhal, carried the control and status of an independent governor. Her policy was one of "laissez-faire" as long as no one was hurt and the crown was not endangered.³ When the Knightsbridge conspiracy spread rumors that would have threatened Arabel's trade, however, she was obliged to intervene—with the result being that Kelemvor, Cyric, and Adon briefly gained a measure of fame, though it was tainted by the traitor's escape.⁴

Their fame brought with it free service in the most expensive inn of the city, the Pride of Arabel. It was there the trio met to discuss another quest, and, by chance, Midnight of Deepingdale was present.⁵ The Pride lay in the heart of Arabel, just east of the busy intersection lined with shops where Calantar's Way from the south joined with the main east-west road of Cormyr. These routes entered the three gates that

broke the strong walls of the merchant city: Eastgate, High Horn Gate, and Calantar's Gate.⁶ Between the gate towers the wall was broken by lookout towers. On the highest of these, the one next to the citadel, Kelemvor had battled Knightsbridge.⁷

The most prestigious section of Arabel was in the north. The citadel and the opulent palace stood in the center, with numerous multitowered mansions belonging to merchants and/or Cormyrian nobles scattered nearby.⁸ Just east of the citadel was the "House of the Lady," the Temple of Tymora, selected from all the temples in the Realms to be the favored locale of Tymora's avatar after the Arrival—although her appearance destroyed the structure, just as Bane's had melted his.⁹ A far less imposing temple in a grove just south of the palace honored Sune, and it was there that the cleric Adon had his humble quarters.¹⁰

The city contained a large number of inns and taverns. As the Pride of Arabel was full, Midnight was directed to the Scarlet Spear, a short distance away.¹¹ Not all the inns were necessarily inhabited by visitors, however. Cyric's room was in the Night Wolf Inn, just outside the High Horn Gate, and Kelemvor stayed at The Hungry Man, to which he took the frail-looking Caitlin after meeting her a block away, outside the house of Gelzunduth.¹² After sending Adon to Gelzunduth's to obtain forged documents, then on to find Midnight, the party left the city in the morning to begin Caitlin's quest—rescuing the goddess Mystra from where Bane had imprisoned her in Castle Kilgrave.¹³



Castle Kilgrave

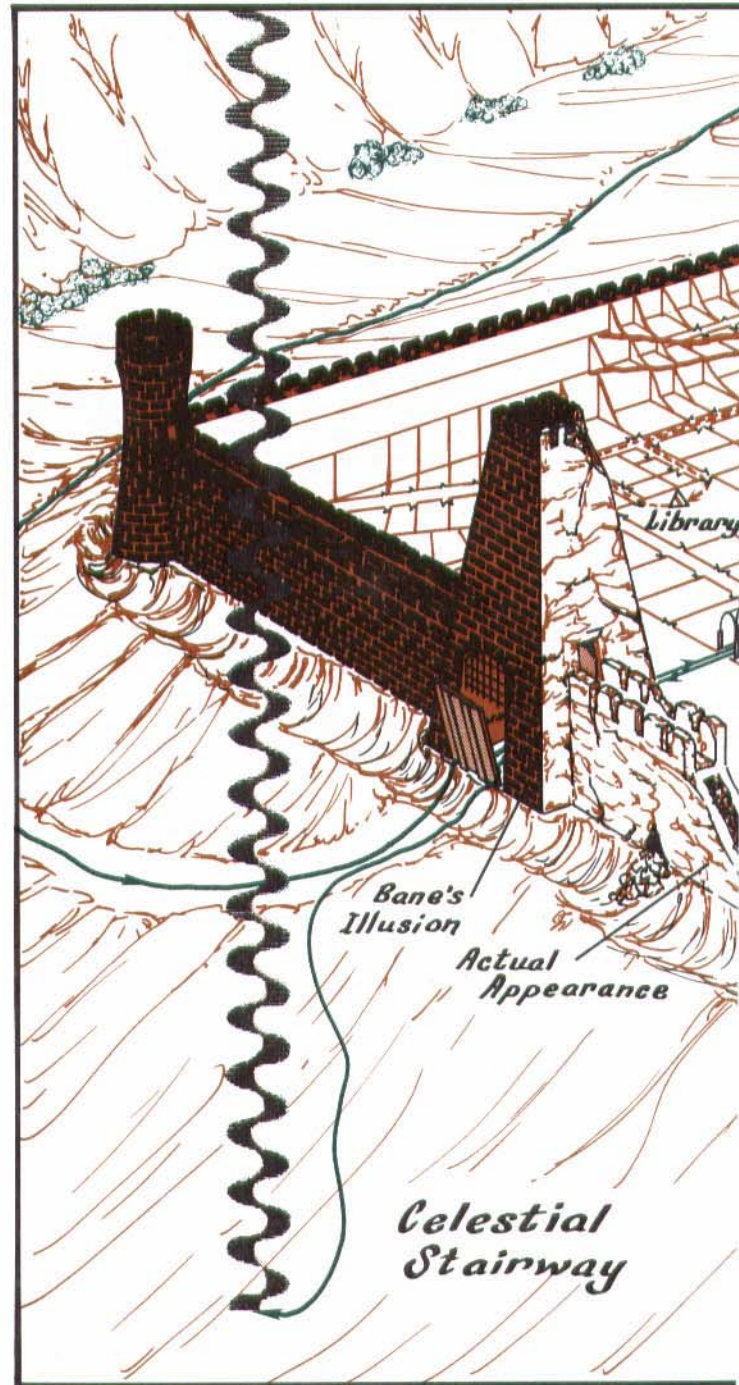
Castle Kilgrave stood on a hill that rose from the floor of a valley. The road curved around the base of the rise to the gate in the west wall of the castle, crossing the long since empty moat on a drawbridge that hung partially open. The castle once had been magnificent, but it had long since fallen into disrepair. From a distance, its bare, bleak walls appeared like "bones left out in the sun to bleach."¹ As the party seeking the Tablet of Fate approached the ruins, however, Bane's spell-shaped changes became apparent. The bleached and crumbling walls seen from afar now seemed to be of a seamless other-worldly material of black laced with red. Bane had amused himself during his visits to the castle by attempting to reshape the ruins into an echo of his Temple of Suffering in Acheron, calling the refurbished ruin New Acheron.²

The castle's design was simple: a perfect square with a thousand feet on a side and cylindrical towers fifty feet high placed in each corner. Thirty-foot-high walls connected the windowless towers, and on the west a "massive obelisk jutted from the wall."³ The drawbridge could be lowered from the center of the obelisk to bridge the moat, but didn't do so until Cyric climbed partway up, dropped fifteen feet to the floor beyond, and freed the rusted mechanism. The castle rooms were built against the fortress walls, leaving open only the central courtyard.⁴ The first room of the keep was a vast main entry hall with a corridor opposite the entrance.⁵

Some of the sites seen by those in the party as they entered the castle were accurate and some were magical shapings. As Caitlin had warned them, "the walls live and breathe . . . can close in on you, shape themselves to put you in a maze."⁶ Nevertheless, many of Bane's images had failed or merely reflected the original shape, so when Midnight's magic later destroyed his spells, the ground level corridors looked much the same as they had when the party first explored them, both in layout and appearance. The hallways were arched, with the arches supported by columns placed every sixteen feet.⁷

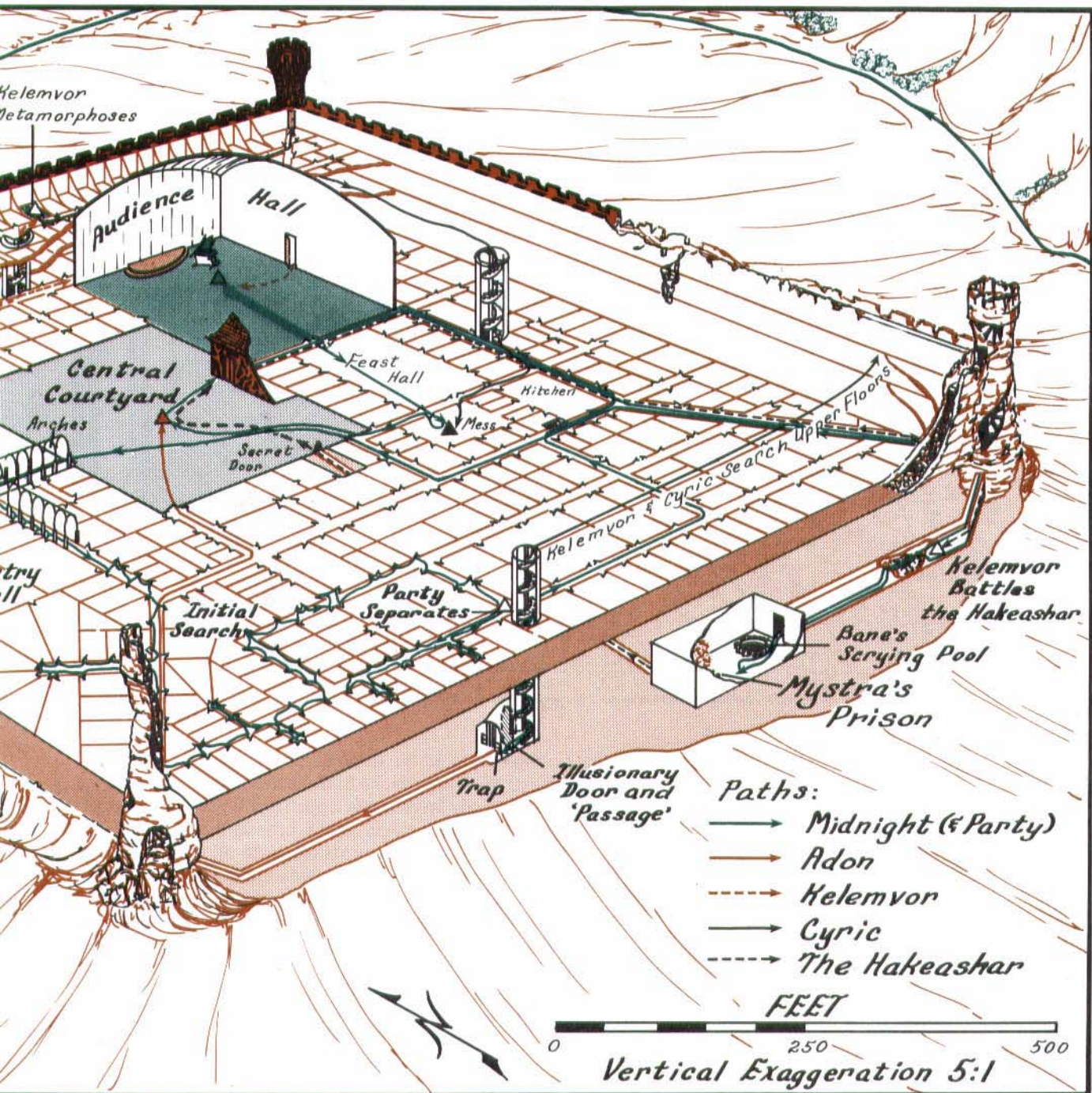
The castle held three above-ground levels.⁸ For an hour the party searched the first level, finding many small rooms, all very similar. Some larger rooms were also present, however, such as the library in which Kelemvor awoke and the domed room in which he found Midnight, an audience hall with an overturned throne.⁹

Each of the corner towers contained spiral stairs, which could be reached from the keep corridors, but there were also stairwells within the main building. At one of these the party split. Kelemvor and Cyric searched the windowless upper floors, where the bedchambers were located, and found nothing, while Adon and Midnight went down.¹⁰ In the ante-room at the bottom of the stairwell, Bane's traps separated the cleric and the mage. An iron gate dropped



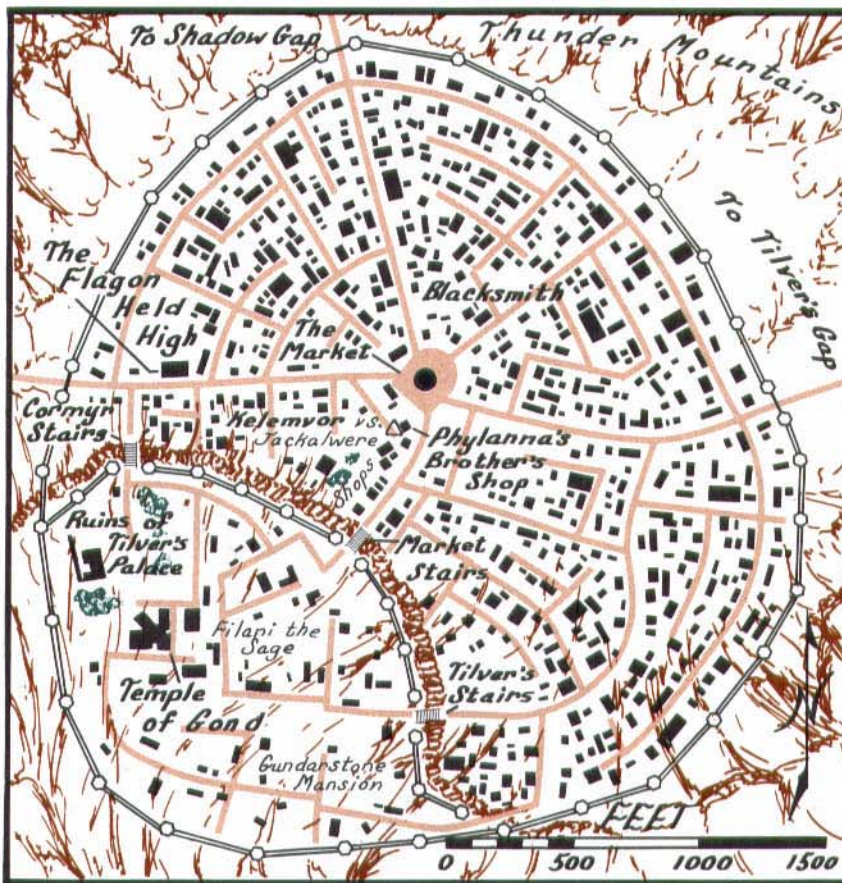
behind Adon, and two others thrust out from the side walls, trapping him in the corridor beyond. Immediately after, a wooden door appeared behind Midnight, three times her height. It opened onto another passageway, which had previously been unseen.¹¹

The four were so engrossed in Bane's alluring visions that they wandered through the castle unaware that they had moved. When Midnight realized the danger, she cast a disperse magic spell and, along with the illusions, Mystra's magical shackles dissipated.¹² She was free, but so was Bane's jailer, the hakeashar, which was drawn by Midnight's pendant. The party members fled from the creature until they reached a turret two hundred yards from the court-

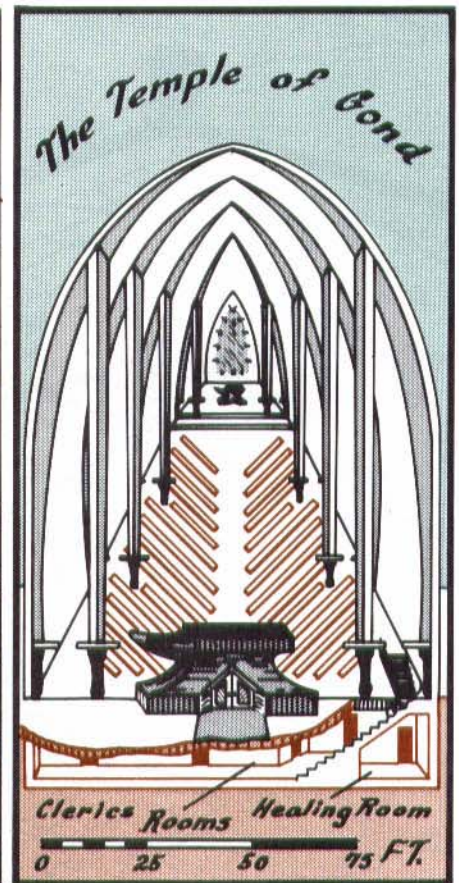


Castle Kilgrave

yard where their flight had begun. With the upper stair blocked, they were forced down. At last Kelemvor turned and destroyed the creature, while Midnight led the others on past the rubble in the passage. Not far beyond, the party reached its goal, the chamber in which Mystra had been confined. There she stood, beside the remains of Bane's ornately carved scrying pool set in the floor.¹³ She led the party from the castle and confronted Helm. The force of her destruction crumbled the castle just as her final message reached Midnight: Warn Elminster in Shadowdale.¹⁴



Tilverton



Tilverton

Beyond Castle Kilgrave, the party was ambushed and both Cyric and Kelemvor were injured. The closest place to rest and heal was Tilverton. The small town was just west of Tilver's Gap in the Thunder Peaks, where the road connecting Sembia and Cormyr intersected one running north to Shadow Gap.¹ The village was surrounded by a low wall and would be susceptible to attack if powers chose to expand their areas of control.²

Because it lay in the lower reaches of the mountains, the town was built on two levels. The larger part lay in the valley through which the roadways ran, centering on the market at their intersection. Most of the buildings typical of a town that size were in the lowland area. The Flagon Held High, a reputable inn, was on the main road, not far inside the west side of town.³

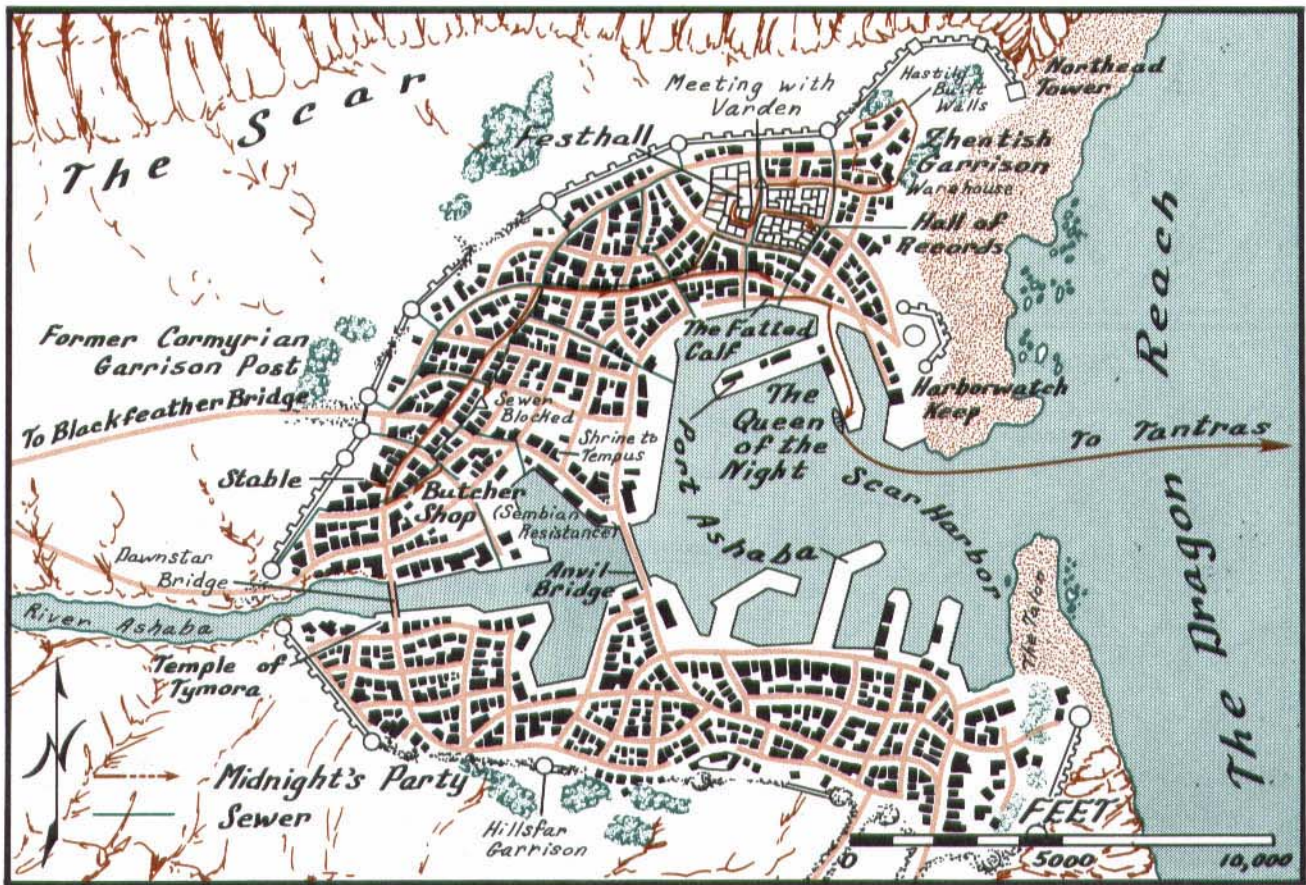
The south side of the town climbed a slope steep enough to require stairs. The added protection and panoramic view made this the more privileged section of the community. The ruined palace of Tilver stood in the west, the mansion of the burgher Gunderstone in the east, and the "modest three-story home" of Filani the Sage in the center.⁴ The Windlord's Rest, was near the sage's house, across the street from the largest building in town, the Temple of Gond.⁵

The people of Tilverton had devoted themselves entirely to Gond, the God of Blacksmiths and Artificers.⁶ Perhaps the ores of the Thunder Peaks, combined

with coal from the Gnoll Pass area, had allowed a concentration of artisans in the community, or the name may simply have come from the by-products needed for the town's many horse breeders and livery stables.⁷ The temple was visible from all parts of town, due not only to its hillside location but also to its five-story height. While walking to the blacksmith's, Kelemvor had been able to see it over the shops near the market and to reach it without guidance.⁸ The entrance and altar were shaped like an anvil, as was the altar. The pillars supporting the ceiling appeared to be swords, and interlocking hammers framed the windows.⁹ The worship hall seemed to fill the entire building above ground, so that the priestess Phylanna led Kelemvor down steps to the small chamber in which he was healed.¹⁰

Kelemvor spent the night with Phylanna in a room above her brother's shop. Dawn brought a jackalwere, which had mistakenly identified the werepanther Kel as one of its kind. In the ensuing struggle, Kelemvor metamorphosed and forced the jackalwere out the window, into an alley behind the shop.¹¹ This revealed the shop's location; it was far enough from the inn to ride but easy to reach quickly.¹²

After the confrontation with the crowd, the party members departed, gathering a few traveling supplies from the shops they passed on the way back to the inn. Even as they left, riders galloped from the temple, probably having taken the convenient Cormyr stairs. The party raced north out of town along the Stonelands road, toward Shadow Gap.¹³



Scardale

Scardale

After the party's desperate escape from Shadowdale following the battle and trial, Midnight's only hope was to find the Tablets of Fate on her own. Knowing that one was in Tantras, her immediate goal was to reach that city. The happenings at Blackfeather Bridge had placed yet another obstacle in the path: Bane, his assassin corps, and twenty-five hundred Zhentilar. All lay ahead at Scardale, the city at the mouth of the River Ashaba.¹

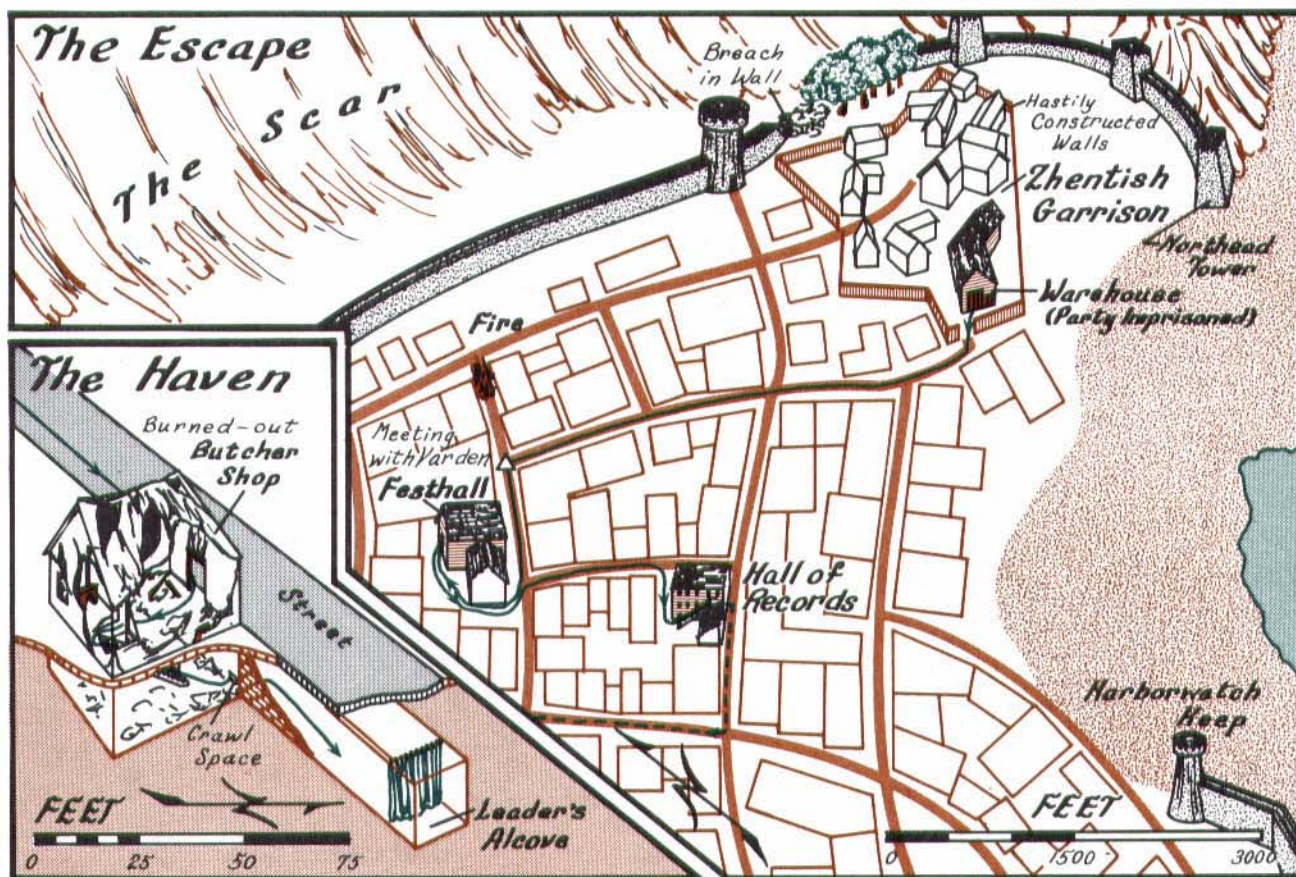
Scardale once had been a happily functioning, busy port town on the west coast of the Dragon Reach, but a few years earlier, Lashan, the most recent heir to the local lordship, had attempted to extend his power into an empire. The response had been a coalition of all the rival governments in the area, even those that were otherwise at odds between themselves. Lashan was quickly defeated and had disappeared, leaving Scardale with no leader. Small garrisons from each of the coalition groups were subsequently stationed in several of the city's watch towers as peace-keeping forces, but their brawling did even more harm to the city. Many citizens simply left, and their homes and businesses fell into ruin. The situation was ripe for exploitation and even as Midnight, Kelemvor, and Adon arrived, the city was in a state of street-to-street war against the invading Zhentilar.²

Scardale was named for the wide but steep-sided gorge—called the Scar—cut by the River Ashaba along the last eighty miles of its channel.³ The last remnant

of the Scar's northern escarpment reached all the way east to the coast. Below the cliff, the mouth of the Ashaba widened into a respectably deep anchorage called Scar Harbor. The entire docking facility constructed around the harbor was known as Port Ashaba. When the Zhentilar selected the best location for their occupying garrison, they selected one between the Scar on the north and Port Ashaba on the south.⁴

The garrison was a collection of about a half-dozen buildings, around which the Zhentilar had hastily constructed a wall. While the fortress lay on the outskirts of town, it was quite far from the tower that formerly had been occupied by the Cormyrian garrison near the west gate.⁵ A group of buildings in the far northeast, the last structures next to the beach and adjacent to a breach in the wall, gave easy access to the city, the harbor, and the countryside via very direct routes.⁶ Immediately outside the entrance to the fortress was a deteriorating warehouse that served as stables for the nightmare steeds of Bane's assassins. It also contained the tiny cell in which Kelemvor was placed as bait to recapture Midnight when she and Adon returned for their unsuccessful rescue attempt.⁷

When Midnight and Adon originally fled the warehouse, they ran down what seemed to be a road leading into town, but they found it suddenly stopped at a cross street. The way to the right was blocked by fire, and a battle was waging on the left.⁸ Corpses littered the intersection, but fortunately one man was still



The Escape and the Haven

alive. Varden, a member of the so-called "Sembian Resistance" attempted to help the two fugitives.⁹ Hastily he led them among the bodies, turned a sharp corner, then entered an alley—only to discover it was a dead end. Quickly picking the lock of a door on the right side, he led them into a festhall; but the only other exit was nailed shut.¹⁰

Backtracking, the group ran back onto the street, cut east past five shops, into another alley, and up a rickety stair to a window. This at least was a familiar spot, for Varden's business partner was in the room, searching through stacks of paper for the plans of a rumored secret underground passage system built by the old government.¹¹ He had discovered diagrams of a proposed sewer system, which turned out to be more than just sewers.

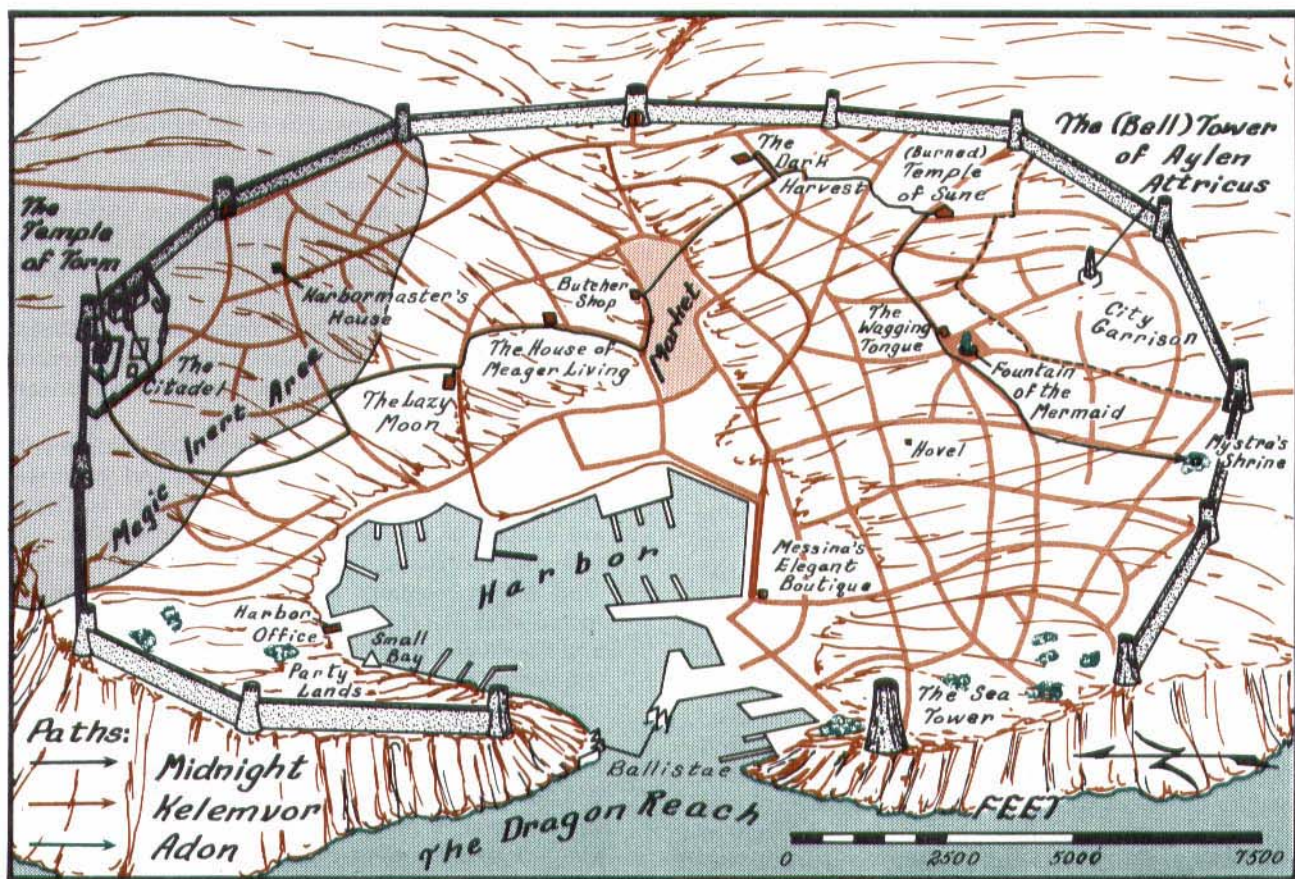
The building was formerly an important one to the government of Scardale, known as the Hall of Records; and one of the accessways to the system was shown as entering the basement. Hidden behind an empty bookcase was a thin sheet of wood, and beyond that was the beginning of one of the many passages designed to give secret access to the most important locations of the city.¹²

The journey was not straight, and eventually they came to a place where the passage was collapsed; but an overhead trapdoor opened into an alleyway, allowing them to continue. They had almost reached their goal: a burned-out butcher shop that served as a haven for some of the remaining troops of the non-Zhentish garrisons.¹³ Although the shop was located

where customers could easily visit, it was not on a major thoroughfare, so the resistance members counted on being able to slip in unobserved. Such was not the case, however, for Bane's men knew that the location was a possible "safe house" and had given directions to Kelemvor.¹⁴

Certainly nothing was visible from the outside to reveal the haven. Varden led Midnight and Adon down the cellar steps to a crawl space cut through the wall to the tunnel beyond that looked suspiciously like another section of the so-called sewers. One end of the tunnel was curtained off, forming a small chamber for the use of the Sembite leader. The far end eventually led to another exit.¹⁵

Once Kelemvor had reached the haven and convinced Midnight of the truth of his cure and sincerity in wanting to aid her quest, the party made quick forays to obtain horses, clothes, and provisions before venturing to the harbor. On Varden's advice, they hid near the vast shipping yards at his fiancée's family tavern, the Fatted Calf. The pub was the only one close enough to the *Queen of the Night* for easy use by the galley master. After a short wait, they were able to capture the inebriated master, brazenly bluff their way past the dock guard, and board the ship. The slaves aboard were delighted to trade their freedom for a quick trip across the Dragon Reach, and the heroes once more headed for Tantras.¹⁶



Tantras

Tantras

The Port of Tantras, on the east shore of the Dragon Reach, was “not that much different” than Scarsdale.¹ While that might have been true before the Arrival of the Gods, things had obviously changed since. With the coming of Lord Torm, God of Justice, the sun never set.²

In addition to the ever-present light, the temples had been abandoned. Some worshipers of gods other than Torm chose to change allegiance; many were forced into submission while their former temples closed due to taxation, damage, or abandonment.³ Based on the clue “keep faith,” from Bane, Midnight visited many of these temples in her search for the Tablet of Fate.⁴

The physical setting of the city was more dramatic than Scardale’s. Tantras was built around the edge of an almost bowl-shaped harbor with hills both north and south. The northern hill was the higher of the two, and roads that climbed its slopes were steep.⁵ One arm of the rocky slope curved around the north and west edge of the harbor, forming a natural breakwall.⁶ The sea cliff was so high that Bane’s great avatar struck it twice as he plummeted to his death.⁷

Tantras was similar to Scardale in its structural configuration. Tantras was walled, but its twenty-five-foot-high walls wound all the way to the harbor mouth along the breakwall, and catapults and other battlements protected the narrow harbor entrance.⁸ There were cranes on the docks; warehouses, an

open market, inns, and taverns lay in the city.⁹

The heroes landed in a bay near the north end. Once they answered questions in the harbor’s main buildings, they followed the main avenue paralleling the docks, then turned more toward the center of town, to the Lazy Moon.¹⁰

In beginning her search, Midnight went south to the House of Meager Living and hired a guide. He led her first to the butcher shop that had been Waukeen’s temple, then south and east to the Dark Harvest, meeting place of followers of Bhaal, God of Murder. When Midnight realized how dangerous the place could be, she did not enter, and later warned Kelemvor against going there; but he took the chance and found both Bane’s chief assassin and Cyric.¹¹

Midnight’s guide led her south to a burned out Temple of Sune, then west to the Wagging Tongue Inn. Continuing south, she visited the pastoral shrine of Mystra.¹² From it Midnight could see one of the major landmarks of Tantras, the Tower of Aylene Attricus.¹³ The city garrison’s outpost occupied the surrounding land and the tower was off-limits. The guide, however, got permission to lead Midnight to the tower.¹⁴

Meanwhile, Kelemvor reconnoitered the harbor, met the harbormaster, and went to the man’s home on the north hill. Adon had gone directly to the top of the north hill, passing through the Citadel of Tantras to reach the newly repaired Temple of Torm. There he met Elminster, who led the companions into a hovel until the battle of the avatars gave them the chance to search the temple.¹⁵

The Temple and the Tower

In planning the searches of Tantras, Midnight pointed out that, if and when they found the Tablet of Fate, she would need to know the location of the closest Celestial Stairway to carry it to Helm. Adon's task was to gain an audience with Lord Torm to learn that information.¹ So it was that the failed cleric of Sune reluctantly approached the city's most prestigious and powerful locale, the Temple of Torm.

Like the other temples visited by their respective deities, this temple had been damaged the night of the Arrival. The most important portions had already been reconstructed, and new additions were in progress.² Although Midnight had pointed to the spires visible atop the north hill even from the heart of the town, Adon learned that the spires belonged to the city's citadel, not to the temple beyond. The temple was a "plain three-story building surrounded by protective walls."³ To enter, one had to be passed not only by guards at the citadel's iron gates but by those at three sets of interlocking gates outside the temple.⁴ Each gateway was flanked by a pair of simple round one-story towers containing a small stone chamber used for questioning supplicants. When Adon refused to answer further questions, he was locked in one of those rooms until a guard took him to an outlying barracks building until morning.⁵

Finally Adon was admitted to the temple by no lesser person than the high priest, Tenwealth. Adon was led to Tenwealth's own chamber, which was quite humble for one who wielded so much power in his god's name.⁶ The high priest gave Adon permission to roam much of the temple complex at will, and in doing so Adon happened upon a garden behind the temple. As he sat on a bench in the garden's midst, he was approached by Lord Torm himself—although Torm had to animate the nearby lion statue bought from Waukeen's temple to convince the skeptical cleric.⁷ When Adon asked how the god had managed to slip out of the everlasting worship ceremonies and into the garden, Torm responded that he had used the mazelike Diamond Corridors that started in the center of the temple and led to every room in the building. As it happened, some of the rooms had no other means of entry, for when the clerics came upon Adon at the end of the impromptu meeting, they angrily placed him in one of the penance cells in the maze.⁸

Torm heeded Adon's warning, investigated the treacherous policies of Tenwealth, and confronted the council in his private chambers as Bane neared Tantras. Quickly, the God of Justice took the golden lion of Waukeen as his new avatar and called his faithful to the outdoor cathedral. During the ensuing confusion, the party was able to gain entrance to the emptied temple.⁹

Elminster originally had surmised that the Tablet of Fate was hidden within the maze, and at Adon's suggestion they went to the high priests' chamber to search for a hidden door.¹⁰ They found the door but not the maze. Instead, Midnight's spell rebounded on

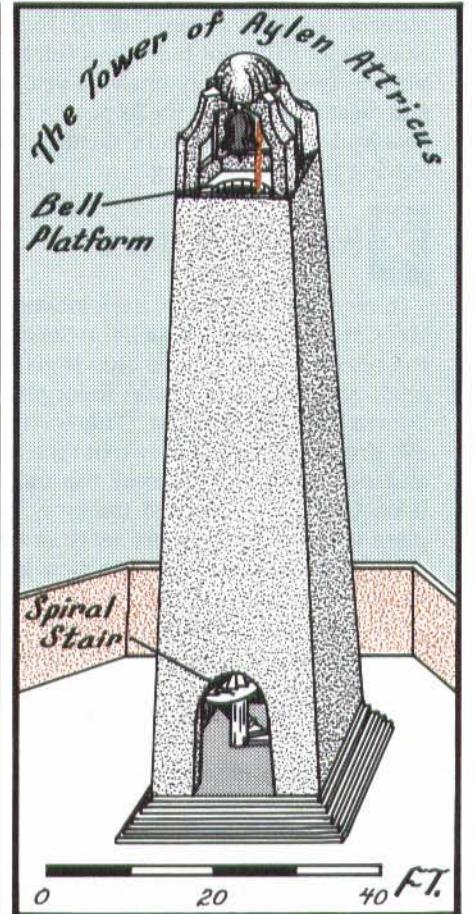
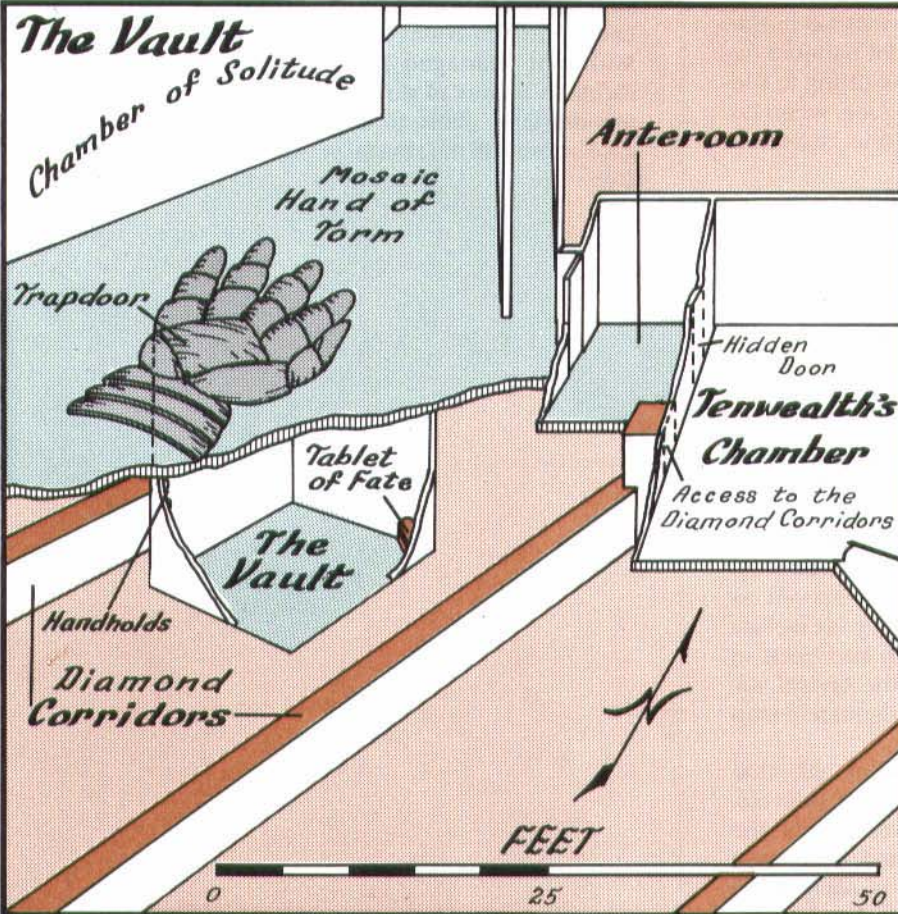
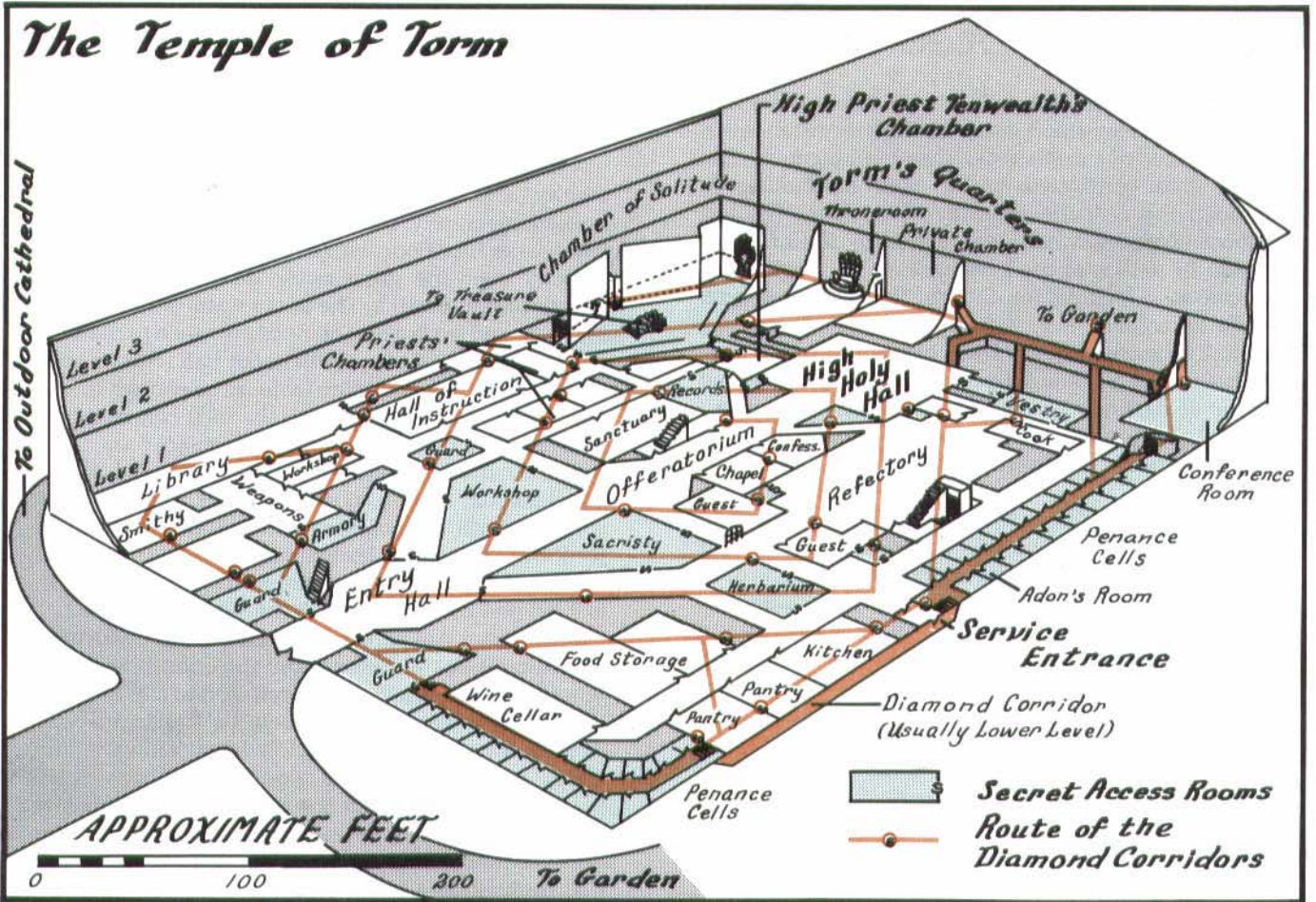
her so that she could see every magical weaving that had been performed, and the glow of light beyond the secret door revealed an anteroom leading to a chamber with multiple traps. The high-ceilinged chamber was almost barren, containing only a huge mosaic of Torm's gauntlet on the north wall and another in the midst of the floor, disguising a trapdoor.¹¹ Midnight's magical vision allowed her to dispell the traps and lift the trapdoor using its two handholds. Below was a treasure vault. In the far corner of the vault, a box concealed the Tablet of Fate, disguised by an illusion as the hand of Torm.¹² It had been placed in the temple by Bane and found by Tenwealth, who was unaware of its nature until later.¹³

Even as the party hastened from the temple with the tablet, the battle between Torm and Bane was about to begin, threatening to destroy Tantras. The giant avatars at one point stumbled through the city wall and destroyed part of the temple; but as they died, the subsequent explosion blasted the unprotected land. All that was left of the temple complex and the citadel was a crater dead to magic, as was all the northern quarter and the fields around that section.¹⁴

All of Tantras might have suffered the fate of the temple had Elminster not been aware of the city's danger. Quickly, he flew the party to the far end of town, to the Tower of Aylene Attricus. The tower was a simple gray stone obelisk a hundred feet high. Inside, a winding stairway led to the platform just below the silver bell that was visible from all sides through the wide openings in the belfry.¹⁵ Legends of Tantras said the tower had been built, stone by stone, by Attricus, one of the city's founders. It was said to provide magical protection to the city if rung by a woman of power, but that had reportedly occurred only once, hundreds of years earlier.¹⁶

When Midnight first managed to sound the bell, lightning struck the tip of the tower and formed a network of ribs that then spread into a transparent amber dome. Only the tower was protected. Frantically, Midnight attempted to clear her thoughts and rang the bell again. Slowly the dome began to radiate out over the city, growing larger with each sounding. By the time the avatars exploded, all but the far northern edge of Tantras was beneath the shimmering shield. The city was saved, and Bane was gone forever.¹⁷ The heroes had the first Tablet of Fate, but they needed both. Resolutely, Midnight faced her own fate: to journey to Waterdeep to find the second tablet.¹⁸

The Temple of Torm





The Haunted Halls

Five miles north of Eveningstar in Cormyr, pressed against the steep-sided gorge of the Starwater River, lay the ruins of a castle older than the kingdom.¹ The castle had continued to be used intermittently through the centuries, usually by bandits. The last known occupation had been ended by the order of Azoun III, father of the current king.² It temporarily served as a lodging for Cyric's Zhentilar, however, while he tracked his former allies on their journey west. The men were far from happy in the fortress, where the deeply shadowed, rain-swept gorge added an air of darkness to an odor of decay. Times were even darker when Bhaal's tortures killed three of Cyric's men. The castle was rightly called the Haunted Halls.³

The fortification was roughly fifty by one hundred yards in size. Two towered curtain walls, thirty feet high in some locations, surrounded the courtyard. In a back corner there had been stables, and at the opposite corner a well was sunk next to the barracks and smithy. Those buildings and others had been built against the cliff walls with their windows looking out over the courtyard. In the center was the main keep.⁴

All the lesser buildings had been constructed of a relatively weak stone and long since had fallen into rubble. The gate houses and main keep, however, were of dense black granite that had resisted the ravages of time. Only the iron portcullises of the gate houses and the wooden doors of the keep were rusted and askew.⁵ Passing through the crooked door, Cyric entered the keep's main hall. All that remained in the twenty-by-fifty-foot hall was a thirty-foot banquet table and twelve rickety chairs. Cyric was sitting in the sturdiest of those, by the imposing fireplace, when he received word of Bhaal's deeds.⁶ No one regretted leaving the grim lodging.



High Horn

In contrast to the low, dark location of the Haunted Halls, the fortress to which the Cormyrian patrol took the harried heroes stood atop High Horn, the highest peak guarding the pass through the Dragonjaw (Storm Horn) Mountains.¹ This fortress had traditionally protected the country from the ravages of bandits and evil creatures beyond the mountains and had been Cormyr's strongest military fortification, complete with all the support services needed for a military post. As those dangers had lessened, the post became less critical. At one time it had served as winter quarters for half of Cormyr's army (as well as their horses), but the standing garrison had been so reduced that after the crises following the Arrival, additional troops had been necessary to adequately man the walls.²

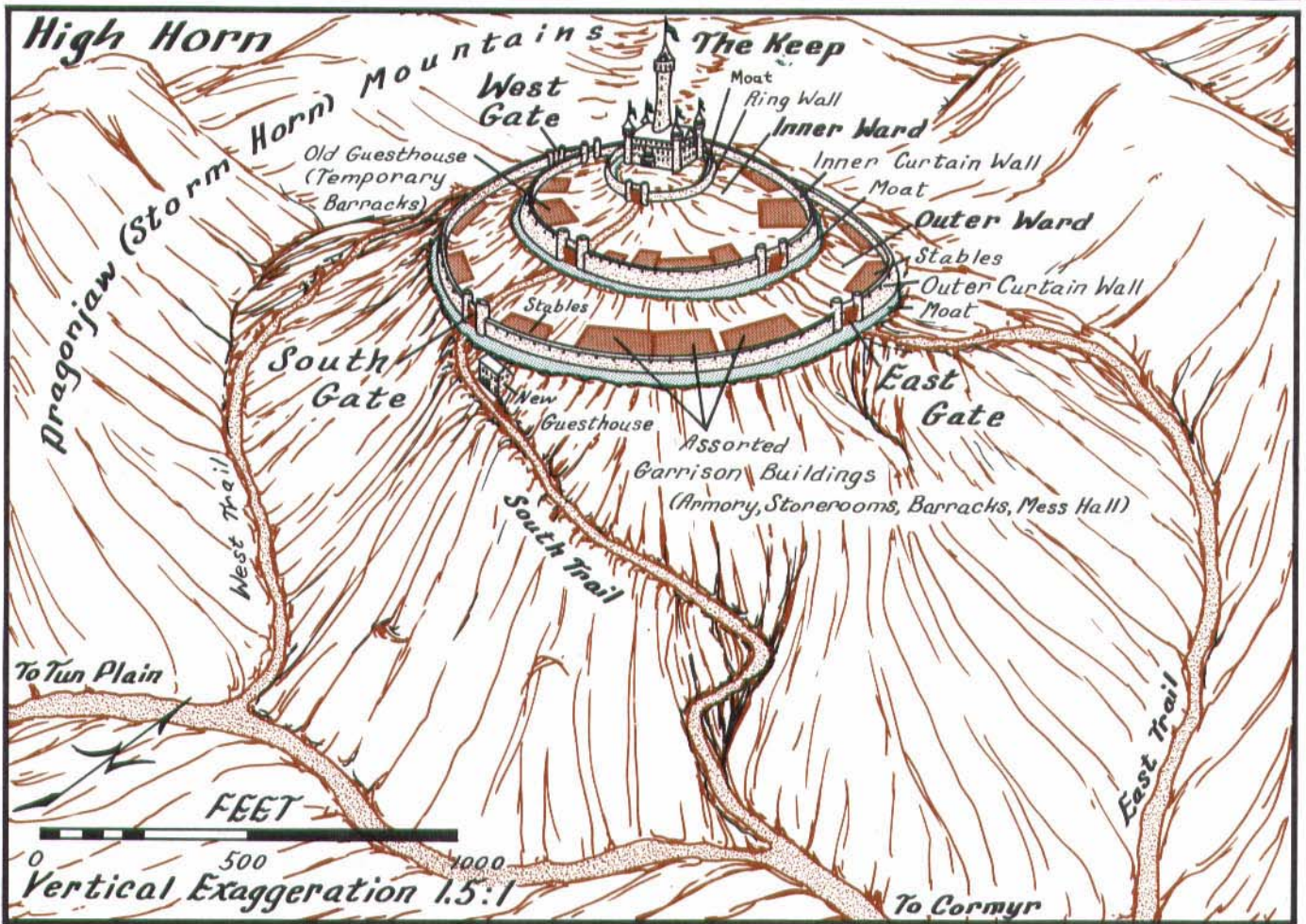
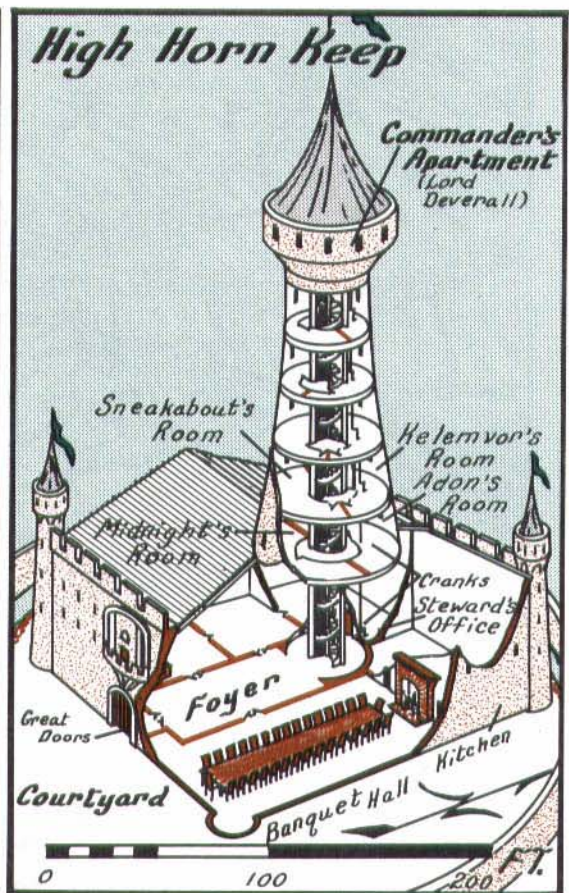
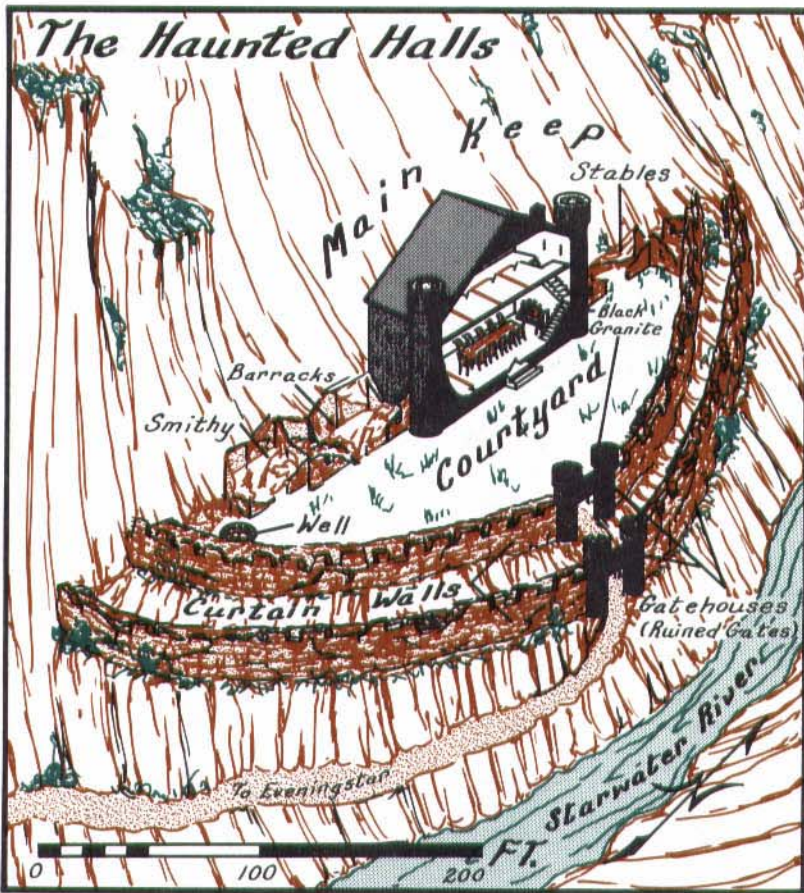
Three trails climbed the thousand-foot cliff that rose from the pass road to the great grim fortress. The outer and inner curtain walls curved around the mountain's slopes and were punctuated by towers and broken by a gate house at the top of each of the

trails. Each gate house could be blocked by a drawbridge as well as three inner gates. In the inner ward, there was a guest enclave, but it was temporarily in use as a barracks and a "cold, hastily erected guest house" had been constructed outside the walls.³

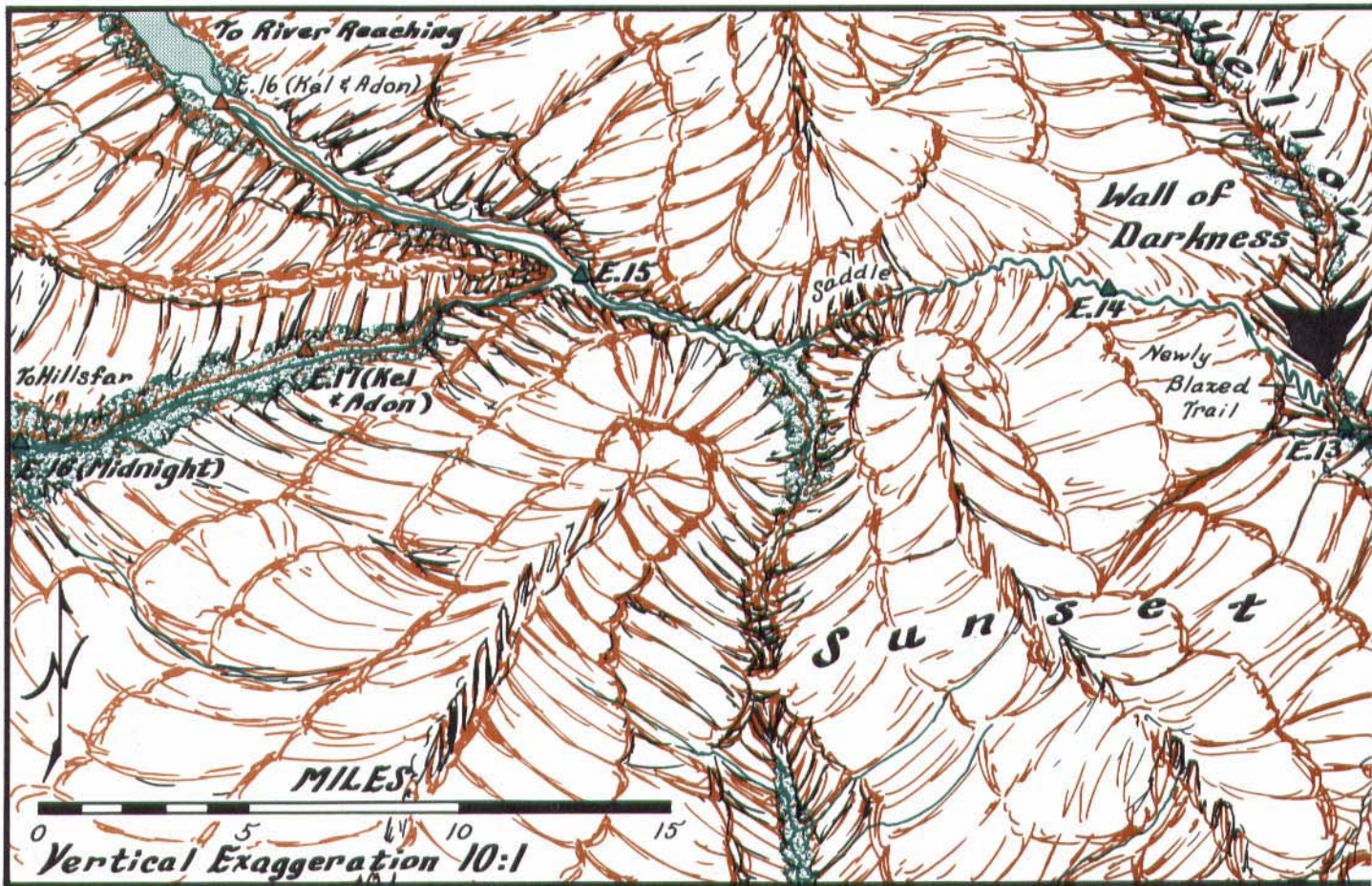
Almost all of the garrison's storerooms, armory, smithy, and other service-related buildings were housed separately, for the keep was quite simple. It had a large first floor with a narrow central tower.⁴ A balcony over the great outer doors allowed eight guards to stand watch. The doors opened into a foyer, and a second set beyond allowed entrance to the stair hall.⁵ On the right was the banquet hall with its adjacent kitchen. A great oaken table, large enough to seat more than thirty, ended with the lord commander's chair in front of the magnificent fireplace.⁶

At the back of the stair hall were the broad, spiraling steps that rose from cellar to roof, exiting at several sleeping levels containing two rooms each (except for the apartment of the commander in the top level).⁷ Tucked at the back of the stairwell on the first floor, just beyond the kitchen, was the steward's office.⁸

Sneakabout had explored the castle and discovered a rotating crank hidden behind the door. It was only one of several.⁹ When Bhaal managed to slip over the curtain walls and into the keep, he fought his way straight to the second level, where Midnight and Adon stayed.¹⁰ Nothing could stop him until Sneakabout cranked out the supporting beam below the landing, causing the stones to collapse. When the God of Murder still survived, the halfling told Adon that each landing had a similar device. Adon's room contained the crank to release the third floor landing. Even then, the avatar was immobilized but not dead.¹¹ Midnight managed to magically encase him in eighteen inches of amber.¹² Unfortunately, the commander later chose to display Bhaal above the inner gate house and the crystal prison shattered. Bhaal was free.¹³



The Haunted Halls and High Horn



Yellow Snake Pass

After the attack on High Horn, the Cormyrians escorted the heroes across the Tun Plain to the foot of the closest path through the Sunset Mountains, Yellow Snake Pass.¹ The pass was named after a yellow dragon that had had its lair there several hundred years earlier; but current dangers were of more concern to the party, for the Zhentilar of Darkhold had been in control of the pass.²

The physical obstacles were almost as daunting to the party as the political ones, however. The trail was negotiable for caravans—from a distance the impressive canyon looked quite wide—but the road snaked so badly that at the end of the first day's climb, Midnight could still see the grove of trees at the foot, where they had camped the night before.³ Even from the top of the pass, the straight-line distance to the Tun Plain was less than thirty miles, while the trail traveled more than sixty.⁴

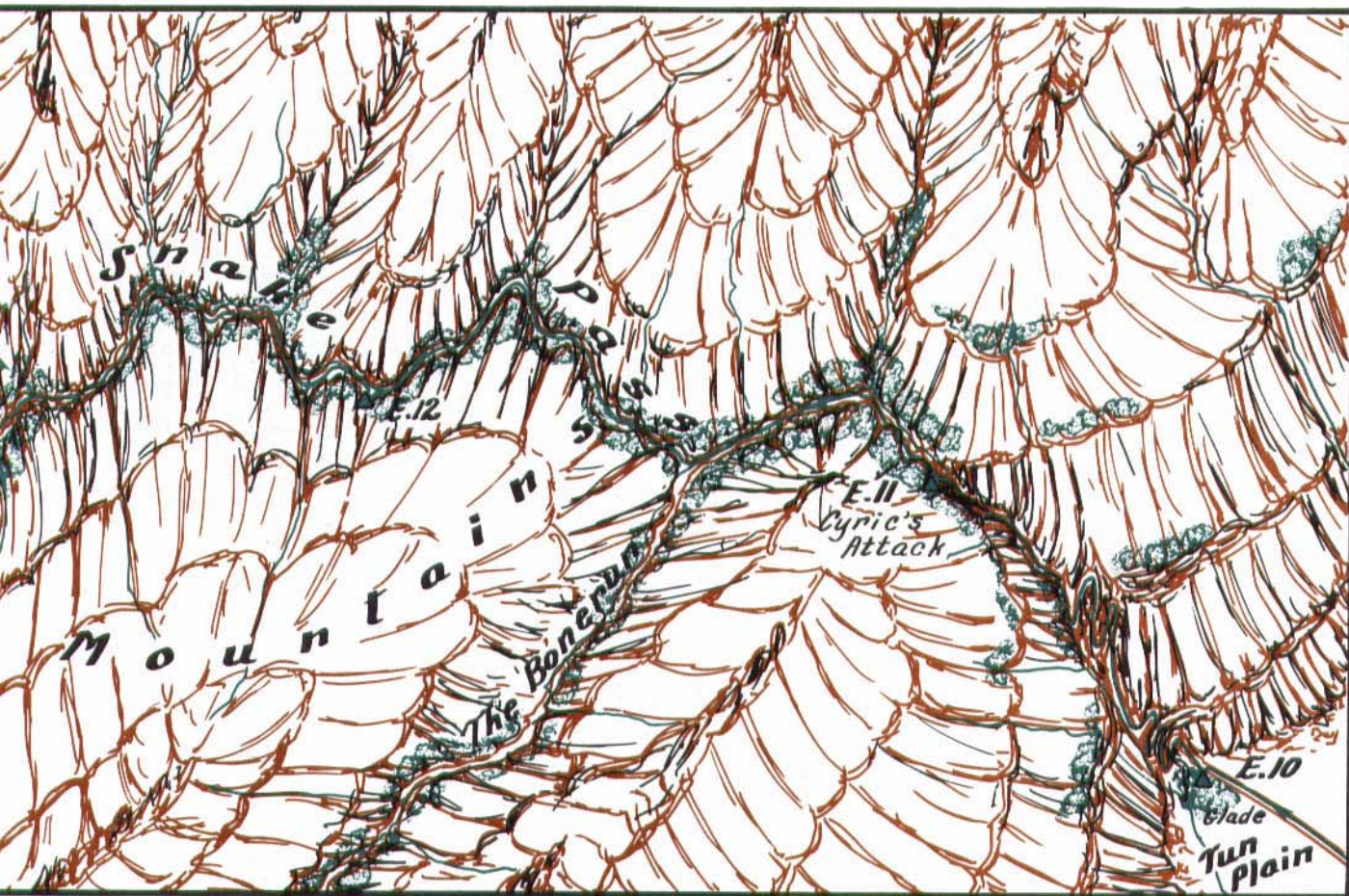
The Sunset Mountains there were composed of red sandstone, and eons of erosion had resulted in a starkly beautiful but challenging landscape. The pass was described as “a twisting maze winding between the peaks” in which the trail “must swerve around large rock outcroppings.”⁵ In the lowest reaches of the canyon, thick horizontal beds climbed “like a titan’s staircase,” but the steep canyon walls soared to spiked “chimney rock” peaks formed by erosion along vertical joints.⁶ Numerous tiny streams exited between the bases of the spikes, spraying into the canyon so finely

that the moisture evaporated long before reaching the floor.⁷ While poplars and conifers lined the canyon floor and intermittently edged the trail, nothing but lichen and small wildflowers grew on the peaks.⁸

Where the party stopped the first night, there was a fairly wide area. Even though they had camped in the woods, Cyric’s men were able to surround the camp and still be more than seventy yards from Cyric when Kelemvor captured him. The Zhentilar could not have encircled the camp, however, for the struggle between Kelemvor and Cyric carried them close to the steep cliff down which Cyric later rappelled to a lower section of the trail.⁹

After two more days of riding, the party was forced to abandon the road, for it was blocked from cliff to cliff by a black curtain of nothingness that caused things to vanish. How the Zenthish caravans that the party had dodged earlier had passed was unknown, but from the east the danger seemed too great to chance. Apparently the adventurers were not the only ones who feared the curtain, because Kelemvor discovered a recently blazed trail leading up the south wall of the canyon.¹⁰

For a day and a half the three toiled up the zigzag trail, crossing ridge after ridge until they finally reached the saddle at the top. Fortunately, their mountain ponies were able to tolerate the alternately sandy and gravelly surfaces.¹¹ From the crest they could see two possible routes. The trail descended quickly almost as far as they had climbed to the top of a sharp, straight ridge some fifteen miles long. At the

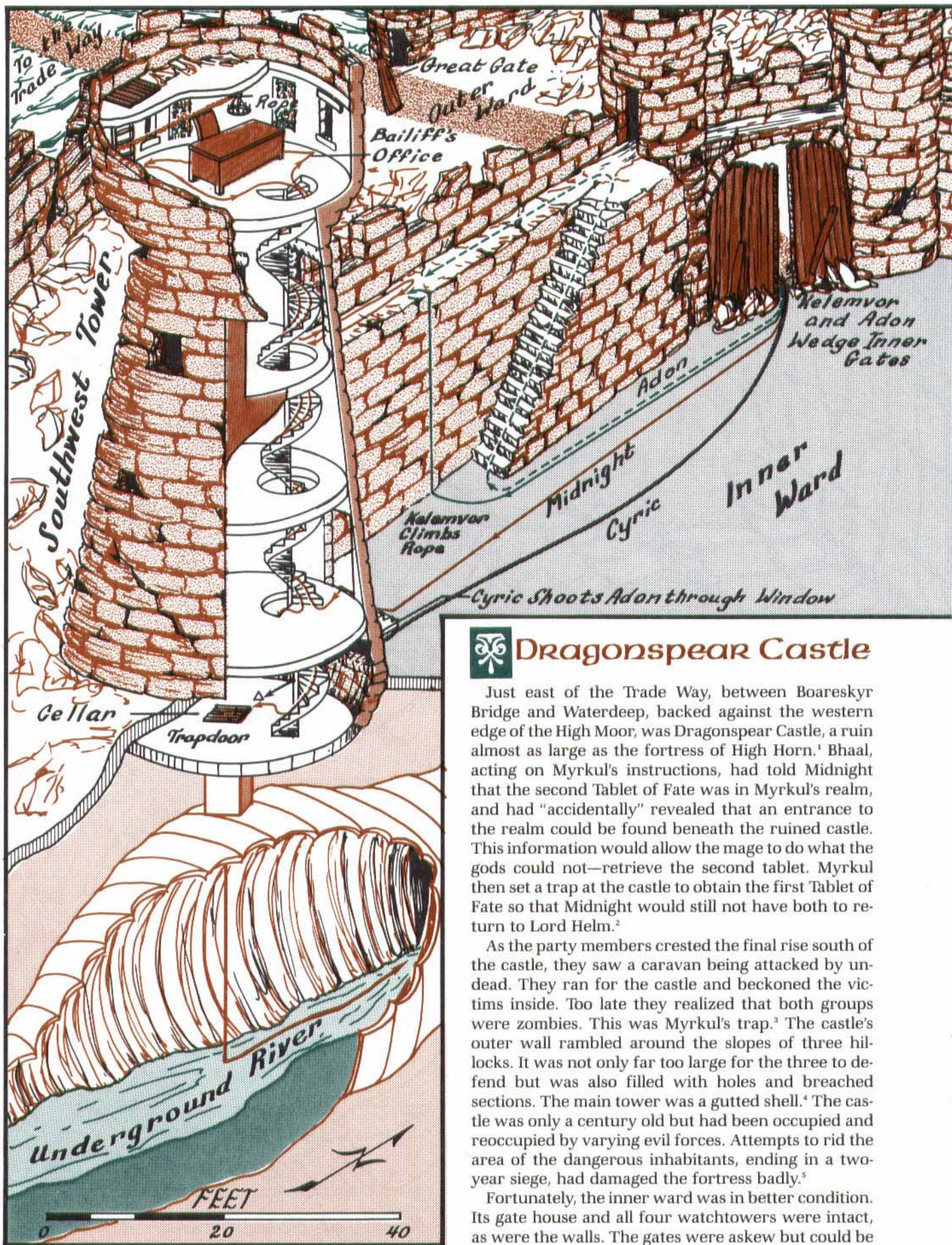


beginning of the ridge, the trail split. The path to the right of the ridge dropped to the lake that fed the turbulent River Reaching in its deep gorge. The path to the left wound down to a grassy meadow, and beyond into a heavily forested canyon that continued to twist west toward Hill's Edge.¹²

Descending was far easier than climbing had been, and the party was able to reach the junction in the few hours remaining before dusk.¹³ When Adon and Kelmvor awoke, they were forced to go part of the way down the northern trail in spite of their decision to travel the other path. Midnight had abandoned them and had led their ponies far down the wrong trail to force considerable delay. She then picked her way back past the sleeping men and returned to the chosen trail.¹⁴



Yellow Snake Pass



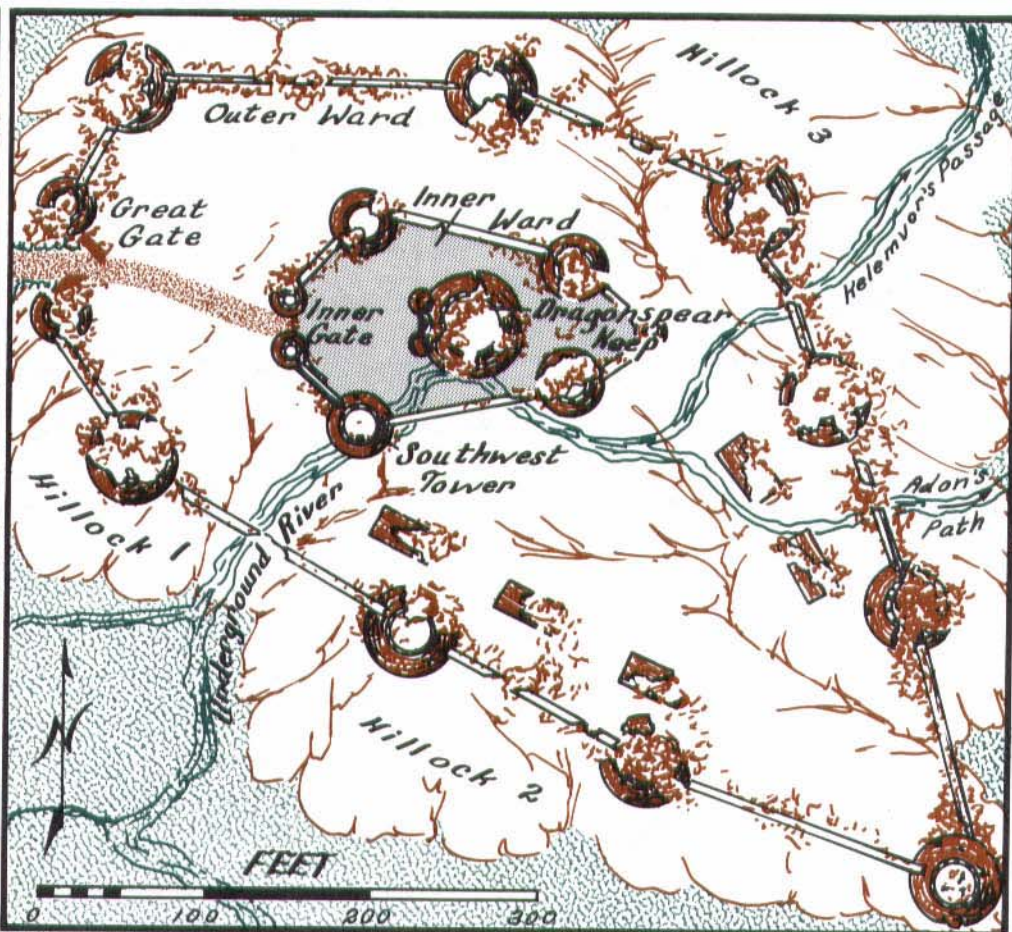
Dragonspear Castle

Dragonspear Castle

Just east of the Trade Way, between Boareskyr Bridge and Waterdeep, backed against the western edge of the High Moor, was Dragonspear Castle, a ruin almost as large as the fortress of High Horn.¹ Bhaal, acting on Myrkul's instructions, had told Midnight that the second Tablet of Fate was in Myrkul's realm, and had "accidentally" revealed that an entrance to the realm could be found beneath the ruined castle. This information would allow the mage to do what the gods could not—retrieve the second tablet. Myrkul then set a trap at the castle to obtain the first Tablet of Fate so that Midnight would still not have both to return to Lord Helm.²

As the party members crested the final rise south of the castle, they saw a caravan being attacked by undead. They ran for the castle and beckoned the victims inside. Too late they realized that both groups were zombies. This was Myrkul's trap.³ The castle's outer wall rambled around the slopes of three hillocks. It was not only far too large for the three to defend but was also filled with holes and breached sections. The main tower was a gutted shell.⁴ The castle was only a century old but had been occupied and reoccupied by varying evil forces. Attempts to rid the area of the dangerous inhabitants, ending in a two-year siege, had damaged the fortress badly.⁵

Fortunately, the inner ward was in better condition. Its gate house and all four watchtowers were intact, as were the walls. The gates were askew but could be



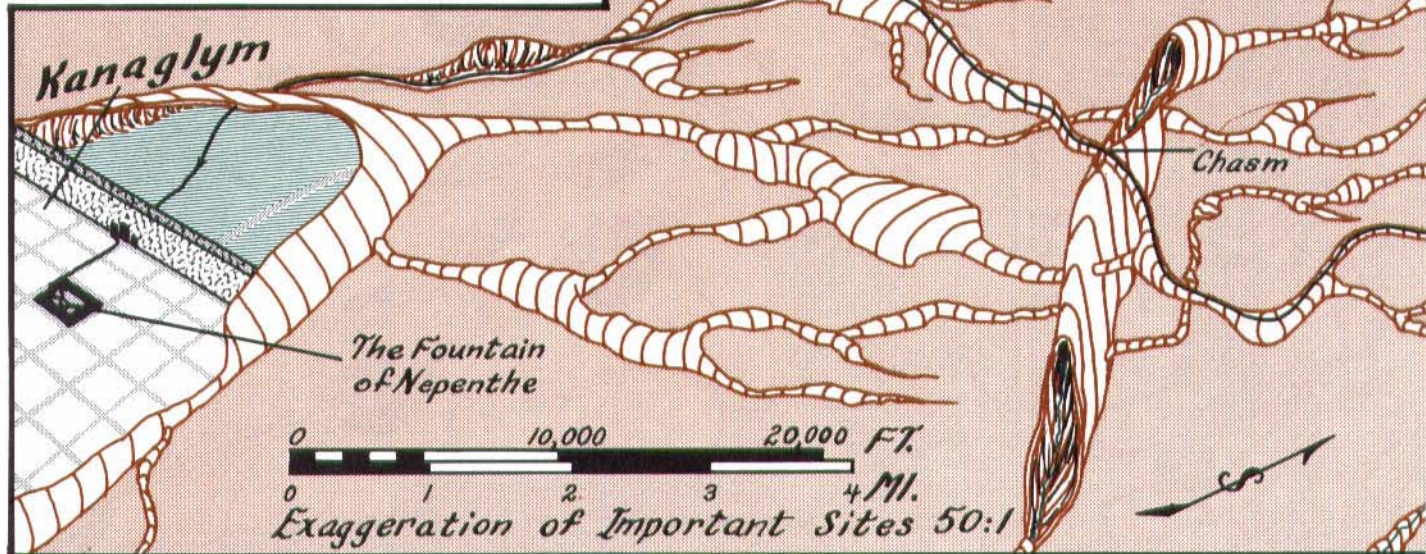
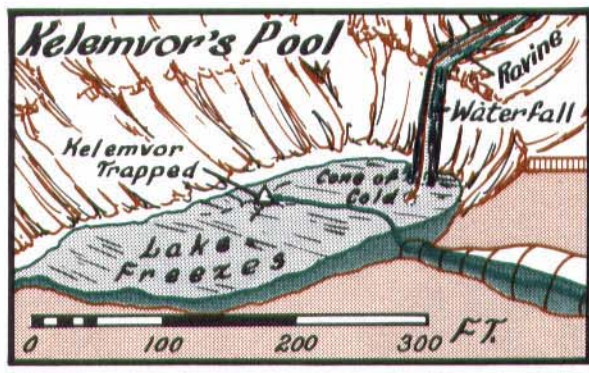
forced closed most of the way. While Kelemvor and Adon tried to block the gates, Midnight climbed the southwest tower to watch the caravan, as that tower was the tallest and most secure. The tower had two outer doorways, both long-since without doors. One opened from the courtyard, the other from the top of the wall. From the tower's base Midnight climbed the spiral stair that ran just inside the courtyard wall. At the top of the tower was a chamber that apparently had been used by the steward or bailiff. The room contained a large desk, tapestries, a chandelier that could be conveniently lowered by the rope and pulley system ending in one wall, and two windows. From one of these Midnight could watch the length of the path between the outer and inner gates, and thus saw the predicament in which Adon and Kelemvor suddenly found themselves.⁶

Cutting the rope from the chandelier, she ran down to the wall level, out onto the wall, and cast the rope over for the men to climb. To save time, Adon told Kelemvor to climb the rope, and the cleric sprinted to a stairway farther down the wall, which gave a way to the top. From the wall, all three entered the tower through the room at that level.⁷

Because Bhaal had said the portal was below the castle, the party decided to go to the tower cellar, hoping the zombies would search the top of the tower first.⁸ The wooden floor of the cellar was spongy with rot, and a faint sound of rushing water was audible. Suddenly, Midnight realized there was a hidden water source below, a vital commodity in case of siege.

When Kelemvor pried between the floorboards, he discovered that a whole three-foot section could be removed.⁹

Before the three had a moment to consider the implications of the find, two enemies appeared. The first was Cyric. Aiming through the tiny ground-level window from the courtyard, the thief shot Adon, who slipped through the floor opening and splashed below. Angrily, Midnight cast a "cone of cold" spell toward the window, then she collapsed.¹⁰ The second enemy was the group of zombies, which finally had reached the foot of the stairs. As the desperate Kelemvor tied Midnight to the rope and lowered her through the hole for protection, one zombie took the saddlebags with the first tablet. In the fray that followed, Kelemvor accidentally cut Midnight's rope. Abandoning the saddlebags, he jumped into the water to save Midnight.¹¹ The Tablet of Fate was gone, and all three heroes were caught in the currents of the underground river.



The Underground River

The High Moor was a plateau composed of several horizontal beds of soluble limestone. Erosion above ground produced steep canyons, while chemical action combined with erosion below ground resulted in an extensive cavern system.¹ The hillocks on which Dragonspear Castle was built were an outlying part of the moor, and the bedrock was continuous between the two. That was why Kelemvor could enter the river just west of the moor and exit in a similar location not far north.²

The underground river beneath the cellar of the watchtower was quite large.³ Difficulties involved in passing through rock periodically caused lesser channels to form, but the channel below the tower was the main one of the entire cavern system at that level.⁴ The river twisted through a series of caverns and constrictions before emptying as an underwater spring in a small lake.⁵ Half an hour's travel from the tower, there was a whirlpool in midchannel, but the river was wide enough for those conscious of it to avoid the undertow.⁶ Past the whirlpool, there were more than a dozen constrictions so narrow that the water filled the channel completely. Fortunately, most were quite short. Only one took a couple of minutes to traverse.⁷

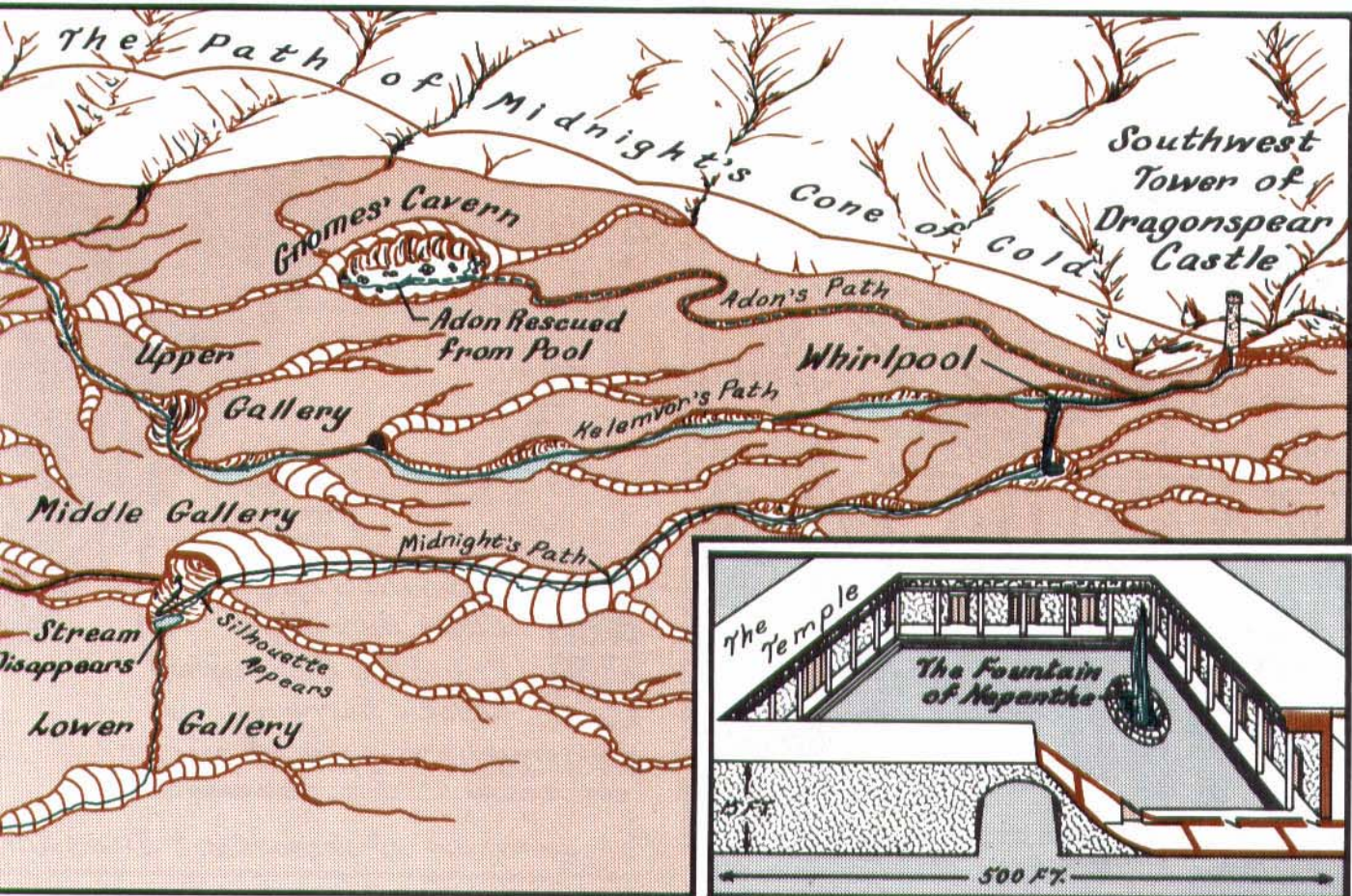
Kelemvor was able to navigate the entire passage, struggling continuously for an hour and a half; yet he still had the strength to swim the hundred feet to-

ward shore. Ironically, Midnight's misfired "cone of cold" spell bounced in the same direction, became trapped in a steep-sided gully that ended twenty feet to Kelemvor's right, and bounded over the moor's ninety-foot escarpment, into the lake. In doing so, it froze stream, waterfall, and lake in turn, trapping Kelemvor when he was only ten feet from shore.⁸ Using both brains and brawn, he finally broke free.⁹

Adon's passage was far different from Kelemvor's, for the cleric was in shock from his arrow wound. He was swept into a lesser channel before the river even reached the whirlpool, and the reduced flow allowed him to float gently along until he was swept into a pool that served as a well in the gnome-occupied section of the caverns.¹⁰

Midnight's route was by far the longest of the three. Still semiconscious from casting the spell, she was almost unaware of the whirlpool even as she was drawn down the shaft to the next lower gallery of caverns.¹¹ She awoke beside a pool of water. Twenty feet away, the water from the upper level poured through the ceiling into the pool.¹² The thick rock layer between the two levels had allowed development of an immense cave with numerous exits and alcoves but with a rounded ceiling reaching only fifteen feet high.¹³ After exploring, Midnight learned that the pool was about three hundred feet in diameter, had a twisting shoreline, and emptied into a small brook at one end. She decided to follow the brook so that she at least would have a landmark.¹⁴

Like the river channel in the upper level, the brook's



The Underground River

tunnel varied from low, narrow corridors to occasional large rooms with many side passages. After two hours of walking, she entered yet another large chamber, but this one contained a pool. A gentle gurgling at one end disclosed where the stream sank to still a lower level.¹⁵

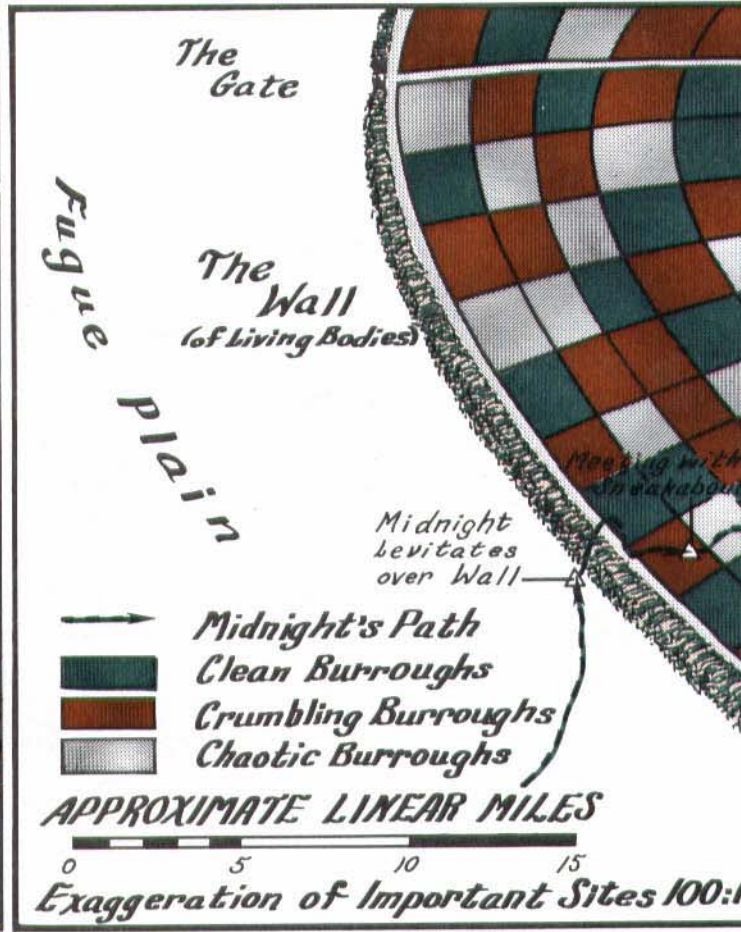
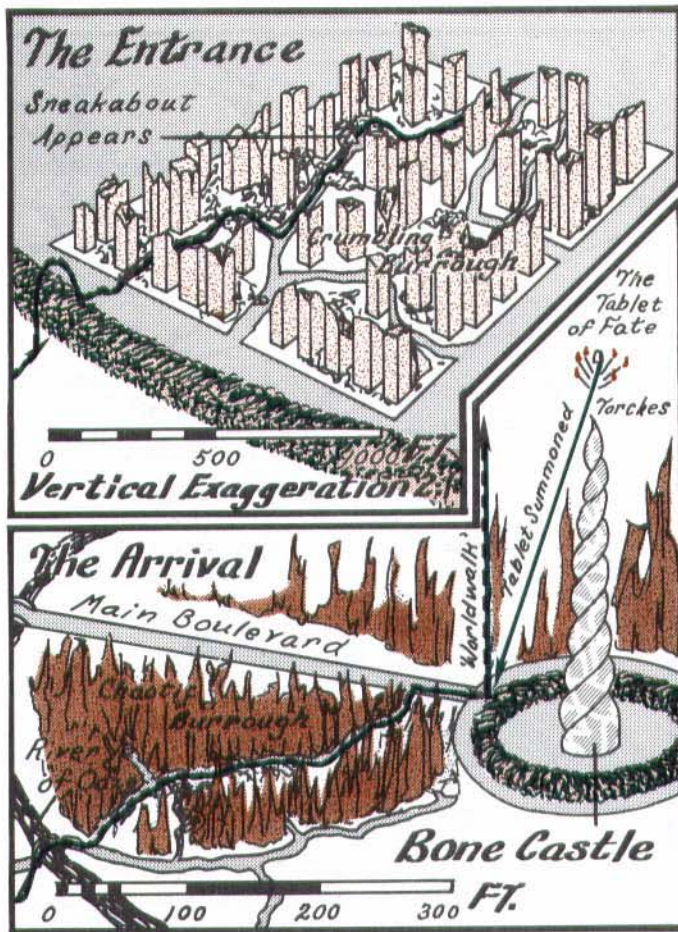
With her landmark gone, Midnight was uncertain how to proceed, when a ghostly silhouette suddenly entered from one of the passages. Quickly the mage followed, as the silhouette left via a corridor opposite the original one. For five exhausting hours she followed her guide. The pathway it revealed was far more difficult than what she had previously traversed, due to the absence of recent water action. While the silhouette floated quickly along, Midnight was forced to follow hastily over broken rock, pits, and even a crevice. Finally, she arrived in yet another broad cavern. Far across the chamber she was shocked to discover a masterfully crafted wall of quarried granite that rose to the ceiling fifteen feet above.¹⁶ She had reached an abandoned dwarf city called Kanaglym.¹⁷

Passing along the smoothly polished wall, Midnight came to a cobblestone path. The crumbled cobblestones revealed that the city was incredibly ancient, but Midnight soon saw that everything else was virtually untouched by the ravages of time. Where the path ended at the city's gateway, a central arched entrance was blocked on each side of the wall with portcullises, and lesser arches on each side had bronze doors. The doors closest to Midnight were partially

open, and she was able to enter the city.¹⁸

Kanaglym was constructed with the typical dwarven attention to beauty, system, detail, and perfection. The central street continued straight as it passed into the city. The city blocks on each side were uniform, and each building had a door in the center and one or two square windows. The design and decoration of each building was intricately and pleasingly varied, however. The first and second blocks along the road contained shops with living quarters on the second floors, but the third block was different.¹⁹

The entire third block contained a single building, which rose to the cavern roof. No doors or windows opened on to the street, but a great arch in the exact middle allowed Midnight to enter the central courtyard. Ringing the courtyard on three sides were marble-columned promenades with numerous doors on each of the three levels. On the fourth side, to her left, was what appeared to be a temple. On the right, opposite the temple, was the beautifully crafted Fountain of Nepenthe and the Waters of Forgetfulness leading to Myrkul's Realm.²⁰



Myrkul's Realm

To avoid the amnesia imparted by the Fountain of Nepenthe, Midnight cast Elminster's "worldwalk" spell and found herself on the white surface she had seen glowing below the fountain's waters, Fugue Plain.¹ The chalky plain was really a waiting area for the spirits of the dead—a demiplane outside Myrkul's city that the God of Death oversaw as part of his duties.² The spirits reached the plain via one of the thousands of gateways that pierced the grayness above in bright pinpoints of light.³ The Faithful who wandered there waited to be collected by their gods, while the Faithless and the False were captured by Myrkul's denizens and taken to the city of suffering.⁴

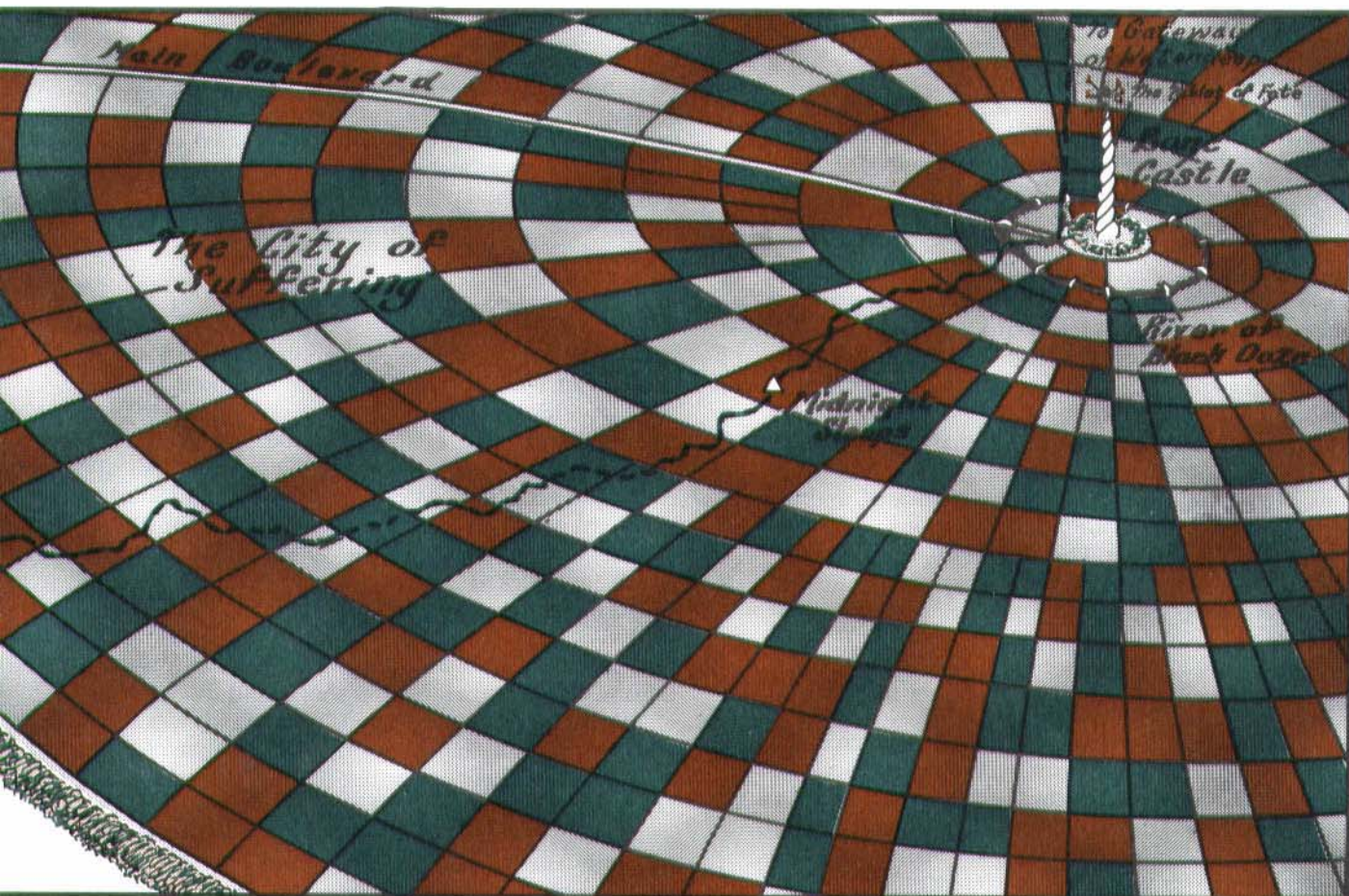
When Midnight reached the Fugue Plane, it was crowded with spirits, for the gods were unable to leave the Realms to carry the Faithful to their final resting places.⁵ One of those spirits was Rhaymon, the cleric of Lathander from Shadowdale, who guided Midnight "west" to Myrkul's city. "West" seemed a strange concept to Midnight, for the plain had no form and no apparent directions; it seemed merely to continue on and on. Finally, after days of walking, she arrived at the wall of the city.⁶

The wall stretched from horizon to horizon; but to protect Midnight from capture by the denizens, the cleric had taken her to a section of the wall far to the right of the gate. As the mage drew close enough to see the wall clearly, she realized she could never scale it as she had planned. It was constructed of the piled

bodies of the Faithless, held in place by a mortar resembling mold; but the bodies were not inert. For fifty feet above her she could see a serpentine surface of writhing legs. Carefully, she levitated over the wall.⁷

As she paused briefly above the top, she could see the general layout of the city. The wall was at the highest part of a basin that descended into haze as far as she could see. Throughout the vast metropolis was a forest of ten-story brownstone buildings, divided among boroughs of roughly equal size. Although the buildings and boroughs were originally identical, time had varied them, borough by borough. In some places, the buildings still stood clean and straight with streets to match; other boroughs held crumbling structures and rubble-filled streets; and in some, conditions were chaotic, with grotesquely misshapen structures bulging out to squeeze the streets and alleyways into narrow, winding paths.⁸ Perhaps long-term occupation by Myrkul's faithful had warped the structures, so that as a borough became unusable it was simply abandoned for one of the better areas.

To avoid the denizens approaching from the gate, Midnight descended to the avenue that ran along the wall, darted into an alley of one of the deteriorating boroughs, climbed a rubble pile to another alleyway, ran halfway down another street, crossed another pile of rubble, and stopped in a blind cul-de-sac. Although temporarily safe from the denizens, she realized she could not possibly continue in her search for Bone Castle without a guide, for the castle had not even been visible from above the wall. She altered a



Myrkul's Realm

summoning spell and was surprised to see yet another familiar face appear over the rubble. Although skeptical of her promise to help him, the halfling named Sneakabout agreed to act as guide and headed over the rubble beyond the cul-de-sac.⁹

For mile after mile, they picked a path through the ruined boroughs, though occasionally it was necessary to traverse an open one. When Midnight was stumbling with fatigue, they climbed to the roof of a building for her to rest before continuing. At last they crossed a lopsided bridge over a river of black ooze, and Sneakabout informed her that they were almost there. He led her down the street and into another chaotic borough. Beyond where the alley turned sharply left, it ended at a wide avenue running outside another wall of writhing bodies: the ward of Bone Castle.¹⁰

A mere hundred feet behind the wall rose Myrkul's keep. It was a tall, ivory-colored spire formed of fused human bones. The spiraling tower ended in a steeple. Placed above it in plain view and illuminated by six magical torches was the second Tablet of Fate. The placement not only allowed Myrkul to display his trophy, but to catch any would-be thieves in the open. Midnight decided to cast the "worldwalk" spell, then summon the tablet to her.¹¹ Rhaymon had told her that Myrkul's followers went directly to his city, so it was likely that a passage from Waterdeep ended close by.¹² Accordingly, she amended the travel spell to search out the gateway. All went as planned, except for another trap placed by Myrkul. When the tablet entered

her hands, she sensed a magical aura; the tablet's passage through the gateway would prevent the portal from closing. To block the entrance to Myrkul's denizens, Midnight was forced to create a prismatic sphere in the gateway. She had reached Waterdeep but was held within the sphere and could not release it to enter the city.¹³

Waterdeep

Although Calimport, far to the south, could claim the title of the largest city in the Realms, it could not rival the northern port of Waterdeep in magnificence. The population of Waterdeep varied from one hundred twenty thousand in midwinter to half a million in the bustling summer—still only a fraction of Calimport's two million.¹ While the southern port appeared to be one vast tent city, flat, wind-swept and squalid, Waterdeep was founded in the wealth flowing from the northern mines, and its political practices discouraged the poor distribution and hoarding prevalent in the South.² As a result, the streets of Waterdeep were lined with magnificent public buildings, picturesque inns, well-maintained townhouses, mansions, and occasional villas. The poor areas were few, and they were fairly neatly kept. The sweeping vista of the natural setting enhanced the human-made beauty, so that Waterdeep came to be known as the City of Splendors.³

The Setting

Although Waterdeep stood at the intersection of the High Road and the Long Road from the north and had access to the Trade Way from the south, the city probably determined the location of the roads rather than vice versa.⁴ Waterdeep's location originally was based on the feature for which it was named: one of the best deep-water harbors in the Realms.⁵

The city was built on a plateau that surrounded the base of a seven-hundred-foot seaside peak, Mount Waterdeep.⁶ The mountain was the southernmost of a small range of coastal peaks. Its bedrock may have been related to the High Moor to the southeast, because caverns wound through the base of the mountain and great sea caves pocked the windward shore.⁷ Over the centuries the plateau's low areas had been filled for convenience in construction, and high areas quarried for building material until the city occupied an almost flat surface.⁸

The harbor was protected by a ring of islands that had resisted the combination of erosion and dissolution that formed the great deep basin. The largest of the ring was Deepwater Isle on the south. It was fortified as a naval base and so occasionally was called Deepwatch Isle.⁹ The heavily fortified wall along the island's ridge aligned with similar installations on Stormwater Island on the west, Harborwater Tower on the southern arm of Mount Waterdeep, and the main city wall in the east.¹⁰ Within the barrier islands, Great Harbor had docking facilities for more than four hundred ships, and facilities for the city's sixteen-ship navy were enclosed in the lesser basin known as Naval Harbor.¹¹

The steep cliff that edged the city's plateau rose to more than a hundred feet two-thirds of the way north along the eastern scarp face. At that point, it became so high and steep that it was deemed unscalable and the great city wall was absent for nearly a quarter mile.¹² Elsewhere, the city was completely walled, even along the western slopes of Mount Waterdeep.

Four gates broke the walls in each of the cardinal directions, but the River Gate in the east gave access only to the plateau area outside the wall and West Gate opened only onto the shoreline. Northgate admitted travelers from both the High Road, which ran along the coast, and the Long Road, from the Dessarin Valley, while the South Gate served the northern Trade Way.¹³

The Wards

The city was divided into seven wards, though the boundaries were not formal or the functions totally unique within the districts. Each ward was named for its most distinctive feature. The Sea Ward, Castle Ward, and Dock Ward occupied the western half of the plateau; the North Ward, Trades Ward, and Southern Ward occupied the eastern half. The pastoral city cemetery, a ward all its own called the City of the Dead, was tucked between the North and Trades wards along the eastern plateau.¹⁴

The Southern Ward served caravans, and the Dock Ward seagoing vessels, so these contained many warehouses, inns, taverns, related shops, and the poorest of Waterdeep's homes. The Dock Ward was the rougher of the two, while the inhabitants of the Southern Ward were poor but honest.¹⁵ It was to the Dock Ward that Drizzt Do'Urden and Wulfgar were sent to stay at The Mermaid's Arms. The inn was conveniently located halfway along Dock Street, which wound almost the full length of the docks.¹⁶ In the Southern Ward, the inns were so thickly packed that Kelemvor wondered how caravans could reach those off the main road.¹⁷

The Trades Ward was the most concentrated of the commercial and industrial areas of the city, though the open market area lay just west of its bounds. The North Ward contained some older villas and well-maintained townhouses. It was "respectably upper middle-class," but not quite on par with the newer villas and temples of the Sea Ward.¹⁸

The Castle Ward was known for its four landmarks. The great Castle of Waterdeep, with quarters for three thousand, was built at the end of the east-running ridge of Mount Waterdeep, surrounded on three sides by a steep cliff.¹⁹ At the base of the curve between the mountain's eastern and northern arms was the palace of Piergeiron "the Paladinson," the only openly known Lord of Waterdeep. He served as commander of the both the city's Guard (military) and Watch (police).²⁰ Next to Piergeiron's Palace was a four-story stone pinnacle, the magically sealed Ahghairon's Tower, ancient home of a great mage who was one of Waterdeep's longest-reigning lords. A quarter mile north was the tower of another mage, Khelben "Blackstaff" Arunsun, who was, among other things, an associate of Elminster.²¹

Although the Castle Ward was the wealthiest ward of the city, containing those rich in power as well as finances, it was not exclusively residential or governmental. There were still locations such as The Yawning Portal, though even that inn was not quite ordinary. Through it one could reach the caverns below Mount Waterdeep and eventually the gateway to

Myrkul's Realm.²²

After Kelemvor's arrival, Elminster and Blackstaff went to the inn, intending to pass through the gateway to search for Midnight and help retrieve the second Tablet of Fate. They found the mage's prismatic sphere blocking the gateway. Eventually she emerged, leaving the sphere in place.²³ Unfortunately, once Midnight was gone, Myrkul was able to dismantle her sphere and open the portal to his fiendish denizens. Using corridors that connected the caverns to the city sewers, the fiends swarmed into the Dock Ward and began the Battle of Waterdeep.²⁴

The Battle

When Myrkul's spell on the second Tablet of Fate revealed that Midnight had successfully brought it to the Realms, a carefully prepared plan went into action. First, Myrkul led a large contingent of zombie-like night riders into the sewers, for he hoped to secretly trace the location to which the tablet was taken. Second, one of the spells on the tablet held the gateway to Hades open continuously, allowing Myrkul's fiends to enter the city, providing a diversion while he retrieved the tablet and carried it to the Celestial Stairway on Mount Waterdeep, to confront Ao.²⁵

He was only partly successful, for at each step of the battle plan Midnight opposed him. Her prismatic sphere blocked the Pool of Loss, preventing the denizens from pursuing her immediately, and when Myrkul retrieved the second tablet (and so had both), she summoned one of the tablets as she had from Bone Castle, snatching it from the bag slung over his shoulder.²⁶

Before attempting to recover the tablet, Myrkul destroyed Midnight's sphere and released his denizens. From the caverns they swarmed into the nearest city sewers and erupted into the Dock Ward. The tactic achieved almost total surprise and in a very short time Myrkul's army had gained control of almost the entire Dock Ward.²⁷ Quickly, Piergeiron mustered the twenty-eight hundred members of the city Guard and Watch and a militia composed of mercenaries, bodyguards of nobles, and volunteer units such as the Wyvern Company, over which Blackstaff Arunsun was ordered to take command.²⁸ The griffons housed on Mount Waterdeep opposed Myrkul's flying denizens.²⁹

Although the fighting began in the south, it quickly spread north.³⁰ The first report was that the attackers appeared near Harborwatch Tower, in the far southwest, and spread east to Snail Street, halfway across the southern part of the city.³¹ Later, when Midnight could spare occasional glances, she could see smoke rising even in the North Ward. The attackers apparently had made a thrust up the High Road from Snail Street.³²

As the battle raged in the south and east, Myrkul made his move to recover the tablet. During the ensuing struggle, his own spell of silence prevented the Lord of the Dead from hearing the approach of one of Waterdeep's griffon riders. When the griffon snatched Myrkul, Midnight performed two spells:

"disintegration," then "dimension door." The exploding force of the avatar's destruction was displaced far out over the Sea of Swords, but Myrkul's essence had been disintegrated over the city. It settled on a two block area just west of the market, destroying everything it touched.³³

The battle did not cease with Myrkul's death, however, for the denizens were still drawn by the spell on the tablet. During the heroes' struggle with the avatar, the enemies had moved closer. The city was burning as far north as Piergeiron's Palace in the southern Castle Ward.³⁴ Elminster realized the denizens would lose some of their powers if they no longer had access to the realm of the dead, so he went to try to close the Pool of Loss.³⁵

Meanwhile, the battle continued. The Waterdhavians formed a triple line of pikemen along Selduth Street, the major east-west road in the middle of the city.³⁶ Over and over the defenders repeated this tactic as they were forced to retreat north, until the battle raged along Keltarn Street, a mere five hundred feet from the tablet's location. The attackers had concentrated their advance north of Selduth Street along the three western north-south streets below the mountain, Swords, Silks, and Silver. When the defenders fell back from Keltarn along the three streets, the eastern group of denizens suddenly struck west and helped destroy the defenders in the center. Then both attack groups thrust toward the most western street. Although the sudden change of tactics had short-term success, it left both a company and a reserve unit behind them.³⁷

A melee ensued, when suddenly all across the city the denizens seemed easier to destroy. Elminster had succeeded in closing the portal through the Pool of Loss, and the powers and will of the denizens were vastly reduced. Cut off from their home, they had no choice but to continue the struggle until all were destroyed. The battle had turned, just when the vanguard of Myrkul's army was only three hundred feet from Blackstaff Tower, its goal.³⁸



CITY OF THE DEAD

NORTH WARD

SEA WARD

CASTLE WARD

Northgate

Upper Towers Downs

Endcliff Fort

Farwatch Tower

North Trollwall

The Long Road

The High Road

Troll Fort

Troll Tower

Armory

Stormstar's Ride

Heroes' Garden

Skulls Street

Whightstone St.

Chasso's Trot

Villas

Singing Dolphin

West Gate

House of Heroes

Gull Leap

The Field of Triumph

Griffon Teleported

Myrkul is Destroyed

Blackstaff Tower

Midnight

Mount Cyric

The Street of Warriors

The Street of Pikesmen

The Street of Swords

The Street of Bazaars

The Street of

The High Road

Andamyr's Street

Polkserpent St.

Suldown St.

Hassentyr's Street

Sulmoor Street

Waelgond Street

Scorpdour St.

Horn Street

Yowel Street

Tower Street

Delcanim Street

Thaxow St.

Ilzantil St.

Imman Street

The Cliff Watch

Upper Towers Downs

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The Long Road

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The High Road

Andamyr's Street



TRADES WARD

SOUTHERN WARD

DOCK WARD

The High Road
The Way of the Dragon

Northern Seacave
Seacave
South Seacaves

Bells
the Sword
Way
Silver
ilk
Adon

Piergeiron's Palace
Alghairon's Tower
Elzot's Tower
Waterdeep Way
Peaktop Fyrie
Celestial Stairway
Mount Wall

Waterdeep

Shail Street
The Jangling Portal Inn
Belinimbra's St.

Castle Waterdeep

Harborwatch Tower

Snail Street
Fish Street
Dock Street

Mermaid Arms

The Watching Tower

Caravan Court

Harbor Chain Gates

Sea Chain Gates

South Trollwall

Naval Harbor

Stormhaven Isle

South Gate
To the Trade Way

Stormforts

Griffons

Merchant Wall

Southpost

Waterdhavians

Inner Fort

Deepwater Isle

Myrkul's Denizens

Sea Stacks

Bootscrap Cove

FEET

Battle:
 Griffons
 Waterdhavians
 Myrkul's Denizens



Blackstaff Tower

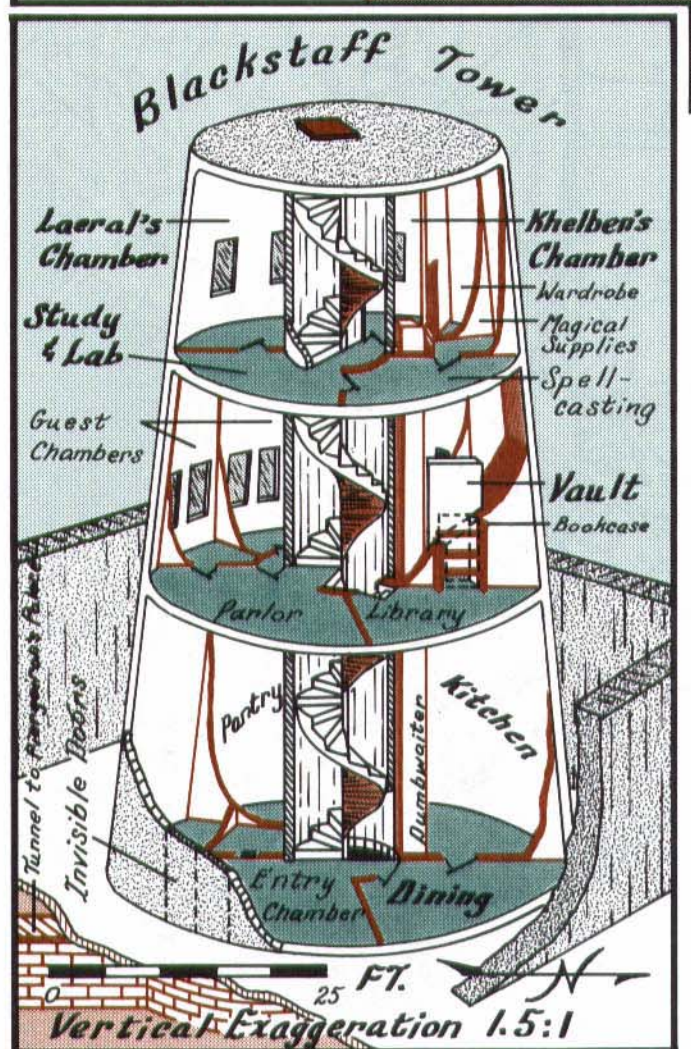
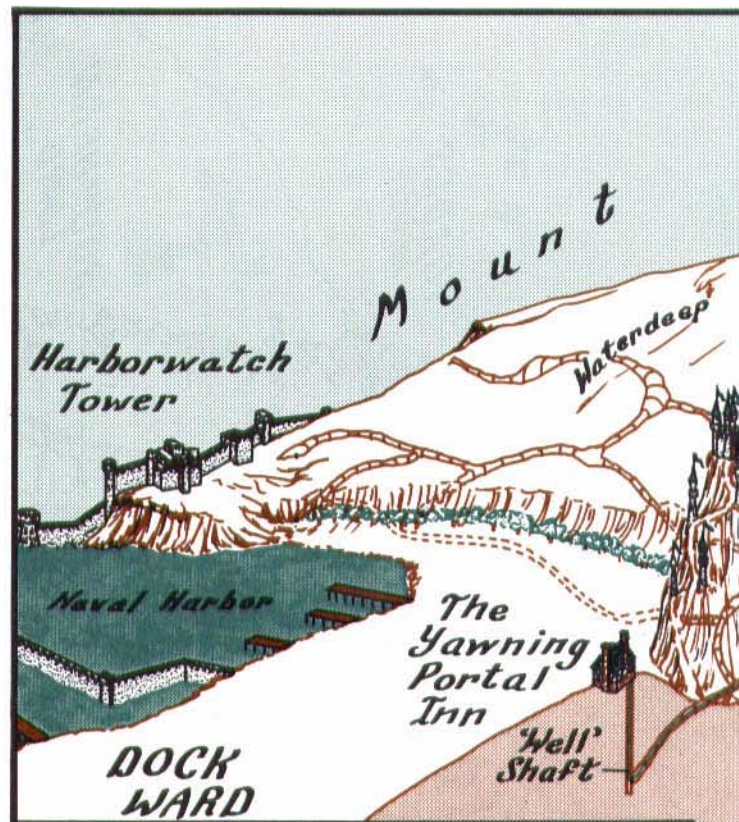
When Drizt and Wulfgar reached Waterdeep, they were met by a man who introduced himself as a forster with a love for painting and an associate of Malchor Harpell; yet the perceptive drow immediately recognized that the man had an aura and confidence "befitting a lord."¹ He was, in fact, Khelben "Blackstaff" Arunsun, Malchor's former teacher, the most powerful and influential archmage of the Sword Coast, and one of the rulers of Waterdeep.²

When Kelemvor reached the South Gate of Waterdeep after the disasters at Dragonspear Castle, it was due to Blackstaff's command that the weary traveler was quickly and courteously admitted and brought to the archmage's tower.³ The immaculate granite tower was nearly fifty feet tall. It appeared to have no windows or doors, but this was merely an illusion. Elminster appeared to walk directly through the wall, but as Blackstaff came out to greet Kelemvor, the doorway briefly became visible. The entry chamber immediately inside was furnished as a sitting room.⁴

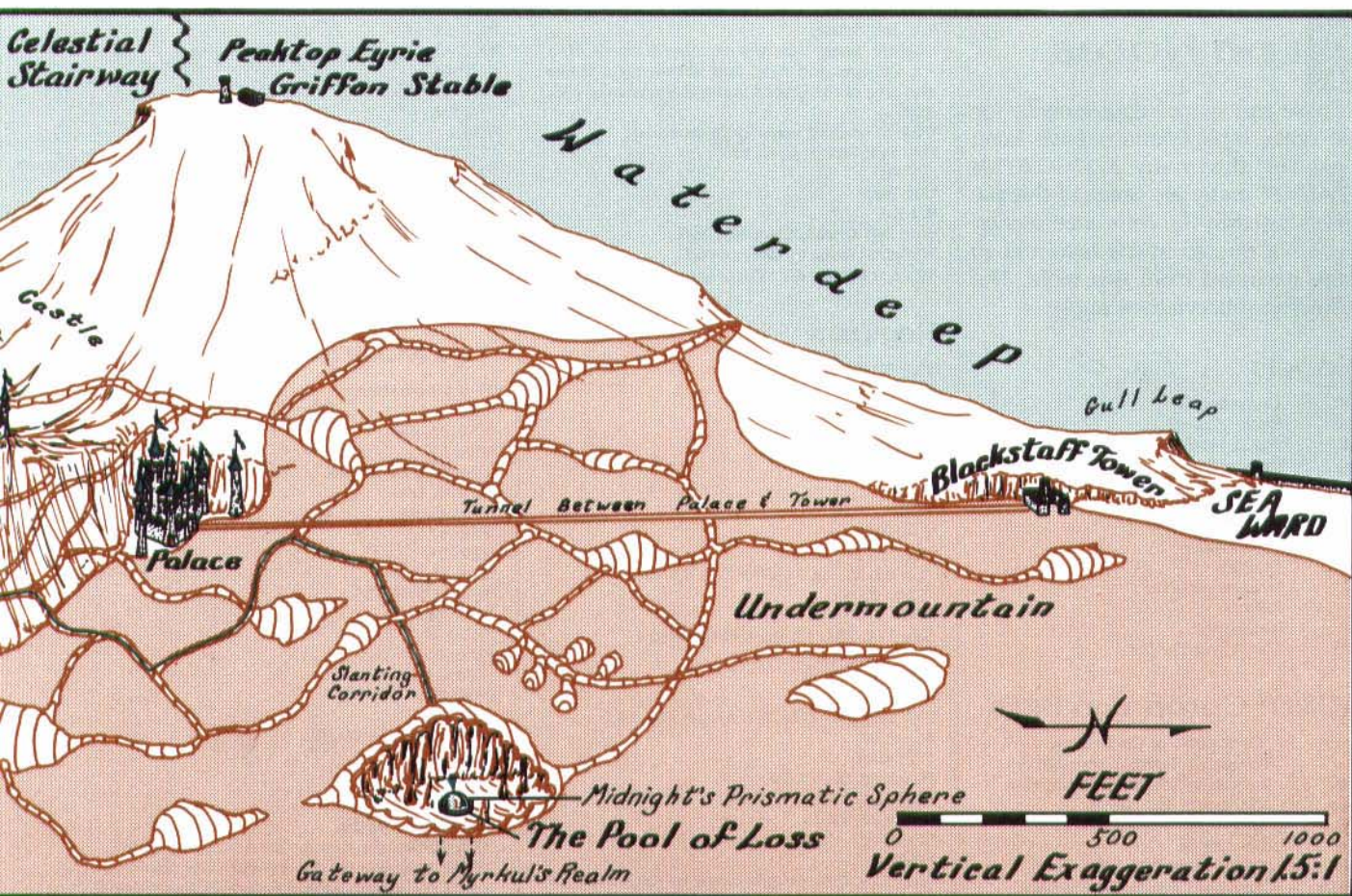
The layout of the tower was quite simple, with three main floors plus a cellar. From the cellar, a tunnel led to Piergeiron's Palace, Blackstaff's secret access for conducting city business without confirming his rumored lordship.⁵ Beyond the entry chamber, the ground level held a dining room—which doubled as an audience chamber—a kitchen, and a pantry. A spiral stair occupied the center of the tower. The second level held several chambers for use by guests or apprentices, a parlor, and a library. The third floor contained chambers for Khelben and his lady, Laeral, as well as his study/laboratory, spell-casting chamber, and storage areas for both personal and professional supplies.⁶

According to the tales, the most important of the rooms inside the tower was the library. It contained a vault that normally was extradimensional, but to Elminster's consternation, Myrkul's spells on the second Tablet of Fate canceled those of the vault. He had nothing better than a bookcase and an illusionary wall to protect the tablet while the party searched.⁷ The safeguards were not enough. Myrkul entered the tower, quickly located the tablet, and remained hidden while the party passed within inches. Consequently, he could have escaped as the party continued its climb to the roof, but Midnight magically snatched one of the tablets, forcing Myrkul's return.⁸

The true confrontations of the tale occurred not in the tower but on its roof, a seamless, watertight, flat stone disk broken only by the thick marble trapdoor from the spiral stair. No wall or even rail surrounded the roof. Miraculously, in all the struggles, no one fell. The heroes first struggled against Myrkul and won, then against Cyric and lost. Cyric took both tablets and started for Mount Waterdeep.⁹



Blackstaff Tower



Mount Waterdeep

Mount Waterdeep

On the western edge of the city, rising seven hundred feet above the Sea of Swords, was the bald crag of Mount Waterdeep. Radiating from the craggy peak was the north-south-running ridge that formed the backbone of the mountain and a single arm that jutted onto the city's plateau. The northern ridge fell gently into the Sea Ward, and the southern jutted into the waters west of the harbor; but the eastern arm fell so precipitously that at one point the castle wall rose four hundred feet above the city.¹ The mountain also was edged on the seaward side by a precipice into which waves had cut several vast caves.²

Those were not the only caves within Mount Waterdeep, however. Below the level of the city plateau was an extensive system of natural caverns, some of which had been expanded by dwarves into the now empty multilevel city and mine of Undermountain.³ Although other entrances connected the caverns to locations in Waterdeep, the one most important in the tales was that chosen by Blackstaff via the Yawning Portal Inn, in the southern Castle Ward.⁴

In a room next to the inn's office was what appeared to be an indoor well, but it was actually a shaft deep enough to require several minutes to descend. Ten feet above the base, a side tunnel led into a labyrinth composed partially of natural passages, and some dwarf-carved tunnels, now partially collapsed. Finally, the party reached a steeply slanting corridor, which ended in a cathedral-like room filled with hun-

dreds of specters. They had come to the Pool of Loss, Waterdeep's gateway to Myrkul's Realm, through which his denizen army eventually entered the city.⁵

Although the Battle of Waterdeep had begun in the depths of the mountain, the beginning of the end came high above.⁶ The mountain's peak was a bald knob with yet another bare cliff on the western edge. On the knob was a stable for the city's griffons, and at the peak was a small battlement, the stone tower known as Peaktop Eyrie. There, too, visible only to those of great power, was a Celestial Stairway.⁷

When Cyric stole the Tablets of Fate, he slipped from Blackstaff Tower and skirted the mountain so that he could climb to the peak unobserved from the city. The Celestial Stairway, made visible to him by the Tablets of Fate (or perhaps through Ao's will), was his immediate goal. His ultimate goal was godhood.⁸

The stables stood fifty feet east of the eyrie, and the Celestial Stairway ended near the tower. Cyric was fifty feet from both tower and stair when Midnight appeared at the tower door and tried to cast a spell.⁹ The thief sprinted, and Midnight pursued. When Helm boomed a command to stop, the entire city of Waterdeep stood still; but the runners continued. At the stair, they were met by Ao himself and given the ultimate challenge, to become gods, which both accepted. The Balance was restored, and the gods departed the Realms.¹⁰



End Notes

To ease the space requirements for the notes, abbreviations have been used for the many FORGOTTEN REALMS® materials. Some of the materials listed in the reference section were not quoted in the text, and so were excluded from this table. The following abbreviations apply:

Novels

- AB - *Azure Bonds*
- BW - *Black Wizards*
- CS - *The Crystal Shard*
- D - *Darkwell*
- DM - *Darkwalker on Moonshae*
- HG - *The Halfling's Gem*
- PR - *Pool of Radiance*
- Sh - *Shadowdale*
- Sp - *Spellfire*
- SS - *Streams of Silver*
- T - *Tantras*
- W - *Waterdeep*
- WS - *The Wyvern's Spur*

AD&D® Campaign Sets

- Cycl - "Cyclopedia of the Realms," Forgotten Realms Campaign Set
- FR - Forgotten Realms Campaign Set
- Gaz - "Gazeteer," The Horde
- KT - Kara-Tur: The Eastern Realms
- TH - The Horde
- TF - "Terra Firma," The Horde
- FRCs - Forgotten Realms City System

AD&D® Game Adventures

- FR1 - Waterdeep and the North
- FR2 - Moonshae
- FR3 - Empires of the Sands
- FR5 - The Savage Frontier
- FR6 - Dreams of the Red Wizards
- FR9 - The Bloodstone Lands
- FRC2 - Curse of the Azure Bonds
- FRE1 - Shadowdale
- FRE2 - Tantras
- FRE3 - Waterdeep
- I14 - Swords of the Iron Legion
- N4 - Treasure Hunt
- OA1 - Swords of the Daimyo
- OA2 - Night of the Seven Samurai
- OA3 - Ochimo: The Spirit Warrior
- OA4 - Blood of the Yakuza
- OA5 - Mad Monkey vs. The Dragon Claw
- OA6 - Ronin Challenge (Original maps and text)
- OA7 - Test of the Samurai
- RA - Ruins of Adventure

Miscellaneous

- A - Forgotten Realms Adventures
- CABCP - "Curse of the Azure Bonds" Computer Product Manual
- Int - Interview with appropriate author unless other name stated
- KTTM - Kara-Tur Trail Map
- PRJ - "Pool of Radiance" (Journal) Computer Product
- WTM - City of Waterdeep Trail Map

Introduction

- ¹Sp: 253; AB: 161.
- ²SS: 49.

- ³Int: Jeff Grubb.
- ⁴Slightly larger than the expanse of north Africa, Europe, and Asia; and almost eight times the area of the United States (Espenshade: 230, 233).
- ⁵FR5: 3; original maps by Greenwood.
- ⁶AB: 113; FR5: 5; Cycl: 23.
- ⁷KTTM.
- ⁸TH: map.
- ⁹KTTM.
- ¹⁰Int: Jeff Grubb, Mary Kirchoff.
- ¹¹Original maps by Greenwood.
- ¹²OA1-7; KTTM; KT; TH; original maps by Cook.

Regions

The Western Realms

- ¹Cycl: 81.
- ²HG: 202, 204.
- ³AB: 15; FR6: 3.
- ⁴Sp: 205, 206; FR6: 6.
- ⁵FR6: 3.
- ⁶FR5: 3; Cycl: 23.
- ⁷Cycl: 4.
- ⁸Cycl: 68.
- ⁹FR2: 12-14.
- ¹⁰CS: 23, 42, 44, 45; FR5: 2, 4, 33, 43.
- ¹¹Cycl: 22, 81.
- ¹²FR5: 3, 8.
- ¹³SS: 174; FR1: 11, map; FRCs: map 1.
- ¹⁴FR1: 3, 4, 8; FR5: 4, 8.
- ¹⁵FR5: 44, 45, 48.
- ¹⁶FR5: 48.
- ¹⁷W: 195, 214, 276; FR1: 11, 22; FR5: 51.
- ¹⁸Cycl: 87.
- ¹⁹FR: map.
- ²⁰Cycl: 32, 35, 74, 76.
- ²¹Cycl: 65, 66.
- ²²Cycl: 37, 76.
- ²³Cycl: 52.
- ²⁴FR6: 3.
- ²⁵Int: Salvatore; original maps by Greenwood.
- ²⁶FR6: 7.
- ²⁷FR6: 7, 8.
- ²⁸FR6: 12, 14, 15.
- ²⁹FR6: 3, 7.
- ³⁰AB: 14, 15; I14: 3.
- ³¹FR3: 2, 3, 16, 17, 48.
- ³²FR3: 43.
- ³³Int: Salvatore; FR3: 8, 41, 54.
- ³⁴FR3: 7, 48.
- ³⁵FR3: 25, 48.
- ³⁶FR3: 59.
- ³⁷FR: map; original maps by Greenwood.
- ³⁸FR: map.
- ³⁹AB: 68.
- ⁴⁰AB: 69; Cycl: 48; original maps by Greenwood.
- ⁴¹AB: 69; original maps by Greenwood.
- ⁴²Original maps by Greenwood.
- ⁴³Original maps by Greenwood.

The Hordelands

- ¹Int: TH: 2, 19, 64-66.
- ²Int: TH: 48, 49.
- ³TH: map; TF: 25, 42.
- ⁴KT: map; TF: 4.
- ⁵Int: TH: 17, 18, 23; TF: 9.
- ⁶Gaz: 174.
- ⁷Gaz: 188; TF: 62.
- ⁸KT: 31, 32; Gaz: 77.

The Eastern Realms

- ¹KT: 3; KTTM.
- ²OA6.
- ³KT: 73, 85, 93, 117.
- ⁴OA6.
- ⁵KT: 43.
- ⁶KT: 109.
- ⁷OA6; KTTM.
- ⁸KT: 9, map.
- ⁹OA6.
- ¹⁰KT: 9.
- ¹¹KT: 10, 79; KTTM.
- ¹²KT: 11; KTTM.
- ¹³KT: 11; KTTM.
- ¹⁴KT: 12.

- ¹⁵KT: 13, 14.
- ¹⁶KT: 43, 48, 49, map.
- ¹⁷KT: 46.
- ¹⁸KT: 49, 50.
- ¹⁹KTTM.
- ²⁰OA6.
- ²¹KTTM.
- ²²KT: 69, map.
- ²³TF: 33.
- ²⁴Int: Cook.
- ²⁵OA6.
- ²⁶Gaz: 161, 162.
- ²⁷KT: 91, 92; TF: 41.
- ²⁸KT: 127, 130, 146, 157.

The Moonshae Isles

The Moonshaes

- ¹FR2: 4, 5.
- ²FR2: 44, 48.
- ³FR2: 53.
- ⁴DM: 27; FR2: 48, 49.
- ⁵D: 160, 181.
- ⁶FR2: 45, 46.
- ⁷FR2: 47.
- ⁸FR2: 31.
- ⁹DM: 35.
- ¹⁰DM: 69; FR2: 35.
- ¹¹DM: 66.
- ¹²FR2: 35.
- ¹³DM: 20; D: 16.
- ¹⁴DM: 212.
- ¹⁵FR2: 56.
- ¹⁶FR2: 35, 37.
- ¹⁷BW: 97, 200; FR2: 32.
- ¹⁸FR2: 32.
- ¹⁹FR2: map.

Moonshae Paths

- ¹Dates utilize the standardized calendar; Cycl: 6. Moon phases were the primary indicators of dates, and many paths are accordingly expanded from what seems apparent from the tales. Full moons fall about the end of each month, based on DM: 138.
- ²DM: 20.
- ³DM: 19, 27, 33.
- ⁴DM: 44, 95.
- ⁵DM: 48.
- ⁶DM: 63.
- ⁷DM: 71-75, 82.
- ⁸DM: 60, 86, 98.
- ⁹DM: 54, 57.
- ¹⁰DM: 58.
- ¹¹DM: 91.
- ¹²DM: 106, 108.
- ¹³DM: 116.
- ¹⁴DM: 96.
- ¹⁵DM: 115, 130.
- ¹⁶DM: 176.
- ¹⁷DM: 117.
- ¹⁸DM: 119.
- ¹⁹DM: 121, 152, 169.
- ²⁰DM: 138.
- ²¹DM: 132.
- ²²DM: 132.
- ²³DM: 182.
- ²⁴DM: 173, 176, 185.
- ²⁵DM: 174, 192.
- ²⁶DM: 189, 195.
- ²⁷DM: 190, 203.
- ²⁸DM: 193, 201, 228, 261.
- ²⁹DM: 203.
- ³⁰DM: 204, 205, 211, 215.
- ³¹DM: 215.
- ³²DM: 217-219.
- ³³DM: 227.
- ³⁴DM: 225.
- ³⁵DM: 241.
- ³⁶DM: 261, 269.
- ³⁷DM: 269, 271, 274.
- ³⁸DM: 300, 301.
- ³⁹DM: 313.
- ⁴⁰DM: 284, 293, 302, 338.
- ⁴¹DM: 315, 342, 346, 350.
- ⁴²DM: 352, 356.

⁴²DM: 363-366.
⁴³DM: 370, 374, 377.
⁴⁴DM: 380.
⁴⁵BW: 5, 11.
⁴⁶BW: 13, 36.
⁴⁷BW: 8, 15, 18.
⁴⁸BW: 43.
⁴⁹BW: 29, 30.
⁵⁰BW: 33.
⁵¹BW: 41.
⁵²BW: 43, 44, 46.
⁵³BW: 101.
⁵⁴BW: 52, 54.
⁵⁵BW: 61, 66.
⁵⁶BW: 93, 97, 111, 129, 142, 143.
⁵⁷BW: 90-92.
⁵⁸BW: 93, 94, 105.
⁵⁹BW: 145.
⁶⁰BW: 140.
⁶¹BW: 142, 152, 153, 156.
⁶²BW: 180.
⁶³BW: 188.
⁶⁴BW: 188.
⁶⁵BW: 136.
⁶⁶BW: 185.
⁶⁷BW: 166.
⁶⁸BW: 187.
⁶⁹BW: 177.
⁷⁰BW: 199, 203.
⁷¹BW: 206, 209, 221.
⁷²BW: 239, 247.
⁷³BW: 206, 225, 231-237, 253, 254.
⁷⁴BW: 248.
⁷⁵BW: 255.
⁷⁶BW: 266.
⁷⁷BW: 262, 263.
⁷⁸BW: 275.
⁷⁹BW: 260.
⁸⁰BW: 257, 262.
⁸¹BW: 272, 274, 277, 278, 283.
⁸²BW: 286, 290.
⁸³BW: 295, 310.
⁸⁴BW: 309.
⁸⁵BW: 310, 313, 314, 324.
⁸⁶BW: 321.
⁸⁷BW: 339, 340, 345.
⁸⁸D: 55.
⁸⁹D: 27, 55.
⁹⁰D: 15, 19.
⁹¹D: 27, 29, 32, 41.
⁹²D: 20.
⁹³D: 45.
⁹⁴D: 46.
⁹⁵D: 58, 59, 61, 68, 70.
⁹⁶D: 50, 82.
⁹⁷D: 62.
⁹⁸D: 73, 78.
⁹⁹D: 121.
¹⁰⁰D: 85, 86, 88.
¹⁰¹D: 94, 96, 108.
¹⁰²D: 134, 135.
¹⁰³D: 120, 131, 151, 156, 162.
¹⁰⁴D: 159, 181.
¹⁰⁵D: 152.
¹⁰⁶D: 165, 177, 179.
¹⁰⁷D: 189, 212, 227.
¹⁰⁸D: 213, 215, 218.
¹⁰⁹D: 201, 202, 216, 228, 229.
¹¹⁰D: 259, 266.
¹¹¹D: 243.
¹¹²D: 288.
¹¹³D: 253, 261, 267, 275.
¹¹⁴D: 285, 294.
¹¹⁵D: 289.
¹¹⁶D: 293, 294, 313.
¹¹⁷D: 305, 308, 314, 326, 335, 336.
¹¹⁸D: 316, 317.
¹¹⁹D: 340.

Corwell Town

¹FR2: 35.
²DM: 23, 263.
³DM: 266.
⁴FR2: 35.
⁵DM: 261, 288; D: 246.
⁶DM: 289, 296; Int.
⁷D: 246; FR2: 36, 37.
⁸D: 247, 259; FR2: 37, 38.
⁹DM: 290; D: 306; Int.
¹⁰DM: 289.
¹¹DM: 12, 30, 37, 38.
¹²DM: 8, 38; FR2: 38.
¹³DM: 94; Int.
¹⁴DM: 297.
¹⁵DM: 22.

Caer Corwell

¹DM: 331; FR2: 35.
²DM: 326, 332.
³DM: 320; FR2: 38.
⁴DM: 24, 304.
⁵DM: 322, 346.
⁶DM: 321.
⁷DM: 336, 344.
⁸DM: 342.
⁹DM: 25, 334, 337; FR2: 39; Int.

Corwell Keep

¹FR2: 34.
²DM: 22, 307; FR2: 38.
³DM: 26, 34; Int.
⁴Int.
⁵DM: 49; D: 54.
⁶D: 142.
⁷DM: 26; D: 59; Int.
⁸D: 54; Int.
⁹D: 142.
¹⁰DM: 105.
¹¹DM: 329; Int.
¹²Int.
¹³DM: 116; Int.
¹⁴DM: 307.
¹⁵BW: 29.
¹⁶DM: 109, 110, 306.
¹⁷BW: 17, 21.
¹⁸D: 277.
¹⁹DM: 306; D: 17.
²⁰DM: 307; D: 69.
²¹DM: 22, 116, 117.
²²DM: 117.
²³DM: 301; D: 44.

The Big Cave

¹DM: 136.
²DM: 139, 140.
³DM: 141, 142.
⁴DM: 146, 147. Note: All major locations were based on a sketch map by Doug Niles. Connecting passages and paths were designed as necessary to fit the published story.
⁵DM: 148, 149, 152, 162.
⁶DM: 150.
⁷DM: 153.
⁸DM: 156, 157, 159.
⁹DM: 157.
¹⁰DM: 161, 163, 164. Note: The location of this door along the corridor reentered after finding Keren's cell was the crucial clue in the location of almost all the passages. The companions had to have easy, direct, access to unoccupied hallways in a part of the building away from where the firbolgs chased Kamerynn; while the unicorn had to take the most direct route toward the outside (though fleeing the giants near the front entrance).

¹¹D: 178, 183, 184; Int.

¹²D: 186, 190, 191.

¹³D: 198, 205.

The Sacred Grove

¹BW: 45, 87; D: 7.
²BW: 9.
³DM: 54.
⁴BW: 10, 24.
⁵BW: 24.
⁶BW: 9, 63, 118; D: 301.
⁷DM: 276; BW: 24, 29.
⁸BW: 63.
⁹DM: 276 indicated the pool stood near the heart of the grove, although on BW: 67 Robyn returned to the pool, then swam downstream from there in the creek which bordered the edge of the grove.

Synnoria

¹DM: 212, 213.
²DM: 215; FR2: 56.
³FR2: 57. Note: The "window" could be compared with the flat upland of Cade's Cove in the Great Smoky Mountains.
⁴DM: 218; FR2: 57.
⁵FR2: 56.
⁶DM: 216.
⁷FR2: 57.
⁸DM: 210-212; FR2: 56.

The Darkwalker War

¹DM: 81, 114.
²DM: 79, 81, 114.
³DM: 78, 115, 267.
⁴DR: 132. Note: Grunnarch's force of 160 (DM: 116) was "almost as large as Thelgaar's, yet one hundred of Thelgaar's ships were sunk by the leviathan (DM: 182), "a third of the longships" (DM: 201). 240 is a compromise.
⁵DM: 201, 202, 261.
⁶DM: 192, 219, 223.
⁷DM: 192.
⁸DM: 114, 192, 193.
⁹DM: 203, 213, 222, 223, 229, 234, 237.
¹⁰DM: 228-230.
¹¹DM: 230, 231, 238, 239.
¹²DM: 241-249.
¹³DM: 244, 247, 253.
¹⁴DM: 260.
¹⁵DM: 262, 265, 266.
¹⁶DM: 265, 269, 280.
¹⁷DM: 281.
¹⁸DM: 283, 285, 286.
¹⁹DM: 290, 292, 295, 300, 301.
²⁰DM: 313, 315.
²¹DM: 315, 321, 325, 326.
²²DM: 330, 331.
²³DM: 335-338.
²⁴DM: 335, 336.
²⁵DM: 336, 342, 349, 350.

Caer Allisynn

¹BW: 66; FR2: 36.
²D: 340.
³BW: 65; FR2: 30. Note: Elminster apparently saw only the back of the fortress (FR2: 36).
⁴BW: 67-71.
⁵BW: 72-74.
⁶Int.
⁷BW: 75.
⁸BW: 76; D: 210.
⁹BW: 76, 78.
¹⁰BW: 76, 79, 80.
¹¹D: 210, 243, 314.
¹²D: 340.

Callidyr

- ¹BW: 200.
- ²FR2: 31.
- ³BW: 200, 267.
- ⁴BW: 201; FR2: 31.
- ⁵BW: 253; FR2: 32.
- ⁶FR2: map.
- ⁷BW: 202.
- ⁸BW: 203.
- ⁹BW: 266, 267.
- ¹⁰BW: 207.
- ¹¹BW: 210; FR2: 33.
- ¹²BW: 200; FR2: 33.
- ¹³BW: 211.
- ¹⁴BW: 81, 201, 207, 210, 255.
- ¹⁵BW2: 33; Int.
- ¹⁶BW: 7, 34, 54, 201; Int.
- ¹⁷BW: 227, 237.
- ¹⁸BW: 207, 210.
- ¹⁹BW: 211.
- ²⁰BW: 211.
- ²¹BW: 212-214.
- ²²BW: 226, 227.
- ²³BW: 232, 236.
- ²⁴BW: 237, 239-243.

The Caverns of Callidyr

- ¹BW: 254.
- ²BW: 38-40.
- ³BW: 241, 243, 244.
- ⁴BW: 244.
- ⁵BW: 245, 246, 249.
- ⁶BW: 251-253.
- ⁷BW: 262, 263.
- ⁸BW: 262, 275, 289.
- ⁹BW: 289, 320.

Doncastle

- ¹BW: 167, 170.
- ²BW: 169.
- ³BW: 297.
- ⁴BW: 170, 302.
- ⁵BW: 169.
- ⁶BW: 293, 294.
- ⁷BW: 258, 297, 302.
- ⁸BW: 167.
- ⁹BW: 169.
- ¹⁰BW: 180. Note: This differs dramatically from the FR2: 34 description of Doncastle as being in the center of a swamp with tree-and still-cottages.
- ¹¹BW: 181, 182, 286, 293; Int.
- ¹²BW: 258, 262, 268.
- ¹³BW: 268, 270, 272, 276.
- ¹⁴BW: 287, 288.
- ¹⁵BW: 259-261.
- ¹⁶BW: 260, 287, 289.

The Battle of the High Kings

- ¹BW: 255, 257. Note: There is no standard number of troops in a company or a brigade (source: U.S. Army Reserve Office, Oshkosh, WI). After the defeat of Doncastle, one thousand men joined Tristan, hundreds had been killed or wounded, and many more were still scattered (BW: 317, 319)—indicating a total original force of about two thousand. While the Scarlet Guard was powerful, there was no indication that its numbers were overwhelming. If each company contained two hundred troops, the brigades would have included six hundred each for a total army of twenty-four hundred.
- ²BW: 256, 260, 286, 290, 295.
- ³BW: 295.
- ⁴BW: 293, 301.
- ⁵BW: 296, 298-300.

- ⁶BW: 301.
- ⁷BW: 295.
- ⁸BW: 305.
- ⁹BW: 294, 306, 310, 317.
- ¹⁰BW: 314, 317, 319.
- ¹¹BW: 319, 321.
- ¹²BW: 321, 333.
- ¹³BW: 324.
- ¹⁴BW: 326.
- ¹⁵BW: 329, 330.
- ¹⁶BW: 331-333.
- ¹⁷BW: 334-341.
- ¹⁸BW: 342, 344, 345.

The Battle of Bhaal

- ¹BW: 345.
- ²BW: 6, 346; D: 63.
- ³D: 15, 16, 62.
- ⁴D: 135, 136, 155, 159.
- ⁵D: 98, 155.
- ⁶D: 138, 182, 189.
- ⁷D: 243, 255, 256.
- ⁸D: 257, 306, 314, 319, 331.
- ⁹D: 333-336.

The North and West

Lands of Icewind Dale

- ¹CS: 11, 12, 17, 18, 22.
- ²CS: 23, 42, 44, 45; FR5: 2, 4.
- ³CS: 11, 22, 45.
- ⁴CS: 12, 203.
- ⁵SS: 129, 130, 131.
- ⁶SS: 26, 130; FR2: 3.
- ⁷SS: map, 70, 76, 115, 116, 162, 174; FR5: map.
- ⁸SS: 69, 70; HG: 13, 14.
- ⁹SS: 38, 40.
- ¹⁰HG: 203.

Icewind Dale Paths

- ¹CS: 20, 45, 118.
- ²CS: 19; SS: 14, 141.
- ³CS: 36-39.
- ⁴CS: 20, 29.
- ⁵CS: 46, 48.
- ⁶CS: 73-81, 85, 119.
- ⁷HG: 160.
- ⁸CS: 107, 117.
- ⁹CS: 120.
- ¹⁰CS: 119, 127, 154.
- ¹¹CS: 134.
- ¹²CS: 135, 136, 145, 148, 156, 157, 162-170.
- ¹³CS: 186, 190, 198, 199.
- ¹⁴CS: 194, 195, 200, 201.
- ¹⁵CS: 211.
- ¹⁶CS: 223, 224.
- ¹⁷CS: 222.
- ¹⁸CS: 235, 243.
- ¹⁹CS: 259.
- ²⁰CS: 260, 263.
- ²¹CS: 264, 266, 274.
- ²²CS: 284, 286.
- ²³CS: 301, 305.
- ²⁴CS: 298, 299, 319.
- ²⁵CS: 325.
- ²⁶CS: 333; SS: 124. Note: The tale uses the seven-day week, rather than the ten-day week as stated in Cycl: 6.
- ²⁷SS: 65.
- ²⁸SS: 27, 53, 67.
- ²⁹SS: 76-79, 82, 87.
- ³⁰SS: 94, 95, 113.
- ³¹SS: 104, 107.
- ³²SS: 114, 115, 124, 127, 130, 131.
- ³³SS: 138, 141, 146.
- ³⁴SS: 170, 171.
- ³⁵SS: 106, 161.
- ³⁶SS: 175, 182-184, 189, 191-194, 196-201.
- ³⁷SS: 204, 205, 213.
- ³⁸SS: 212, 233, 237.
- ³⁹SS: 217, 225.
- ⁴⁰SS: 239, 242, 255, 257.

- ⁴¹SS: 272, 275.
- ⁴²SS: 321, 334, 335, 338.
- ⁴³HG: 12.
- ⁴⁴HG: 8, 97-99, 119.
- ⁴⁵HG: 12, 18.
- ⁴⁶HG: 19, 20, 24, 36, 45.
- ⁴⁷HG: 47, 51.
- ⁴⁸HG: 73, 79, 86, 105.
- ⁴⁹HG: 86, 94.
- ⁵⁰HG: 88, 90, 94, 96, 97, 112.
- ⁵¹HG: 88, 112.
- ⁵²HG: 123, 124, 126, 129, 132, 136, 153.
- ⁵³HG: 155, 169-171, 191. Note: Day-by-day accounts only support the presence of a waxing gibbous moon.
- ⁵⁴HG: 194, 195.
- ⁵⁵HG: 203, 209, 213, 215.
- ⁵⁶HG: 228.
- ⁵⁷HG: 241, 254.
- ⁵⁸HG: 234, 235, 263.
- ⁵⁹HG: 256, 257, 266, 271.
- ⁶⁰HG: 291, 296, 298.
- ⁶¹HG: 300, 301.
- ⁶²On HG: 171, Captain Deudermont stated his plans were to sail back to Waterdeep "before the last of the winter snows have melted in the North." His offer to transport the companions soon after the rescue clearly indicated a much earlier sailing date than his original schedule (HG: 309). His arrival in Calimport just that morning would have been anticipated after repairs in Memnon (HG: 155, 170). Even the two-month sailing time would still have allowed the companions to reach Waterdeep long before early spring. The weather conditions would have been similar: merely due to oncoming (rather than waning) winter (HG: 309).
- ⁶³HG: 97, 99, 119, 309.
- ⁶⁴HG: 309.
- ⁶⁵HG: 309.
- ⁶⁶HG: 309.
- ⁶⁷HG: 310.
- ⁶⁸HG: 311-314.

Ten-Towns

- ¹CS: 23.
- ²CS: 7, 22, 91.
- ³CS: 23.
- ⁴Int. Note: The lower population of FR5: 33 showed the losses from the two great battles.
- ⁵CS: 23, 51, 73.
- ⁶CS: 55.
- ⁷CS: 49, 51.
- ⁸CS: 244.
- ⁹CS: 73.
- ¹⁰CS: 51, 73; Int.
- ¹¹CS: 18, 23, 24, 91; Int.
- ¹²CS: 328; SS: 16; Int.
- ¹³CS: 52; SS: 16.
- ¹⁴SS: 14, 15.

Kelvin's Cairn

- ¹Int.
- ²Lobeck: 245, 564; Strahler: 373, 477.
- ³Strahler: 316.
- ⁴Int.
- ⁵CS: 137, 228.
- ⁶CS: 266.
- ⁷CS: 104.
- ⁸CS: 104, 266.
- ⁹CS: 230.
- ¹⁰CS: 44.
- ¹¹CS: 106, 134, 137, 150.
- ¹²CS: 7, 106.
- ¹³CS: 150, 152.
- ¹⁴CS: 153, 157.
- ¹⁵CS: 155, 156, 158.
- ¹⁶CS: 128.
- ¹⁷CS: 249, 301, 302.

The Verbeegs' Lair

- ¹CS: 134.
- ²CS: 134, 135.
- ³CS: 161.
- ⁴CS: 162, 163.
- ⁵CS: 163-165.

- ⁶CS: 165, 166.
- ⁷CS: 171, 181, 182.
- ⁸CS: 171; Int.
- ⁹CS: 171, 183.
- ¹⁰CS: 172, 173, 184; Int.
- ¹¹CS: 172, 173; Int.
- ¹²CS: 174; Int.

The Barbarians' Camp

- ¹CS: 64, 65.
- ²CS: 27, 260.
- ³CS: 81.
- ⁴CS: 35, 261.

Icingdeath's Lair

- ¹FR5: map.
- ²CS: 201, 203; Lobeck, 125.
- ³CS: 205; Strahler: 400, 401.
- ⁴CS: 205, 206.
- ⁵CS: 207.
- ⁶CS: 207, 211, 213, 214.

Cryshal-Tirith

- ¹CS: 39, 122, 236.
- ²CS: 38, 295.
- ³CS: 39, 123, 240, 319.
- ⁴CS: 254, 283.
- ⁵CS: 287-290.
- ⁶CS: 290.
- ⁷CS: 276, 291.
- ⁸CS: 292, 294, 295.
- ⁹CS: 295-297.
- ¹⁰CS: 313, 323.

The Battle of Ten-Towns

- ¹CS: 27, 29, 57.
- ²CS: 46, 48, 56, 60.
- ³CS: 65.
- ⁴CS: 73.
- ⁵CS: 76.
- ⁶CS: 77.
- ⁷CS: 80, 81.

The Battle of Icewind Dale

- ¹CS: 39, 97.
- ²CS: 99, 103.
- ³CS: 123, 124, 215.
- ⁴CS: 185, 186, 190.
- ⁵CS: 223, 224.
- ⁶CS: 223-227.
- ⁷CS: 227-228.
- ⁸CS: 232, 236.
- ⁹CS: 236, 242, 243, 245.
- ¹⁰CS: 237, 259.
- ¹¹CS: 264, 277, 278.
- ¹²CS: 260, 266, 286.
- ¹³CS: 283, 296, 297, 298, 304.
- ¹⁴CS: 308-318.

Luskan

- ¹SS: 26; FR5: 30.
- ²SS: 27, 28.
- ³SS: 32.
- ⁴SS: 33.
- ⁵SS: 34, 47; FR5: 30.
- ⁶SS: 35, 35, 49, 51.
- ⁷SS: 43, 139, 140.
- ⁸SS: 32.
- ⁹FR5: 30.
- ¹⁰SS: 56.
- ¹¹SS: 108, 145.
- ¹²On FR5: 31, map location number 14 was omitted, while number 19 (the Hosttower) was missing from the map of Luskan. Analysis of item numbers 15 to 18 indicated each of these items was off by one number, mak-

ing the Hosttower number 18. The tower, however, was the round building.

- ¹³CS: 13; SS: 54.
- ¹⁴SS: 55.
- ¹⁵CS: 13.
- ¹⁶SS: 109; FR5: 31.
- ¹⁷SS: 56-58.
- ¹⁸SS: 137, 138.

Longsaddle

- ¹FR5: 30.
- ²SS: 115, 116, 122, 123.
- ³SS: 132.
- ⁴SS: 116.
- ⁵SS: 117-119.
- ⁶SS: 120-122.
- ⁷SS: 116.
- ⁸SS: 127, 128.
- ⁹SS: 123-126.

Silverymoon

- ¹SS: 130, 209, 212; FR5: 32.
- ²SS: 172, 173.
- ³SS: 172, 205.
- ⁴SS: 173, 218.
- ⁵SS: 205, 206.
- ⁶FR5: 32, map; original map by Greenwood. Note: FR5: 33 "Ten-Towns" placed the time of the Silverymoon map as five years after the Battle of Icewind Dale, and hence four after the quest for Mithril Hall.
- ⁷FR5: 32, map.
- ⁸SS: 172, 218.
- ⁹Although SS: 217 seemed to indicate Bok stood in the hills north of the river, the pathway map on SS: 7 showed the companions crossed to the north bank by the city. Also, the description of Bok's path through the river into the city indicated he came from the southwest bank (SS: 217).
- ¹⁰SS: 218, 221.

The Herald's Holdfast

- ¹SS: 213, 228.
- ²FR5: 42.
- ³SS: 230, 231.
- ⁴SS: 228, 230.
- ⁵SS: 231.
- ⁶SS: 235.
- ⁷SS: 231, 232.

Mithril Hall

- ¹SS: 232.
- ²SS: 241.
- ³SS: 243, 244.
- ⁴SS: 245-248, 251.
- ⁵SS: 249, 255.
- ⁶SS: 249.
- ⁷SS: 249.
- ⁸SS: 250; Int.
- ⁹SS: 250.
- ¹⁰SS: 250, 255.
- ¹¹SS: 242, 250.
- ¹²SS: 241, 257.
- ¹³SS: 9, 214, 258, 259, 308.
- ¹⁴SS: 260.
- ¹⁵SS: 261.
- ¹⁶Int.
- ¹⁷SS: 153, 264, 282, 284.
- ¹⁸SS: 263.
- ¹⁹SS: 263, 308, 309.
- ²⁰SS: 270, 271.
- ²¹SS: 272; Int.
- ²²SS: 264.
- ²³SS: 274, 289, 290.
- ²⁴SS: 292, 295, 298.
- ²⁵SS: 296; Int.

- ²⁶SS: 296, 297.
- ²⁷SS: 300, 301, 323, 332; Int.
- ²⁸SS: 276, 281, 282.
- ²⁹SS: 283.
- ³⁰SS: 284-286.
- ³¹SS: 309, 310; Int.
- ³²SS: 311, 312.
- ³³SS: 313, 314.
- ³⁴SS: 316, 321.
- ³⁵SS: 307.
- ³⁶SS: 308.
- ³⁷SS: 323, 326, 327; Int.
- ³⁸SS: 326, 327.
- ³⁹SS: 333.
- ⁴⁰SS: 328, 329.
- ⁴¹SS: 330, 331.
- ⁴²SS: 335, 337; Int. Note: The dwarves' claim that a torch would burn out before striking the floor indicates more than a two-hour descent (SS: 292). Given a mere 60 mph rate of fall, the gorge would have been more than 120 miles deep.
- ⁴³SS: 335-338; Int.
- ⁴⁴HG: 65, 71, 73, 74.

Neverwinter Wood

- ¹HG: 12. Note: Although the Tower was stated in FR5: 44 to be a day's ride from Longsaddle, it was forty to fifty miles away (FR5: map)—a day's ride only on a fast horse with good stamina and the leisure to recuperate from such a ride. Two to three days would be more practical.
- ²HG: 12.
- ³HG: 13.
- ⁴HG: 14, 15, 25.
- ⁵HG: 15, 16.
- ⁶HG: 16.
- ⁷HG: 18, 22.
- ⁸HG: 18.
- ⁹HG: HG: 19-21.
- ¹⁰HG: 24.
- ¹¹HG: 24, 49.
- ¹²HG: 37, 39, 41; FR5: 48.
- ¹³HG: 41.
- ¹⁴HG: 42.
- ¹⁵HG: 42, 43.
- ¹⁶HG: 43; Int.
- ¹⁷HG: 44, 45.

Baldur's Gate

- ¹HG: 79, 85.
- ²HG: 79; Cyclopedica: 26, 27.
- ³Cycl: 27.
- ⁴HG: 85.
- ⁵HG: 86, 90.
- ⁶HG: 111.
- ⁷HG: 85.
- ⁸Cycl: 26, 27.
- ⁹HG: 82.
- ¹⁰HG: 83.
- ¹¹HG: 89, 90.

Calimport

- ¹HG: 203.
- ²HG: 157; FR3: 54.
- ³HG: 202, 204.
- ⁴HG: 172.
- ⁵HG: 202.
- ⁶HG: 157, 202.
- ⁷HG: 111.
- ⁸DM: 14, 19.
- ⁹FR3: 54, 55.
- ¹⁰FR3: 54.
- ¹¹HG: 202.
- ¹²HG: 157, 204.
- ¹³HG: 205.

¹⁴HG: 158, 204.
¹⁵HG: 221, 224.

The Sewers

¹HG: 225, 226.
²HG: 227.
³HG: 226, 227.
⁴HG: 228.
⁵HG: 228.
⁶HG: 230.
⁷HG: 232.
⁸HG: 233, 236.
⁹HG: 234, 235, 245.
¹⁰HG: 240, 242, 246, 247.
¹¹HG: 248, 249, 255.
¹²HG: 254, 255.

Pook's Palace

¹HG: 101, 158; Int.
²HG: 101; Int.
³HG: 102.
⁴HG: 101; Int.
⁵HG: 164, 165.
⁶HG: 166.
⁷HG: 158, 255, 261.
⁸Int.
⁹HG: 158.
¹⁰HG: 237, 239, 244; Int.
¹¹HG: 245, 253.
¹²HG: 248, 252, 253.
¹³HG: 259, 260, 262, 263.
¹⁴HG: 265, 266.
¹⁵HG: 266, 296.
¹⁶HG: 101; Int.
¹⁷HG: 101, 103, 256; Int.
¹⁸HG: 104, 108.
¹⁹HG: 105, 107, 108.
²⁰HG: Int.
²¹HG: 102, 159, 160.
²²HG: 283.
²³HG: 104, 106, 256.
²⁴HG: 256, 257, 263, 265, 266, 271.

The Plane of Tarterus

¹HG: 257, 263, 265, 267.
²HG: 266.
³HG: 271.
⁴HG: 269, 278.
⁵HG: 267, 270, 272, 278.
⁶HG: 274.
⁷HG: 275, 276, 279.
⁸HG: 273, 278, 279.
⁹HG: 280, 281.
¹⁰HG: 281, 289, 291, 294.

The Western Heartlands

The Lands of Shadowdale

¹Cycl: 32, 74.
²Cycl: 35, 36.
³AB: 18; Sp: 87.
⁴AB: 13; Cycl: 35.
⁵Cycl: 74.
⁶FR9: 2-5.
⁷RA: 2,3.
⁸PR: 312, 314.
⁹AB: 203.
¹⁰Sh: 13; Cycl: 92, 93.
¹¹Sp: 45.

Shadowdale

¹Cycl: 77.
²AB: 149.
³Sp: 60, 64; AB: 155.
⁴Cycl: 77, 79.
⁵Sp: 200; Cycl: 79.
⁶Cycl: 78; FRE2: 48.

⁷Sp: 278, 279, 281.
⁸AB: 149; Sh: 262; Cycl: 11, 15.
⁹Sh: 234, 280, 281, 293, 298.
¹⁰Cycl: 78.
¹¹AB: 159; Sh: 212; Cycl: 77.

Sites of Shadowdale

¹Cycl: 77.
²FRE2: map; Cycl: 77.
³FRE2: map. Note: While Sp: 212 indicated the crypts were ten levels beneath Shandril's room, this referred to depth, not the actual number of levels. The water from the Ashaba would have forced the delvings far below the surface into impermeable bedrock. Also, T: 41 indicated a north bank of the dungeon, which may have been added at the same time as the secret spiral stair.
⁴Sh: 258.
⁵T: 35, 39; FRE2: map.
⁶FRE2: map.
⁷Sp: 236, 238, 239; FRE2: map.
⁸Sh: 259; Sp: 62; FRE2: map.
⁹T: 39, 40; FRE2: map. The central stair was added as it was not reasonable to expect guests to use any of the other stairs.
¹⁰Sp: 187.
¹¹Sp: 169; T: 51; FRE2: map.
¹²Sp: 242.
¹³Sp: 244.
¹⁴FRE2: map.
¹⁵Sh: 258.
¹⁶FRE2: map.
¹⁷Sp: 306.
¹⁸FRE2: map.
¹⁹Sp: 249.
²⁰AB: 161; Sh: 265.
²¹AB: 159; Sp: 252.
²²Sp: 252.
²³AB: 161; Sp: 253, 254, 256.
²⁴Sp: 254, 255.
²⁵Sh: 265.
²⁶Sh: 275; Sp: 254.
²⁷AB: 150; Cycl: 76.
²⁸FRE2: 48.
²⁹Cycl: 76.
³⁰Sp: 219.
³¹AB: 150, 151.
³²Sh: 234, 293.
³³Sh: 292.
³⁴Sh: 298, 300, 301.
³⁵Sh: 299, 325.
³⁶Sh: 325, 328, 330, 334.

The Battle of Shadowdale

¹Sh: 294, 309.
²Sh: 294, 315, 323.
³Sh: 296, 297, 302.
⁴Sh: 309.
⁵Sh: 287, 307.
⁶Sh: 303.
⁷Sh: 308-310.
⁸Sh: 305, 310, 311.
⁹Sh: 314.
¹⁰Sh: 318, 323.
¹¹Sh: 288.
¹²Sh: 318, 321.
¹³Sh: 289, 315, 317, 318; T: 70.
¹⁴Sh: 323, 324.
¹⁵Sh: 324.
¹⁶Sh: 330, 331.
¹⁷Sh: 331, 332.

The Tale of Spellfire

¹Sp: 11, 15, 16, 21, 26.
²Sp: 30, 32, 37.
³Sp: 44, 46, 57-59.
⁴Sp: 61-64.
⁵Sp: 47.
⁶Sp: 50, 372.
⁷Sp: 53, 54, 57, 77, 79, 80, 82, 83, 183.
⁸Sp: 82, 90, 94, 104.
⁹Sp: 102, 103, 116-119.
¹⁰Sp: 137.
¹¹Sp: 143, 148, 161.
¹²Sp: 163, 164, 179, 182.

¹³Sp: 174, 200.
¹⁴Sp: 232, 234.
¹⁵Sp: 240, 242, 244, 245.
¹⁶Sp: 269, 276, 301.
¹⁷Sp: 293, 298, 342.
¹⁸Sp: 300, 301.
¹⁹Sp: 304, 306.
²⁰Sp: 309.
²¹Sp: 324, 326.
²²Sp: 317, 318.
²³Sp: 334, 335, 337.
²⁴Sp: 364, 366, 368, 369.
²⁵Sp: 374-380.
²⁶Sp: 382.

The Rising Moon

¹Sp: 9, 355-358.
²Sp: 6, 11, 13, 14.
³Sp: 369, 371.
⁴Sp: 369.
⁵Sp: 10.
⁶Sp: 15, 364, 369.
⁷Sp: 14.
⁸Sp: 11.
⁹Sp: 364.
¹⁰Sp: 17, 221, 222.
¹¹Sp: 222, 224.
¹²Sp: 14.
¹³Sp: 23.
¹⁴Sp: 10, 361-363.
¹⁵Sp: 363.

Shandril's Capture

¹Sp: 34, 37, 38.
²Sp: 47, 48, 372.
³Sp: 49.
⁴Sp: 54.
⁵Sp: 54-57.
⁶Sp: 65, 66, 68.
⁷Sp: 65, 66.
⁸Sp: 66.
⁹Sp: 45; Cycl: 77.
¹⁰Cycl: 66, 67.
¹¹Sp: 79.
¹²Cycl: 66.
¹³Sp: 46.
¹⁴Cycl: 66.
¹⁵Sp: 66.
¹⁶Sp: 67-69.
¹⁷Sp: 75, 76.
¹⁸Sp: 79.
¹⁹Sp: 80-82.

Rauglothgor's Lair

¹Sp: 6.
²Sp: 358.
³Sp: 183, 355, 356, 358. Although Gorstag states the caverns had been created, it was more likely that the blasting in the cellars of the Tower Tranquil had revealed a single chamber and that the cult's efforts had been confined to exploration and expansion of accessways.
⁴Sp: 82, 83, 98.
⁵Sp: 83, 84.
⁶Sp: 85.
⁷Sp: 86.
⁸Sp: 94.
⁹Sp: 94, 110.
¹⁰Sp: 356, 357.
¹¹Sp: 94, 95.
¹²Sp: 95, 98, 104.
¹³Sp: 125, 126.
¹⁴Sp: 112, 183.
¹⁵Sp: 183.

The Tale of the Pool of Radiance

¹PRJ: 2-7.
²PRJ: 3, 23; RA: 5.
³PR: 186, 262.
⁴PR: 33, 262.
⁵PR: 33.
⁶PR: 8, 9, 12, 13.
⁷PR: 56.
⁸PR: 56, 60.
⁹PR: 45, 51-53.
¹⁰PR: 8, 17.

- ¹¹PR: 30, 71.
- ¹²PR: 82, 83.
- ¹³PR: 92, 128.
- ¹⁴PR: 136, 139, 147, 163.
- ¹⁵PR: 169, 170, 174.
- ¹⁶PR: 174, 179, 186, 187, 196.
- ¹⁷PR: 202, 203, 205, 241.
- ¹⁸PR: 211.
- ¹⁹PR: 208, 222, 229, 232.
- ²⁰PR: 225, 227.
- ²¹PR: 233, 234.
- ²²PR: 239, 240, 242.
- ²³PR: 242.
- ²⁴PR: 249.
- ²⁵PR: 249.
- ²⁶PR: 261.
- ²⁷PR: 263.
- ²⁸PR: 262.
- ²⁹PR: 266, 267, 272, 278.
- ³⁰PR: 281.
- ³¹PR: 287, 289, 291.
- ³²PR: 292-294.
- ³³PR: 296, 297.
- ³⁴PR: 301.
- ³⁵PR: 309.
- ³⁶PR: 311.
- ³⁷PR: 316.

Sokol Keep

- ¹PR: 92.
- ²PRJ: 6, 7; RA: 15.
- ³PR: 104.
- ⁴PR: 108-110.
- ⁵PR: 112, 113.
- ⁶PR: 113; RA: 13-15.
- ⁷PR: 113, 115, 117; RA: 15.
- ⁸PR: 250.
- ⁹PR: 120, 121; RA: 14, 15.
- ¹⁰PR: 107, 122.
- ¹¹PR: 126-128.

Denlor's Tower

- ¹PR: 12.
- ²PR: 74.
- ³PR: 141, 144, 146, 157.
- ⁴PR: 146.
- ⁵PR: 147, 148.
- ⁶PR: 149.
- ⁷PR: 150-152.
- ⁸PR: 149, 153.
- ⁹PR: 154, 156.
- ¹⁰PR: 156.
- ¹¹PR: 156, 158, 160.
- ¹²PR: 161.
- ¹³PR: 161-164.

The Cadorna Textile House

- ¹PR: 84, 172, 173.
- ²PR: 172, 173.
- ³PR: 172.
- ⁴RA: 34.
- ⁵PR: 179; RA: 34.
- ⁶PR: 179, 180.
- ⁷PR: 180.
- ⁸PR: 181-187, 190.
- ⁹PR: 189.
- ¹⁰PR: 191.
- ¹¹PR: 192. Note: The location of the treasure is different from that listed on RA: 34 and 35 due to the kitchen and garden's having been stated to be across the courtyard from the room containing the treasure.
- ¹²PR: 192, 193; RA: 34.
- ¹³PR: 193, 194.
- ¹⁴PR: 196.
- ¹⁵PR: 197, 200, 201.

Valhingen Graveyard and Valjevo Castle

- ¹PR: 242.
- ²PR: 45, 47, 48, 51.
- ³PR: 272, 278, 280.
- ⁴PR: 281-283.
- ⁵PR: 285.
- ⁶PR: 286; RA: 38, 41.
- ⁷PR: 287, 291.
- ⁸PR: 295, 296.
- ⁹PR: 207, 209.
- ¹⁰PR: 206, 207, 209, 296, 297. Note: This report differs widely from the maps and illustrations of RA: 42-54.
- ¹¹PR: 297; RA: 9. PRJ: 19, 23, 27, map (three of the four maze sections).
- ¹²PR: 298.
- ¹³PR: 299, 300; RA: 44, 53, 54.
- ¹⁴PR: 299, 300.
- ¹⁵PR: 300, 301.
- ¹⁶PR: 301.
- ¹⁷PR: 185, 186, 301, 304.
- ¹⁸PR: 303, 304.
- ¹⁹PR: 300, 310.
- ²⁰PR: 310. Note: FRC2: 77, 78 suggests Tyrannthraxus may have fled to Myth Drannor.

The Tale of Azure Bonds

- ¹AB: 336, 338; WS: 310.
- ²AB: 339, 340, 368.
- ³WS: 5, 529.
- ⁴AB: 258, 341.
- ⁵AB: 12.
- ⁶AB: 8, 12, 14, 27.
- ⁷AB: 35, 40.
- ⁸AB: 43, 51, 56.
- ⁹AB: 77.
- ¹⁰AB: 40, 84, 91; WS: 5.
- ¹¹AB: 100.
- ¹²AB: 110-112, 118.
- ¹³AB: 133, 139, 141, 145.
- ¹⁴AB: 148, 154, 184.
- ¹⁵AB: 165, 175, 377. Note: WS: 153 suggests the stone might originally have belonged to Finder Wyvernsur.
- ¹⁶AB: 179, 181.
- ¹⁷AB: 200.
- ¹⁸AB: 190, 191.
- ¹⁹AB: 201, 204.
- ²⁰AB: 223, 225, 232.
- ²¹AB: 233, 236, 245.
- ²²AB: 273, 275, 278, 281, 284, 300.
- ²³AB: 288, 294, 295, 303; WS: 9, 54.
- ²⁴AB: 307, 336.
- ²⁵AB: 347-353; WS: 7.
- ²⁶AB: 358, 363, 375, 376.
- ²⁷WS: 287.
- ²⁸WS: 230.
- ²⁹WS: 35, 39.
- ³⁰WS: 31, 36, 274.
- ³¹WS: 246, 274, 278.
- ³²WS: 91, 122.
- ³³WS: 7.
- ³⁴WS: 7.
- ³⁵WS: 33, 36, 37, 39.
- ³⁶WS: 42, 43, 56, 60.
- ³⁷WS: 7, 27, 78, 89, 90, 95, 104.
- ³⁸WS: 105.
- ³⁹WS: 105, 192, 234, 273.
- ⁴⁰WS: 141. Note: The occurrence of the full moon on the 20th disagreed with the time chosen for the other tale chronologies, so was disregarded.
- ⁴¹WS: 155.
- ⁴²WS: 175, 188.
- ⁴³WS: 237.
- ⁴⁴WS: 250, 255, 267, 268.

- ⁴⁵WS: 281, 283, 294, 297.
- ⁴⁶WS: 301, 307.
- ⁴⁷WS: 307, 308.

Suzail

- ¹AB: 6, 13; Cycl: 81.
- ²Cycl: 81.
- ³AB: 6; Cycl: 82, 83.
- ⁴Cycl: 82, 83.
- ⁵AB: 25; Cycl: 82, 83.
- ⁶AB: 112, 113; Cycl: 82, 83.
- ⁷AB: 111, 112.
- ⁸AB: 7, 12, 13, 341.
- ⁹AB: 339.
- ¹⁰AB: 17-19.
- ¹¹AB: 25, 26.
- ¹²AB: 24, 34, 90, 91.

Mist's Lair

- ¹AB: 18.
- ²AB: 40.
- ³AB: 48, 51, 110.
- ⁴AB: 44, 48.
- ⁵AB: 44.
- ⁶AB: 45, 46.
- ⁷Lobeck: 136, 137.
- ⁸AB: 47.
- ⁹AB: 47.
- ¹⁰AB: 48, 49.
- ¹¹AB: 48.
- ¹²AB: 46, 236.
- ¹³AB: 47-49.
- ¹⁴AB: 51-58, 61, 62.
- ¹⁵AB: 46, 111, 112.
- ¹⁶AB: 113, 117, 235.

Shadow Gap

- ¹AB: 6, 106.
- ²AB: 6.
- ³AB: 119.
- ⁴AB: 122, 132.
- ⁵AB: 122, 139.
- ⁶AB: 136, 137, 140, 144.

Yúlash

- ¹AB: 98.
- ²AB: 98, 172.
- ³AB: 172, 339.
- ⁴AB: 202; FR: map.
- ⁵AB: 205; Cycl: 92.
- ⁶AB: 203.
- ⁷AB: 203, 255; FRC2: 39.
- ⁸AB: 201, 204; FRC2: 39.
- ⁹AB: 211.
- ¹⁰AB: 202.
- ¹¹AB: 212; FRC2: 39.
- ¹²AB: 213, 214; FRC2: 46.
- ¹³AB: 214; FRC2: 46.
- ¹⁴AB: 214, 215.
- ¹⁵FRC2: 46. Note: The map on FRC2: 48 was modified to agree with the novel.
- ¹⁶AB: 218, 225.
- ¹⁷AB: 219, 222, 223.
- ¹⁸AB: 225, 233, 252.

Westgate

- ¹AB: 258, 259.
- ²Cycl: 89.
- ³Cycl: 82, 90.
- ⁴Cycl: 89, 91.
- ⁵AB: 296; Cycl: 90.
- ⁶AB: 316.
- ⁷AB: 316.
- ⁸AB: 317, 319, 325, 327.
- ⁹AB: 316.
- ¹⁰AB: 319, 325.

¹¹AB: 310, 316.
¹²AB: 327, 330, 334.
¹³AB: 353.
¹⁴AB: 282, 284, 342.
¹⁵AB: 351.
¹⁶AB: 352, 355, 360.
¹⁷AB: 360.
¹⁸AB: 361, 362, 365.
¹⁹AB: 363, 368.
²⁰AB: 365, 370.
²¹AB: 372.
²²AB: 375; WS: 26.

Immersea

¹WS: 35, 39.
²AB: 6; WS: 6.
³WS: 6; Cycl: 52, 53.
⁴WS: 6, 14, 18, 44, 49, 59, 139, 168.
⁵WS: 19, 20, 201.
⁶WS: 6, 149.
⁷WS: 59-61, 151, 259; Int.
⁸WS: 175, 191; Int.
⁹WS: 279.
¹⁰WS: 10.
¹¹WS: 10, 67, 308; Int.
¹²WS: 191.
¹³WS: 145, 148, 149, 162.
¹⁴WS: Int.
¹⁵WS: 145.
¹⁶WS: 195.
¹⁷WS: 270, 272.
¹⁸WS: 273.
¹⁹WS: 18, 198.
²⁰WS: 6; Int.
²¹WS: 136; Int.
²²WS: 280, 281.
²³WS: 133-136.
²⁴WS: 280, 281, 283.
²⁵WS: 200, 201.
²⁶WS: 202-204.
²⁷WS: 283.

The Avatar Tales

¹Sh: 50, 144; W: 331, 332, 341.
²Sh: 30, 31, 33, 99.
³Sh: 70, 145.
⁴Sh: 18.
⁵Sh: 26.
⁶Sh: 12-14.
⁷Sh: 66, 67, 98.
⁸Sh: 18-20, 22, 45.
⁹Sh: 26, 28, 43, 46, 49, 63, 64.
¹⁰Sh: 71.
¹¹Sh: 87, 89, 233.
¹²Sh: 92, 95, 101, 103.
¹³Sh: 99.
¹⁴Sh: 103.
¹⁵Sh: 108, 110.
¹⁶Sh: 133, 134, 140, 155.
¹⁷Sh: 150.
¹⁸Sh: 157.
¹⁹Sh: 173, 174.
²⁰Sh: 184, 185, 187.
²¹Sh: 192.
²²Sh: 204, 216, 223, 226.
²³Sh: 227, 228, 230.
²⁴Sh: 230, 231, 233, 237, 241.
²⁵Sh: 243, 248, 251, 255-257.
²⁶Sh: 264.
²⁷Sh: 281.
²⁸Sh: 282, 286.
²⁹Sh: 254, 294.
³⁰Sh: 293, 330, 333.
³¹T: 32.
³²Sh: 329, 334.
³³T: 19, 29, 39.
³⁴T: 43, 45.

³⁵Sh: 302.
³⁶T: 52, 79.
³⁷T: 45, 54, 59, 63.
³⁸T: 82.
³⁹T: 32, 33, 71, 72.
⁴⁰T: 82.
⁴¹T: 95.
⁴²T: 107, 110, 123, 124, 128, 137, 141, 189.
⁴³T: 203.
⁴⁴T: 204.
⁴⁵T: 148.
⁴⁶T: 150, 151.
⁴⁷T: 153, 163, 171.
⁴⁸T: 167, 169.
⁴⁹T: 185, 187, 210.
⁵⁰T: 206, 210.
⁵¹T: 211, 216, 218.
⁵²T: 226, 233.
⁵³T: 234, 286, 289.
⁵⁴T: 250, 257, 262, 275, 277.
⁵⁵T: 263, 270.
⁵⁶T: 250.
⁵⁷T: 281, 282, 284.
⁵⁸T: 286, 287, 309.
⁵⁹T: 291, 293, 294.
⁶⁰T: 295, 301.
⁶¹T: 305.
⁶²T: 304, 307.
⁶³T: 305, 306, 309.
⁶⁴T: 313, 318.
⁶⁵T: 310.
⁶⁶T: 319, 330.
⁶⁷T: 331, 334.
⁶⁸T: 335.
⁶⁹T: 337.
⁷⁰W: 8.
⁷¹W: map 1.
⁷²W: 1, 3, 14, 23, 28, 32.
⁷³W: 27, 29, 53, 95, 106.
⁷⁴W: 24-26, 37, 62.
⁷⁵W: 39, 40, 43, 52-54.
⁷⁶W: 57, 61, 63.
⁷⁷W: 64.
⁷⁸W: 68, 69.
⁷⁹W: 68, 69, 78, 85.
⁸⁰W: 91, 93, 94.
⁸¹W: 92, 102.
⁸²W: 126, 127.
⁸³W: 110, 114, 115, 123.
⁸⁴W: 127, 128.
⁸⁵W: 130, 137.
⁸⁶W: 138.
⁸⁷W: 148.
⁸⁸W: 129, 140.
⁸⁹W: 139, 144, 147, 153.
⁹⁰W: 162.
⁹¹W: 153-155, 157-160.
⁹²W: 165, 168, 170.
⁹³W: 171, 172, 182, 187, 278.
⁹⁴W: 189, 191.
⁹⁵W: 186, 195, 201.
⁹⁶W: 212.
⁹⁷W: 213-215, 224.
⁹⁸W: 311.
⁹⁹W: 268.
¹⁰⁰W: 251, 252. Note: The actual number of days is calculated backward to have Midnight's prismatic sphere arrive in Waterdeep a few hours before Kelemvor's arrival.
¹⁰¹W: 253, 257.
¹⁰²W: 185, 264, 266.
¹⁰³W: 268, 270, 272.
¹⁰⁴W: 273, 290, 292.
¹⁰⁵W: 273, 277-281.
¹⁰⁶W: 292-294.
¹⁰⁷W: 308, 309.
¹⁰⁸W: 311, 315.

¹⁰⁹W: 314, 318-321.
¹¹⁰W: 326, 330, 331.
¹¹¹W: 334, 335, 338, 340, 341.

Zhentil Keep

¹Cycl: 93.
²AB: 97.
³Cycl: 92, 93.
⁴WS: 287; Sh: 126, 197, 198.
⁵FRC2: 51.
⁶Sh: 9, 13.
⁷FRC2: 52; CABCP: 5.
⁸FRC2: 53, 55.
⁹FRC2: 55.
¹⁰Sp: 142, 275; FRC2: 56.
¹¹Sp: 142, 144.
¹²Sp: 150.
¹³Sp: 144.
¹⁴Sp: 269. Note: Cycl: 93 stated the Dark Altar was in Mulmaster and the Dark Shrine in Zhentil Keep, contradicting the Spellfire reference.
¹⁵FRC2: 58, 59.
¹⁶FRC2: 56, 59.
¹⁷FRC2: 59, 60.
¹⁸Sp: 275, 276.
¹⁹Sh: 11; FRC2: 56. Note: Sp: 269 stated one of the bridges was "twenty man-heights" above the floor, so six stories might be misleading.
²⁰FRC2: 58, 59.
²¹Sp: 269; FRC2: 56.
²²Sp: 269, 272.
²³Sh: 11-13.
²⁴Sh: 153.

Arabel

¹Cycl: 24, 82.
²Cycl: 24, 25.
³Cycl: 26.
⁴Sh: 30, 31, 33, 99.
⁵Sh: 43, 46.
⁶Cycl: 24, 25.
⁷Sh: 27, 71.
⁸Sh: 85, 86, 259; Cycl: 24, 25.
⁹Sh: 27, 45.
¹⁰Sh: 60.
¹¹Sh: 53; Cycl: 24, 25.
¹²Sh: 28, 53, 60, 61.
¹³Sh: 56, 57, 71.

Castle Kilgrave

¹Sh: 103, 104; FRE1: 17.
²Sh: 69; FRE1: 17.
³Sh: 103, 104, 137. Note: FRE1: 17 stated that the walls were 100 yards on a side, but that was far too small to agree with Sh: 137 and to allow the length of search, room sizes, and complexity of configuration described.
⁴Sh: 104, 132; FRE1: 18.
⁵Sh: 105.
⁶Sh: 46, 47.
⁷Sh: 69, 105, 106, 133, 136.
⁸Sh: 104; FRE1: 17.
⁹Sh: 120, 121.
¹⁰Sh: 106, 107, 137.
¹¹Sh: 106, 107, 128.
¹²Sh: 120, 121, 132-134.
¹³Sh: 67, 101, 107, 108, 136, 138, 140.
¹⁴Sh: 141, 150.

Tilverton

¹Cycl: 86; FR map.
²FRC2: 13; Cycl: 86.
³Sh: 201, 202; Cycl: 86; FRC2: 11.
⁴FRC2: 14.
⁵Sh: 210; FRC2: 11, 13.

⁶Sh: 207.
⁷Cycl: 23, 86.
⁸Sh: 206.
⁹Sh: 206, 207.
¹⁰Sh: 206, 208. Note: Although FRC2: 15 indicated rooms lined the exterior walls.
¹¹Sh: 214, 216.
¹²Sh: 219.
¹³Sh: 225, 226.

Scardale

¹T: 128, 149; FRE2: 20.
²T: 149, 172, 173; Cycl: 73; FRE2: 21.
³T: vi; FR: map.
⁴T: 95; FRE2: map.
⁵T: 149, 163, 171.
⁶FRE2: map.
⁷T: 151, 164, 181, 182.
⁸T: 152. Note: This portion of Scardale was altered slightly from FRE2: map to fit the tale.
⁹T: 152, 170.
¹⁰T: 153, 154, 157.
¹¹T: 157-159, 161.
¹²T: 162, 163, 180.
¹³T: 170, 171, 178.
¹⁴T: 206.
¹⁵T: 172, 178.
¹⁶T: 210, 212, 214-216.

Tantras

¹T: 226.
²T: 228.
³T: 242, 247, 248, 261.
⁴T: 232.
⁵T: 229.
⁶FRE2: 25.
⁷T: 327.
⁸T: 229, 326.
⁹FRE2: map.
¹⁰T: 227, 229, 230.
¹¹T: 235, 244, 262.
¹²T: 244, 245, 248.
¹³T: 251, 319.
¹⁴T: 229, 249, 251.
¹⁵T: 274, 286, 309; FRE2: 28.

The Temple and the Tower

¹T: 232.
²FRE2: 28.
³T: 275.
⁴T: 275, 312; FRE2: 28.
⁵T: 275-277.
⁶T: 279, 280.
⁷T: 239, 280-282, 303.
⁸T: 283-285.
⁹T: 303-306, 312.
¹⁰T: 310, 313.
¹¹T: 314, 315; FRE2: 34.
¹²T: 314-318.
¹³T: 303, 304, 325.
¹⁴T: 334, 335; W: 338.
¹⁵T: 251, 319, 320, 322; FRE2: 29.
¹⁶T: 249, 323.
¹⁷T: 323, 330, 331.
¹⁸T: 310, 332.

The Haunted Halls

¹W: 25; Cycl: 49.
²Cycl: 50.
³W: 25, 33-35.
⁴W: 25, 33, 37.
⁵W: 24, 25; Cycl: 50.
⁶W: 24.

High Horn

¹AB: 6; W: 66.

³Cycl: 50.
³W: 66.
⁴Inferred from the placement of Midnight's and Adon's chambers (W: 73, 81).
⁵W: 66, 75, 76.
⁶W: 65, 71.
⁷W: 73, 81, 127.
⁸W: 75.
⁹W: 82.
¹⁰W: 75, 76, 78.
¹¹W: 79, 81-83.
¹²W: 84, 85.
¹³W: 124, 126.

Yellow Snake Pass

¹W: 92, 110.
²W: 110; Cycl: 92.
³W: 110, 113, 114.
⁴W: 129.
⁵Cycl: 92.
⁶W: 110; Lobeck: 38, 40, 50.
⁷W: 111.
⁸W: 110, 113, 129.
⁹W: 115, 118, 120, 122.
¹⁰W: 113, 127, 128.
¹¹W: 129, 130.
¹²W: 130, 131, 135. Note: These trails were obviously not new, and could be considered as part of the Bonerun described in FRE3: 21.
¹³W: 137.
¹⁴W: 139, 148.

Dragonspear Castle

¹W: 195; Cycl: 39; FRE3: 27.
²W: 160, 183, 184.
³W: 195, 200, 201; FRE3: 28.
⁴W: 195; Cycl: 39; FRE3: 28.
⁵Cycl: 39.
⁶W: 198.
⁷W: 202-204.
⁸W: 205.
⁹W: 206, 207.
¹⁰W: 207, 208.
¹¹W: 209, 210.

The Underground River

¹W: 207, 213; FRE3: 29; Lobeck: 130, 131.
²W: 195, 215.
³W: 209.
⁴Chorley: 116.
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⁸FR1: 11; FRCS: 2, diagram.
⁹FR1: 11, map; FRCS: map 1.
¹⁰FRCS: maps 1, 2, 6; FR1: map.
¹¹FR1: 11, map.
¹²W: 270; FR1: 11, map; FRCS: maps 1-10.
¹³W: 269; FR1: 11, map. Note: On HG: 47, 50, Khelben apparently led them down and around the plateau cliff to avoid traversing the full length of the city to reach the dock area.
¹⁴WTM.
¹⁵FR1: 11; FRCS: 11.
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¹⁷W: 272.
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Index of Place Names

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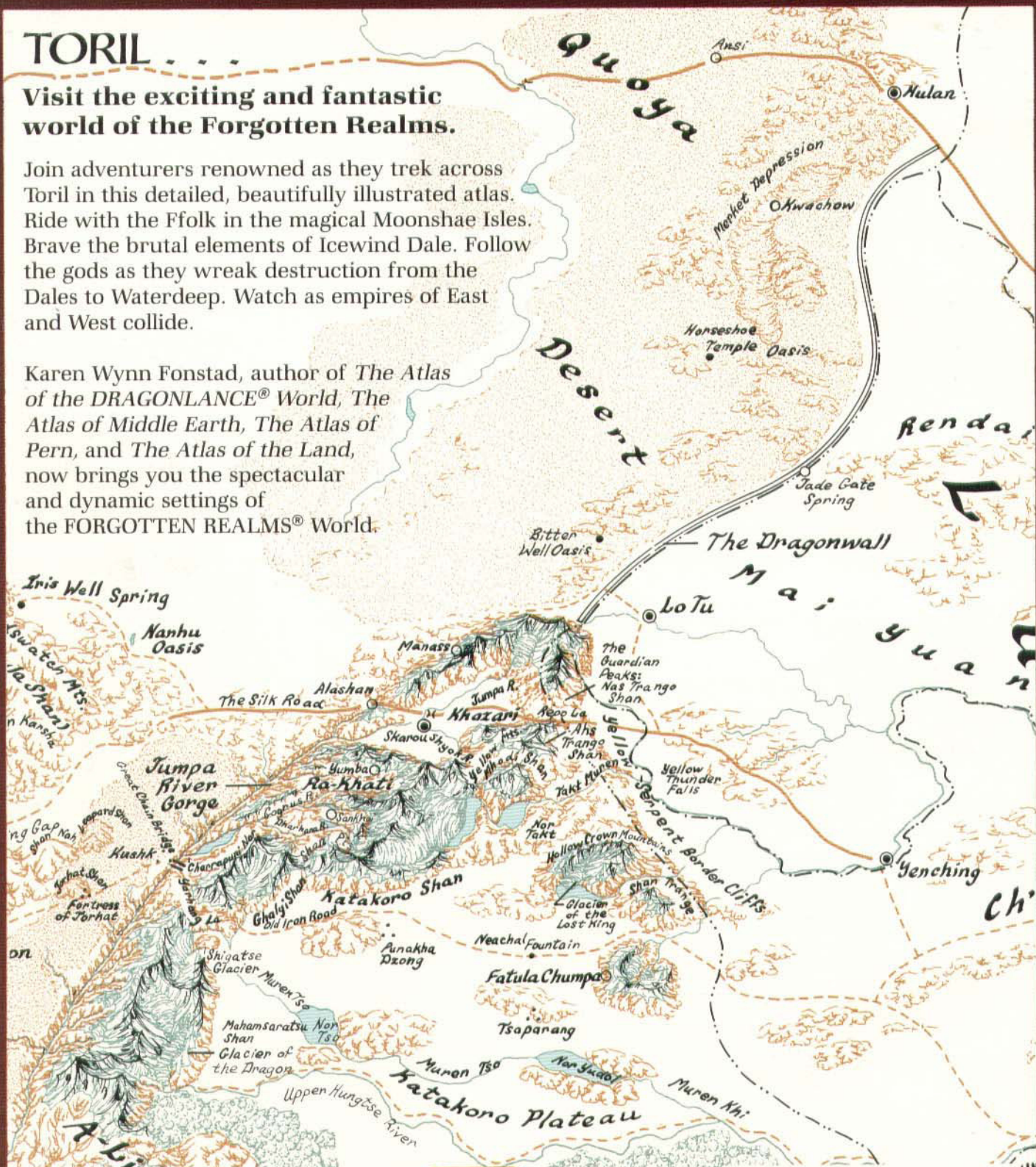
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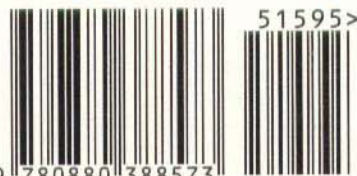
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