

Dragon Wars™



Clue Book

DRAGON WARS BOOK OF LORETM

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Introduction

It wasn't always like this. There was a time when the skies of Oceana weren't the color of lead, and when the air didn't smell like meat. Our world has become a waking nightmare since Namtar rose from the pit. Some of the young ones have never experienced a world without war. And this is just the start of what Namtar has planned for us.

Here and there you'll find people holding out against the dark, but don't expect them to pitch in on your side just because you're campaigning against Namtar. These are desperate days, and even honest folk won't hesitate to take you on if you look like an easy mark.

Collected in this book of lore you'll find maps and descriptions of all the major areas of Dilmun, the Land Where the Sun Sets. I've assigned the report for each area to someone intimately associated with that region. You may meet several of my correspondents in your travels. I take no responsibility for the accuracy of any information. Note also I have room only to describe the most prominent features of the areas you will visit—even armed with the knowledge this book provides, you will still encounter many surprises as you explore Dilmun. You have been warned.

A Brief History of Dilmun

The archipelago collectively referred to as "Dilmun" is composed of nine large islands and several small atolls. Many of the islands were formerly dominated by independent city-states. The city-states previously existed in a rough balance of power, with no single city able to dominate the others. All that changed when Namtar rose from the Pit.

In the beginning, Namtar was a simple wizard to the court of King Drake of Kingshome. Namtar was not human, but many demi-

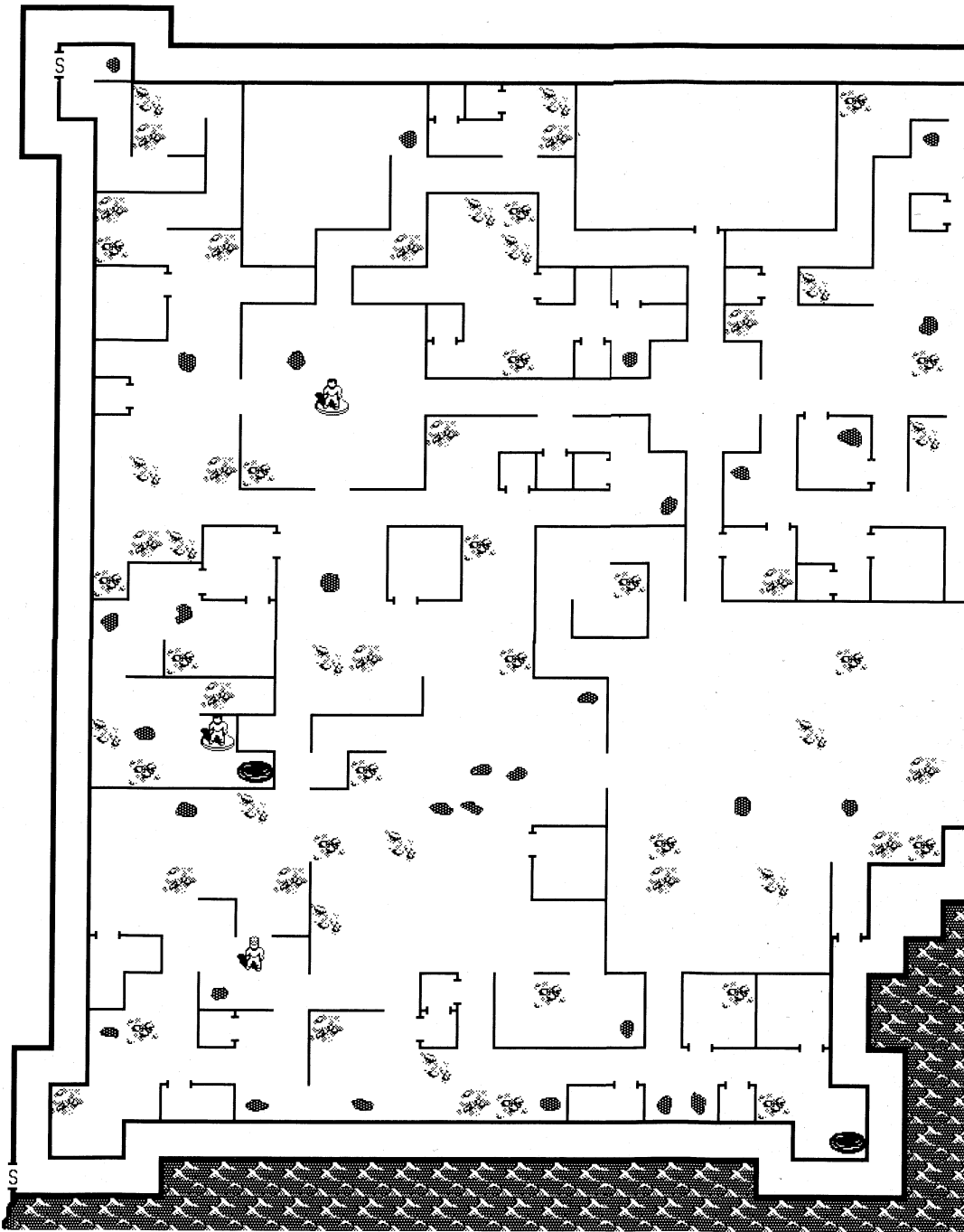
human creatures existed peacefully with man in those days. Shortly after Namtar arrived at Drake's court, observers noticed a change in the old King, and things started to turn bad.

The first thing King Drake did was recall his daughter as governor of the city of Purganti. Drake then ordered the guard tripled in the city, sealed off all of the city's gates, and left the people within to rot. In the absence of any authority, Purganti became a living hell...and Purgatory was born.

Next Drake declared a general ban on magic. This was followed almost immediately by the first appearance of Namtar's new secret police, the Stosstrupen. The Stosstrupen sacked the City of the Yellow Mud Toad and destroyed Lanac'toor's college of magic. The great, if eccentric, Lanac'toor himself was killed in the battle. Simultaneously, Zaton the Displaced, the master of Druidic magic, mysteriously went mad. It is unknown exactly what deal Mystalvision struck with Namtar, but the Master of Sun Magic continues to hold court in Phoebus, the City of the Sun.

Open warfare resulted from Namtar's perfidy. King Drake wasted no time, but went right for the throat. With the City of the Yellow Mud Toad already in ruins, Drake unleashed dragons against the peaceful maritime city of Tars, utterly destroying it. The city of Lansk immediately sued for peace, but only after determining their dragon was sick and unable to defend the city. The city of Byzanople, ruled by Drake's own son, Prince Jordan, was promptly besieged by the Kingshomer army. Phoebus was never touched by war.

Some of the wild places remain free. In the Eastern Isles Namtar is but a shadow, but the shadow grows longer and darker by the day. Here and there are scattered those who remain loyal to King Drake, convinced the King is not responsible for this reign of terror. But resistance is feeble and disorganized. It seems only a matter of time before Namtar is triumphant.



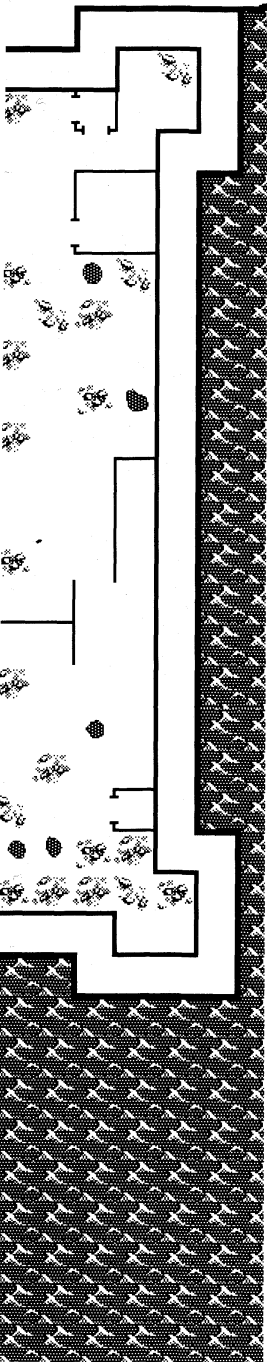
PURGATORY

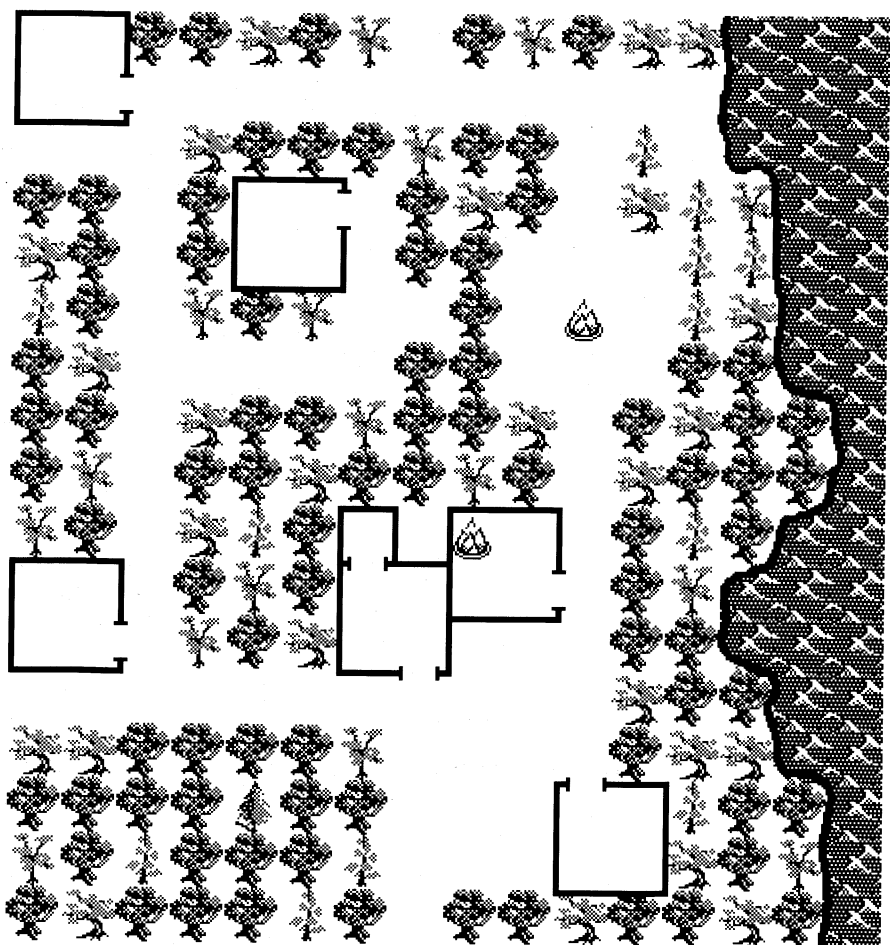
This used to be a nice place, before they sealed off all the exits and cut off the food. Now rats rule these streets, and I, Clopin Trouillefou, am King Rat!

I know Purgatory like the back of my hand, so you'd do well to listen to what I say. Your first priority upon arriving in my city is to get armored and get armed. You'll doubtless have a brawl or two almost immediately after your arrival, but you should have little trouble surviving unless you're a total wimp. A good initial strategy is to strike almost due north from the main city square and sign up for a battle in the arena. You'll get the snot kicked out of you, but at least you'll score some weapons.

Magic is forbidden in Dilmun, but no one can stamp out the Art entirely. You'll find a modest scroll shop due west of the statue of Namtar (a nice bit of irony, that). The scrolls won't do you any good unless you are skilled in Low Magic. If you intend to do any intense spellcasting in the city, you'll want to investigate the southeast corner of town, right behind the harbor wall. You'll find it refreshing.

My favorite tavern is in the northeast section of town, not far from the arena. The place is usually lousy with drunks, but they'll scatter if you give them a taste of steel. The tavern is good for picking up the latest rumors, and you might even find a fool there interested in joining your quest. If one of your friends dies, you should do your civic duty and deliver the corpse to the city morgue north of the harbor and east of the main city square. I've heard some have tried to escape the city hidden in a





Slave Camp

bag of corpses, but I wouldn't want to try it. Nor would I ever consider surrendering myself to slavery just to escape the city, but you can take that way out by visiting the slave market north of the statue of Namtar.

My own part of town is in the southwest, and you'll likely stumble on my court if you wander in my neighborhood. I might have a job for you, if you're a cut above the common scum I usually deal with. Play your cards right and you might even score enough gold to pay the outrageous prices demanded by the black market. The black market shop is just a few blocks west of the arena. Not far to the north of my court you'll find a shrine to the Dark Lady, Irkalla...be sure to pay her your respects before entering the Apsu Waters.

One last bit of advice. Don't be in such a hurry to leave Purgatory. As bad as it is inside, it's tougher outside. If you don't believe me, have a look for yourself. There's a secret door leading behind the wall in the northwest tower of the city, and a door leading to "freedom" in the southwest corner of the wall.

Be seeing you.

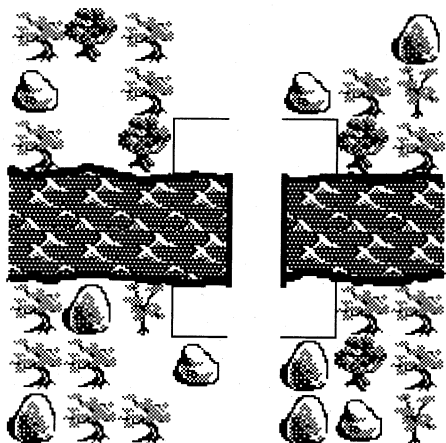
—Clopin

SLAVE CAMP

You'll probably find the slave camp if you ever escape from Purgatory, especially if you do so through the harbor. The camp was founded by escapees from Purgatory and Mog's slave estate. Why people would escape from one pit and immediately cluster together to form another is beyond me.

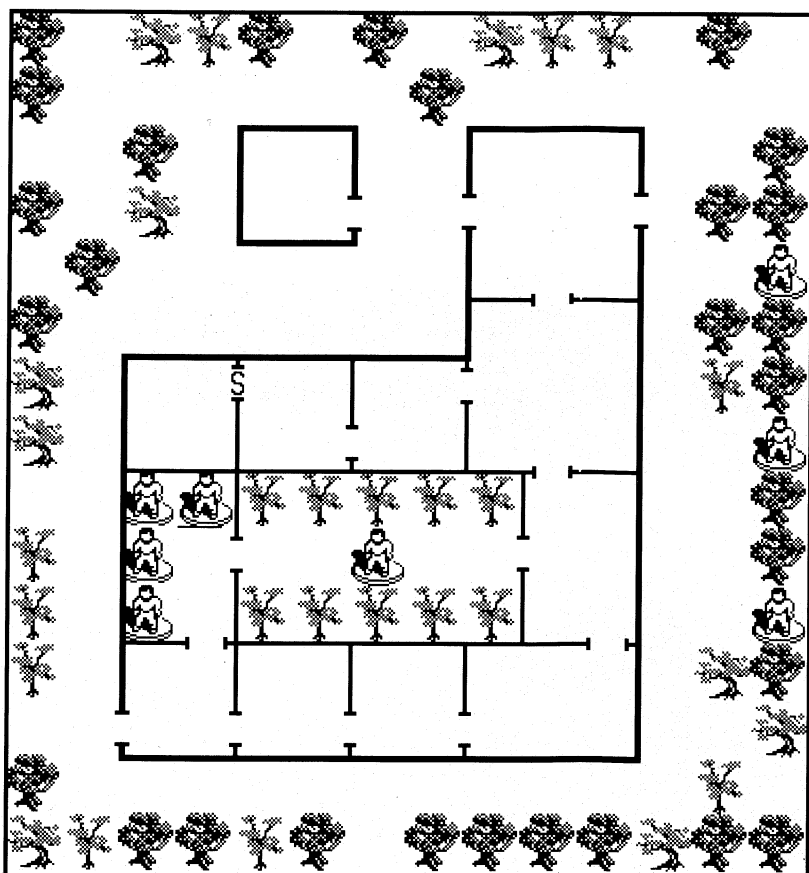
Mostly you'll find shattered nerves here...tread softly and never draw your weapons. Use your bureaucratic skills to convince the slaves you mean no harm.

A wizard lives in the camp, and he'll welcome anyone displaying a bit of their skill in the art. Healing the sick—or at least trying to—can be to your benefit. They brew good stew by the campfire. Mostly you can serve yourself best by keeping your mouth shut and your



**Guarded
Bridge**

**Slave
Estate**



ears open. Get in, get some information, and get out. I visit about once a month, but things never get interesting. The slaves are mostly losers, aside from an old rogue named Louie, who I'm sure would join your party if given the opportunity.

—Clopin

GUARDED BRIDGE

North of Purgatory you'll find a bridge connecting the isle of Forlorn with the Isle of the Sun. You'll need citizenship papers to get past the guards, and even then expect to get shaken down for some gold in the form of a toll. You can get citizenship papers by winning a battle in the Purgatory arena, or by looking in the right place in the Slave Camp. A complete search of the region near the bridge is worth your time.

—Clopin

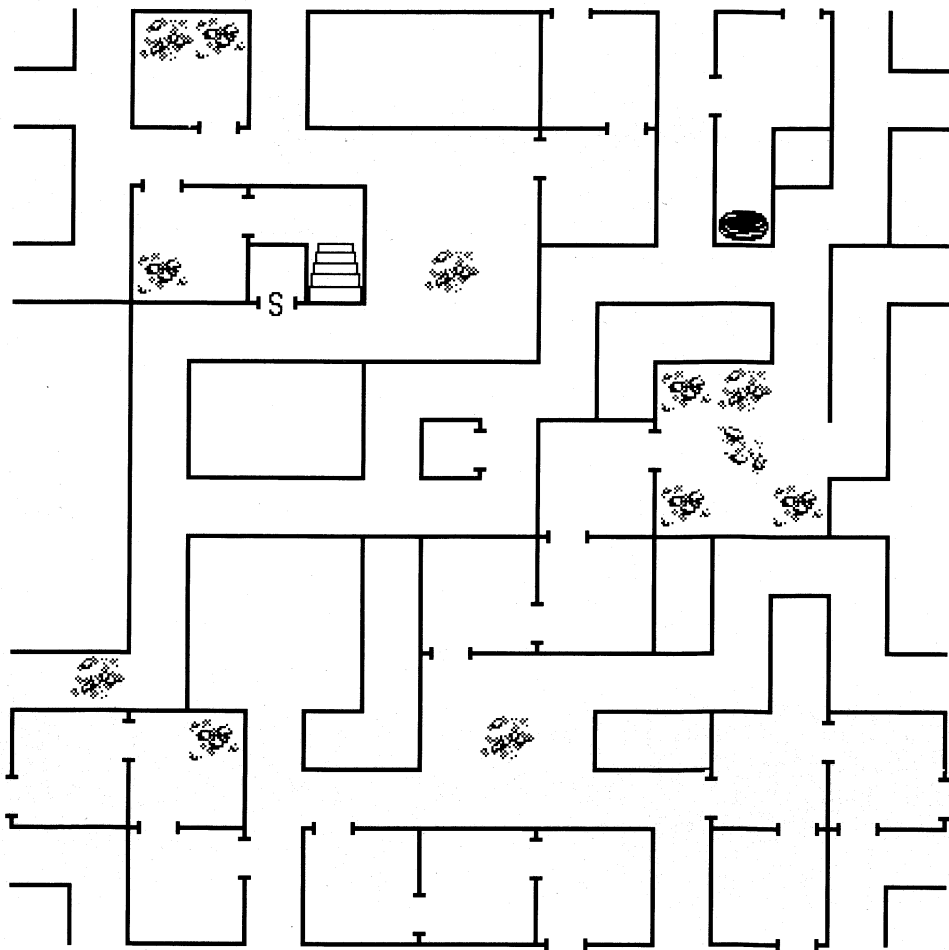
MOG'S SLAVE ESTATE

I am the world's greatest artist. Of this there is no doubt. My works of art are displayed for the benefit of cretins such as yourself at my slave estate on the isle of Forlorn. You should come visit, but don't touch anything.

I maintain a large garrison in a wing adjoining my home, so don't think you can get away with anything. My finest art is displayed in the middle garden. My treasure is hidden in the northwestern room adjoining the garden. I do not not mind telling you this—even should you fight your way through my guards, you would not have the strength to claim my gold.

No monsters or beasts are permitted inside my house. Leave your familiars and summoned pets at the door.

—Mog



Slave Mines

SLAVE MINES

I'm working on a plan. I think I know a way out of the mines. I would never have sold myself into slavery to escape Purgatory if I'd known how impossible it would prove to get out of these mines.

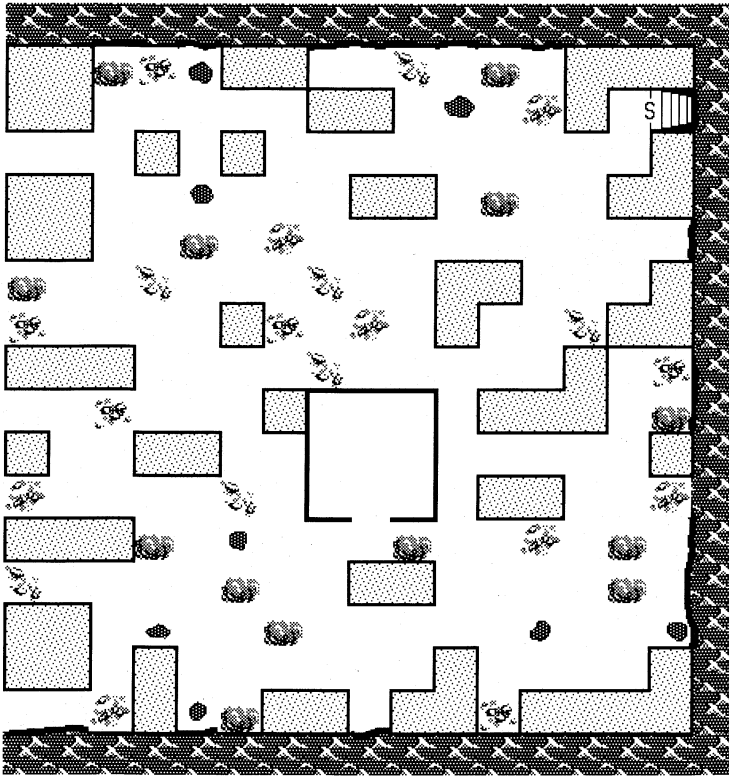
I don't have much time. If Mog's guards catch me talking to Outlanders they'll flay me alive. I've been in these pits so long I'm no longer afraid of pain, but I don't want to die!

There's no way to escape the mines so long as I am bound by Mog's chains. The guards beat me for sport, and the chains prevent me from reclaiming my stolen goods. The key to escape is to break the chains, recover my goods, then play the guards a sharp turn.

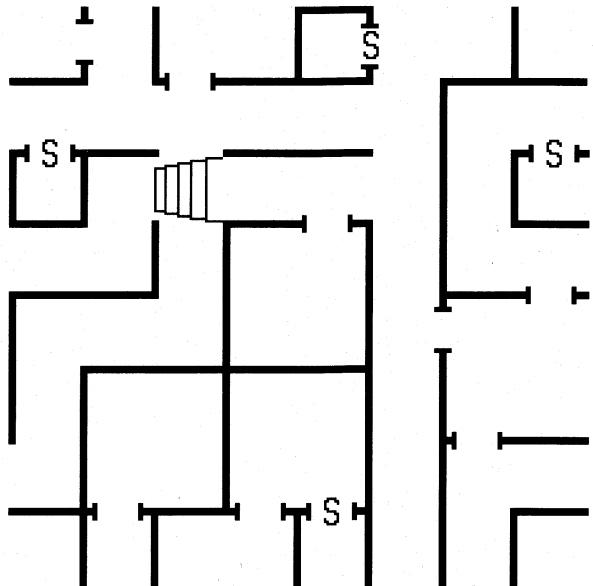
The richest man in the mines is about to die. You'll know him when you see him—he's the one in the main quarters who still owns a pair of shoes. I've tried to befriend him but he is unconscious most of the time, and when he is awake all he does is moan for water. Even if I could find the spring rumored to exist somewhere in the mines, how could I bring him water? It's not like the guards provide us with drinking cups. It's not the old man's shoes I want—it's his laces. I found an old axe handle, and there are plenty of loose stones laying around...with the laces, I could make a hammer. And with a hammer I could break my chains.

—a friend

Tars Ruins



**Tars Ruins
Underground**



TARS RUINS

(EAST COAST OF FORLORN)

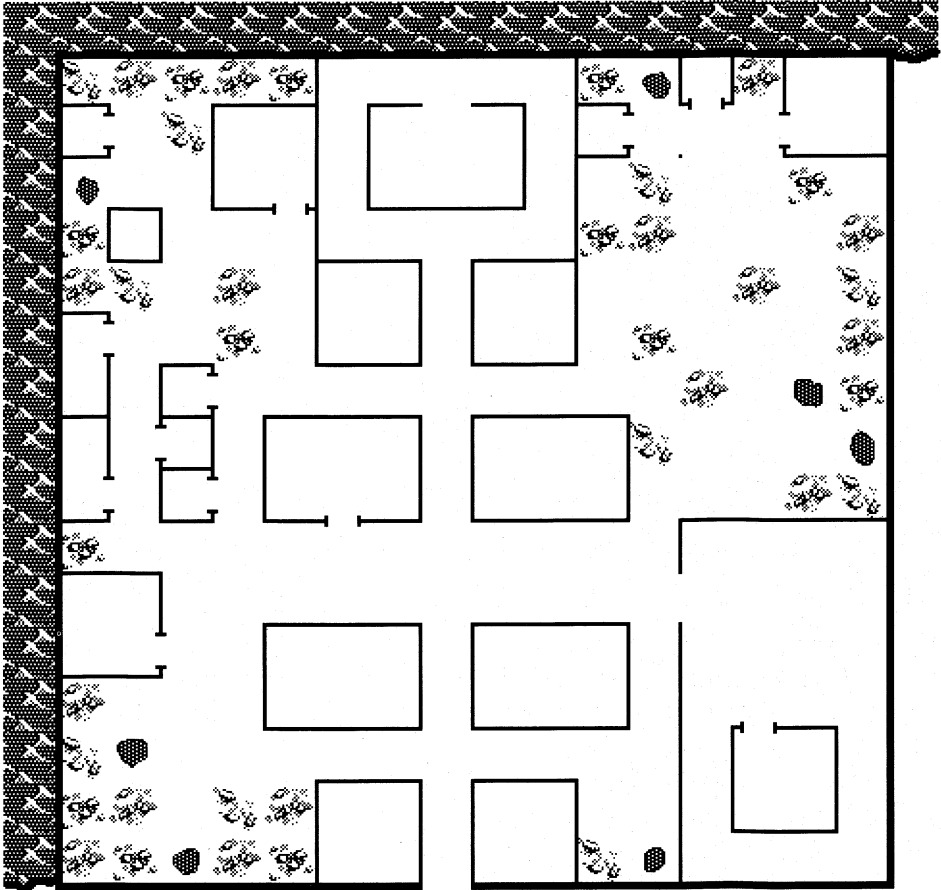
Of course my city wasn't always in ruins. Prior to the attack by Namtar's dragons, this was the proud city of Tars, the greatest maritime center of the world.

Little remains of Tars' past glory. You might find something of interest in the southwest corner of the ruins, where a magic scroll shop formerly stood. You would likewise be wise to investigate the old hero's house...you'll know you are near when you find the magic snake that guards his home, long after the house itself has been destroyed.

One skilled in tracking should be able to follow the clear trail through the ruins to the threshold of the undercity. Many looters have doubtless passed this way, but a few treasures might remain. You will discover the entrance to the undercity beneath the great slab of stone if one of your party possesses great strength. The ruins below are overrun by monsters, but important treasures can be found near where your footsteps sound hollow. You will also find a shaft descending to the Underworld.

Although the ceiling may sometimes seem about to cave in, you have nothing to fear. The undercity is also smaller than it appears...at one point, minor magic may permit you to see your own party as if it stood at the end of a hall.

— *Tarkas of Tars*



***Phoebus,
City of the Sun***

PHOEBUS

Phoebus, City of the Sun, is a city well past its prime. While Phoebus puts on a bright face, there is little to recommend it as a destination for adventurers or pilgrims. It is in fact a very dangerous place.

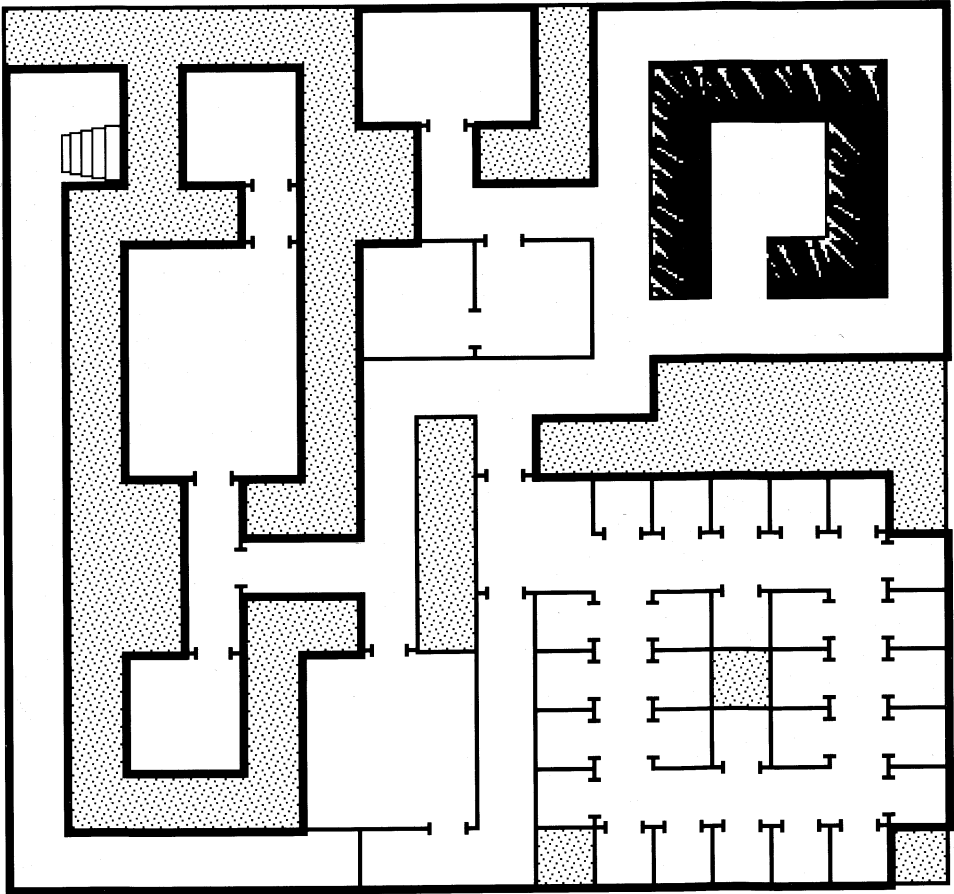
Ignore the Welcome Waldo. It is a bit of civic folly. Our funds would have better been invested in restoring the ruined sections of the city. It is true we were never touched by the war, but peace has not been pleasant for us. Namtar's Stosstrupen have destroyed several buildings and many of the public monuments that formerly graced my city.

The streets in the southwest corner of the city are uninteresting, and doubly dangerous since a tribe of goblins (of all things!) took up residence in the city. Thieves squat in several buildings, hoarding their ill-gotten gains. The big buildings in the center of the city are occupied by the Stosstrupen, and are not a healthy place to linger. The large compound in the southeast of the city is controlled by the military. You can join the army by visiting there, but remember, as a friend of mine used to say...the army's not just a job—it's a lousy job!

In the northeast corner of the city you'll find the Icarian Triumph, my favorite pub. You'll find me there from time to time. The pub is also frequented by an old colleague of mine named Valar. He is skilled in the ways of Sun Magic and could prove a valuable addition to your party.

The north side of the city is dominated by the Temple of the Sun. You can't miss the Temple—just travel directly north along the main street from the city gates. While the Temple remains an architectural wonder worth seeing, it has become a perilous place since Mystalvision, the High Priest of the Temple, was corrupted by Namtar. I am afraid only misery greets pilgrims who call at the Temple these days.

—*Berengaria*



Phoeban Dungeons

PHOEBAN DUNGEONS

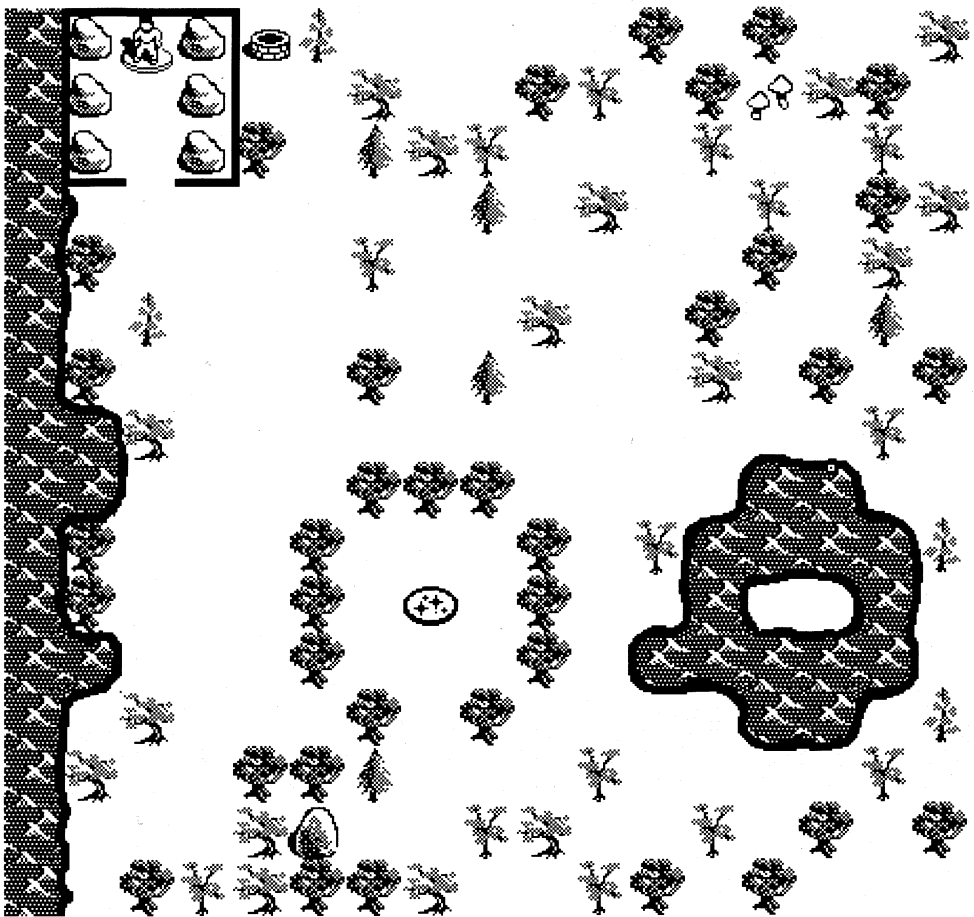
As is all too common these days, if you visit Phoebus you'll probably wind up in the dungeons. Do not waste your spells or strength trying to escape from the magical cell in which you'll be imprisoned. I will help you when I can. Beating your head against the door will release frustration and help pass the time.

Although the jailor drinks heavily, he will notice anyone moving through his room that does not take care to hide. The secret tunnel south of the jailor's room is poorly maintained, and subject to cave-ins. You may need to recover a shovel from the dungeon's armory before you can successfully travel the tunnel.

When excavating these dungeons, it was discovered the Temple of the Sun was built on the foundations of a considerably older druid shrine. The treasure of this shrine is still guarded by a powerful supernatural force that will permit passage only to those using the proper password. The Stosstrupen even now torture a poor druid in the depths of this dungeon to learn the password. He might respond to kindness, rather than cruelty. I have also heard the password is identical to the name of a freelance adventurer who frequents the "Brew's Brothers" tavern in Freeport.

Mystalvision resides in the dungeon, but know that even should you defeat him you will be robbed of victory. There is also a dragon here, poorly tended by a demented hunchback keeper. Angering the dragon could destroy the dungeon and the entire city of Phoebus above—a fitting revenge, perhaps, but cruel to those few honest people who still dwell there.

—*Berengaria*



Mystic Wood

MYSTIC WOOD

My woods are a holy place, and so far we have been largely untouched by the war. Zaton, the chief Druid of our Temple, is absent and mad, however, so all is not well. The woods are home to all manner of beasts, and this is their home, so do not expect to explore here with impunity. Combat with animals is a regrettable but natural aspect of the order of things, but you could easily come out on the poor end of most encounters here...it would not be shameful to run from such encounters.

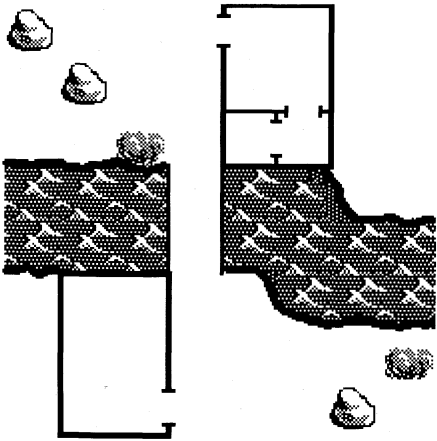
The Temple is sacred to Enkidu, and adventurers may summon the god to flesh by blowing his horn. One strong in both body and spirit will most benefit from grappling with the god. Beside the Temple is the Well to Hell, down which the foolish can climb to the Underworld.

In the midst of the forest you'll find an enchanted glade—those skilled in tracking may follow a trail to the very place. It is also important you find the shrine to the Old Druid Zaton. Should you rescue Zaton's soul from the Eastern Isles, return it here for your reward.

Just to the east of the glade is a magical pond. The shrine on the island in the pond cannot be reached by swimming...you must leap across to the pond using a magic item's assistance. The shrine is very old, dating back to the days of sacrifice. Use a weapon to shed blood on the shrine, and the old god should awaken.

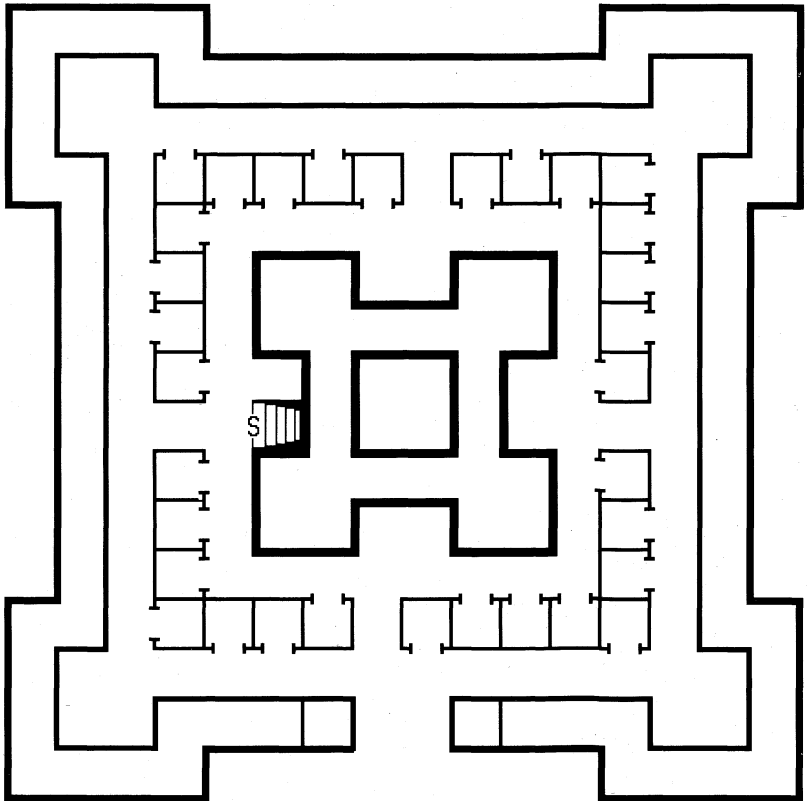
Somewhere in the forest you'll find a patch of mushrooms. Do not eat these, as they drive mortal men mad. The mushrooms are the favorite delicacy of the abominable Nergal, and you should have them ready if you would serve him.

— *David the Druid*



**Heavily
Guarded
Bridge**

**City of
Lansk**



HEAVILY GUARDED BRIDGE

The soldiers garrisoning the bridge connecting Lansk with the Isle of the Sun take craven profits from the war. Travellers are required to pay outrageous fees in the name of “customs inspections”—in truth, this is simple highway robbery. At first you’ll have no choice but to pay this fine, but when your party grows strong you’ll do well to pay these finks with steel. It is also possible to outwit these dullards with high levels of skill.

The building to the south of the bridge is a barracks filled with sleeping guards. The guard nearest the door sleeps with a valuable key in his pocket. A nimble fingered sort will profit from relieving the soldier of this key, and using it on the strongbox found elsewhere in the room.

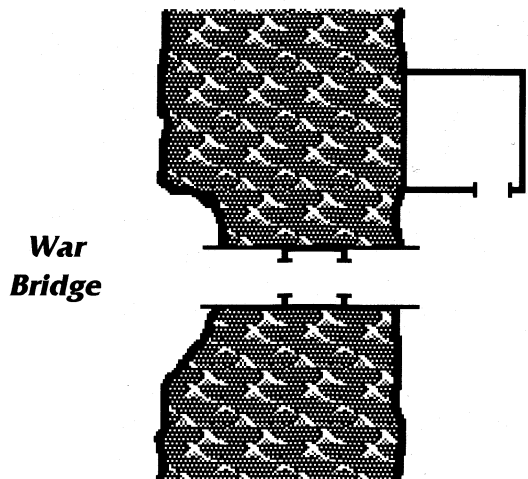
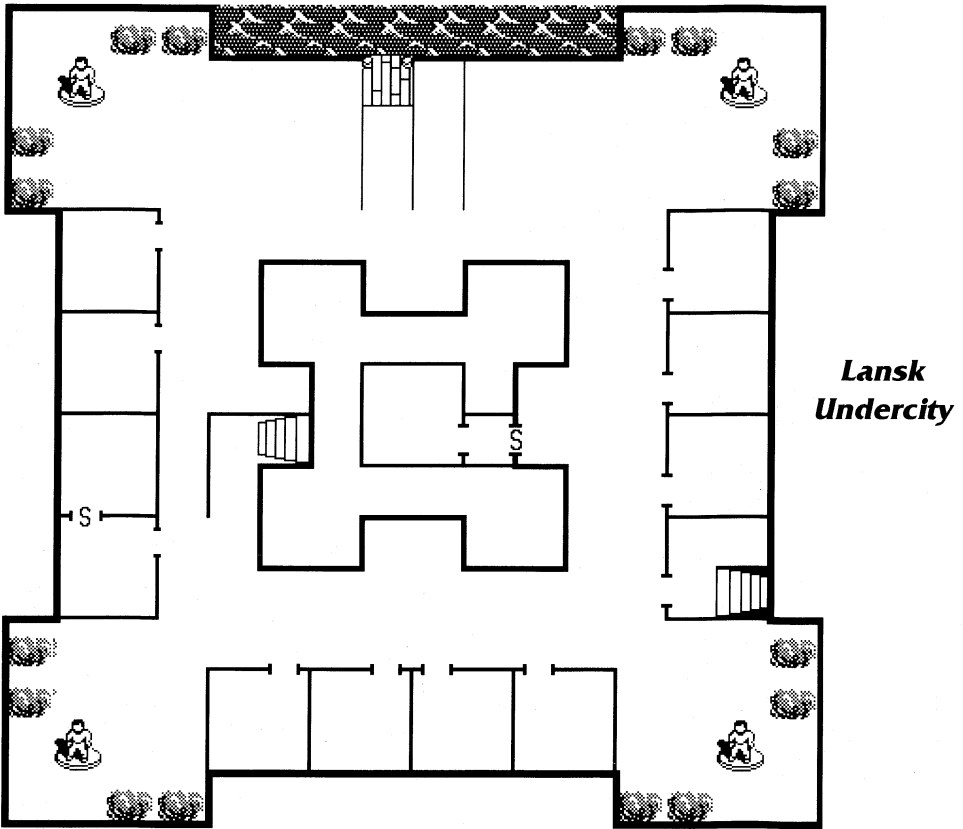
To the north of the bridge is a customs house occupied by a tiresome Lansk bureaucrat. The man is a turgid bore, but a regular party guy compared to the plastic clowns you’ll meet in Lansk. He means what he says when he threatens to turn the guards on you. Should you defeat the guards, be advised the treasure to be had here is still not without protection.

—Clopin

LANSK

**Everything on ground level
Find in this city is pure ya-ya.
cut through the red tape with
pay your bureaucratic skills.
then join us in the undercity!
The party is just beginning!!
—a wild woman**

The city of Lansk was founded on the thirtieth day of the fourth cycle of the seventh age of the old era, which by the imperial reckoning corresponds to the third year of the first house (reign of 12J), notwithstanding the common saying that the city was founded by the Younger, and his son Sart to Elder, applied for a license provided by imperial order #229.34/1000000 and later amended by imperial provision V9922305 (reference to 2H) as further defined by the Major Act of Nobility Reference, entered into this record under the heading of Quorion of 1000 and the arrival of Ratman, Bear, Wolf, and other animals already mentioned, removed from the Imperial Archives by the order of Restoration of Truth, a non-prosecutable on receiving 500 growths of gold in overseas markets, thanks to brilliant marketing of products, including but not limited to certain poisonous and/or sleep-inducing substances, prohibited from distribution in the region, imperial order, considering the emperor had no piece of the city, as prohibited by imperial order, and enforced by the Queen Mother's case, which in imperial year 3205 was related to the hacked up ten hairballs and shredded the Imperial Archives, whereupon the Royal Nonesuch was obliterated



LANSK UNDERCITY

Whereas the surface portion of Lansk is staid and conservative, the Lansk Undercity is a wide-open party town. Nominal city laws require you keep your weapons sheathed and refrain from violence in the city streets, but experience has proven this is all but impossible. Venture into the Lansk Undercity at your own risk, and beware the wild women!

The usual range of city services are available here: weapon smiths, armorers, and healers. You will also find the Ministry of EZ Paperwork, which will provide invaluable documentation for a price, including tickets for the ferry to King's Isle which regularly departs from the north docks.

Strictly off the record, there is a grey market magic shop hidden in Lansk. It's not too hard to find if you poke around, and the management has valuable scrolls as well as dragon stones to sell.

Visit the statues in the four corners of the Undercity to learn something of Oceana's religion and history. Strive also to visit the Lansk dragon. The dragon pen is in the center of the Undercity, and while it is not normally open to the public, with determination you can gain entrance. The dragon found within is sick, and needs healing from spell or item.

And remember...look out for those wild women!!

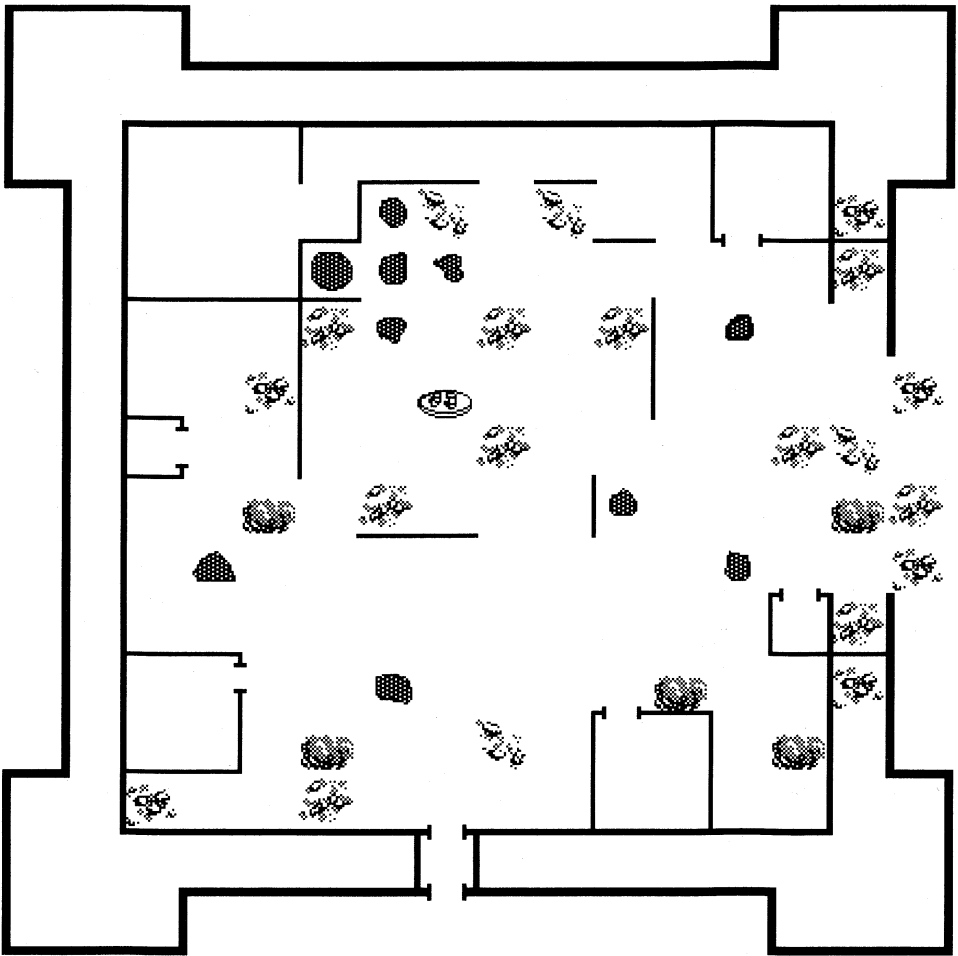
—*Doctor Death*

WAR BRIDGE

There is little to say about this bridge. The soldiers guarding it require a governor's pass of any who would travel to or from war-torn Quag. The pass is most easily available from the Ministry of EZ Paperwork in the Lansk Undercity. Or you can jump through a bunch of hoops and get your pass by dealing with Lansk desk jockeys, but why waste your life in such pursuits?

The woman in charge of the Quag Tourist Bureau is mad. Treat her kindly, and pay no attention to what she says.

—*A. Pismo Clam*



City of the Yellow Mud Toad

YELLOW MUD TOAD

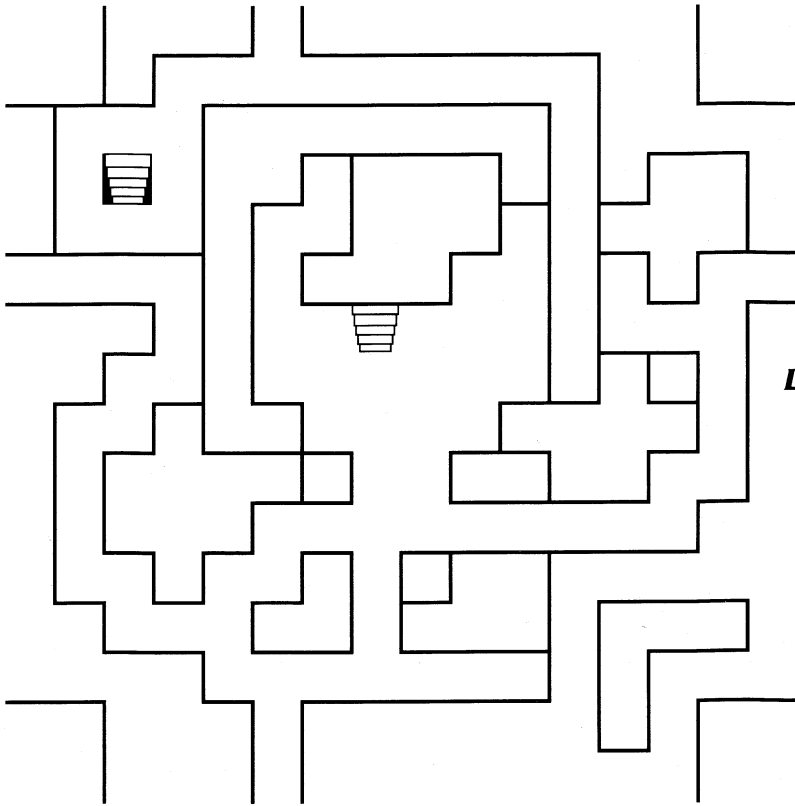
The City of the Yellow Mud Toad suffered mightily in the war, and the squatting inhabitants of this place have done little to repair their decaying home. Large sections of the city wall have been destroyed, and the city streets are overrun by swampy horrors.

The Temple of the Golden Toad has always been a lesser attraction in Dilmun, and few seem to care that the poorly constructed building is sinking on its foundations. The priests of the Toad reputedly offer a pair of magic golden jumping boots to anyone who can shore up the supports of their Temple. It is a wonder this has not yet happened...all you need do is locate where the wall surrounding the Temple leaks mud, stand just outside it, then seal the fissure with a Create Wall spell. See what good outlawing magic does? Buildings fall down but no one is allowed to repair them!

The souvenir shop in the southeast sector is worth a visit, as is the Cavern Tavern in the northeast corner of the city. The tavern is sometimes frequented by Berengaria, an Acolyte of the Temple of the Sun in Phoebus. Most of the town garrison has gone mad, but I've heard of one group that guards a valuable treasure hidden in the walls.

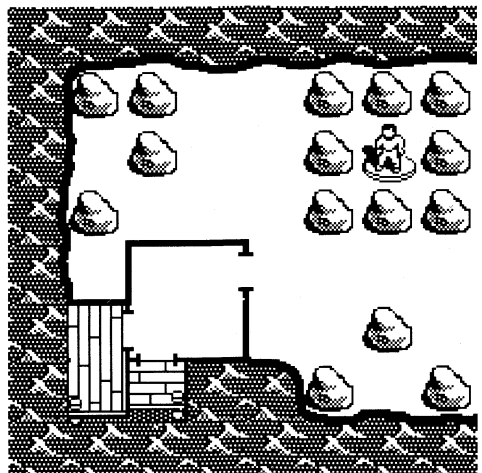
The City of the Yellow Mud Toad was formerly the site of Lanac'toor's College of High Magic. All that presently remains of the College is a ruined statue of Lanac'toor. Legend holds the statue is actually Lanac'toor turned to stone. The pieces of the statue are scattered in the four corners of Dilmun — in the Necropolis, the ruins of Tars, Freeport, and along the shores of the penal colony of Snakepit. Returning the various pieces of the statue here could prove interesting.

— *Eyebulge Thunderleg*



***Lanac'toor's
Magic Lab***

***Smuggler's
Cove***



LANAC'TOOR'S LAB

I've seen the place. It's ain't such hot tuna. For one thing it's in the City of the Yellow Mud Toad, which is the devil's armpit so far as I'm concerned.

I don't think Toor will ever finish the place. It verges on another dimension, such that if you wander off too far in one direction you'll come back again to where you started from another. That's a real pain in the neck, especially without all the corridors in place yet.

The best way to get around is to use Soften Stone spells. There's one place where Toor's uncovered an entrance to the Underworld. Sealing it up with a Create Wall spell will cut down on the available supply of wandering monsters.

Toor kept all his valuables in a single room. The way the dimensions wrap around, you can reach it by heading southwest, northeast, northwest, or southeast. There's no best way to get there—just pick a direction and be assertive. You'll get there.

Unless, of course, you run into one of those pockets of water. But best not to think of that.

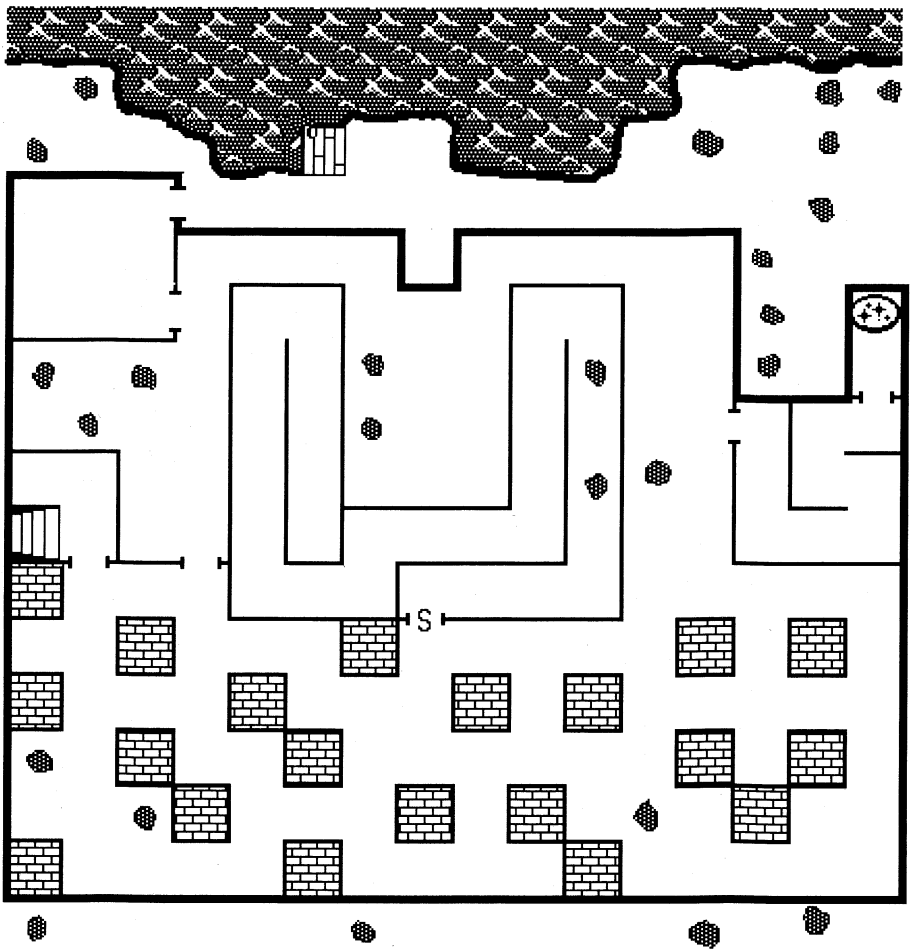
— *Instep*

SMUGGLER'S COVE

Arr...to you it may be Smuggler's Cove, but I calls her home, and me crew calls her Pirate's Cove. We don't much care for visitors, and if you find us on the north coast of Quag don't expect much hospitality.

Pieces of Eight will soften our salty hearts...bureaucracy is our language. Offer enough money, and you might score a meal and passage to the Necropolis. Whatever you do, stay away from the south door, unless ye want to check your sneakers in Davy Jones' locker. Arr!

— *Long John Ugly*



The Necropolis

THE NECROPOLIS

NOW DON'T GET THE WRONG IDEA. IRKALLA IS QUEEN BUT I'M NO CONSORT. SOMETIMES I JUST GET SICK OF THE UNDERWORLD, IS ALL. NOBODY THROWS ME OUT. YOU GOT THAT? I JUST GET SICK OF IT.

I HAVE A LITTLE SUMMER PLACE CALLED THE NECROPOLIS. IT'S FULL OF DEAD GUYS AND GOOD FOR A FEW LAUGHS. A PAIR OF GRIM GUARDIANS PROTECT THE ENTRANCE TO MY PALACE. GO AHEAD AND KILL THEM—THEY'RE USED TO IT.

MY BACKYARD IS FULL OF CORPSES. THEY'RE ALL WAITING TO SEE ME, BUT I'M A BUSY MAN. THEY'LL BE HAPPY TO ENTERTAIN YOU. IF YOU'RE VERY LUCKY YOU MIGHT FIND THE SECRET ENTRANCE TO MY PALACE, BUT YOU'LL PROBABLY BE DEAD BY THEN. AND THEN YOU WON'T CARE SO MUCH.

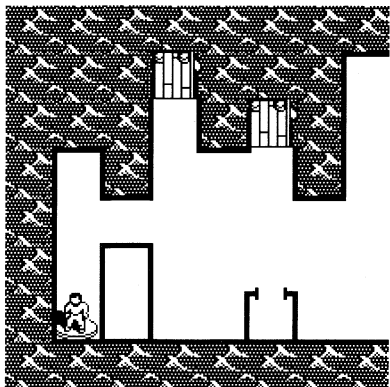
I KEEP MEANING TO CLEAN OUT THE EASTERN GUESTHOUSE OF MY PALACE. THE PLACE IS FULL OF SPIDER WEBS. I SUPPOSE I SHOULD JUST BURN OUT THE SPIDERS, BUT THAT SEEMS CRUEL. THERE USED TO BE A TELEPORTATION PORTAL BUILT INTO THE GUEST HOUSE, BUT I HAVEN'T USED IT IN AGES. THERE'S ALSO AN UNDERWORLD ENTRANCE ON MY PROPERTY, BUT IT JUST GOES DOWN TO THE WELL OF SOULS, WHICH IS A REALLY DULL PLACE UNLESS YOU WANT TO BRING SOMEONE BACK FROM THE DEAD. YOU HAD BEST BE VERSED IN ARCANES LORE IF YOU WISH TO TRY.

DON'T DARE FACE ME WITHOUT A STRONG RIGHT ARM, A STRONGER STOMACH, AND PLENTY OF MUSHROOMS.

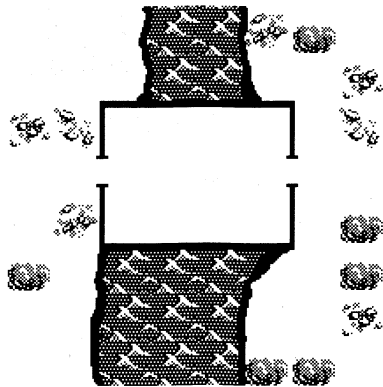
BRAAAAP! THERE'S ONE FOR YA! PLAY YOUR CARDS RIGHT AND I MIGHT BE THE KEY TO YOUR ADVENTURE.

NOW GET OUTTA MY FACE!

— NERGAL

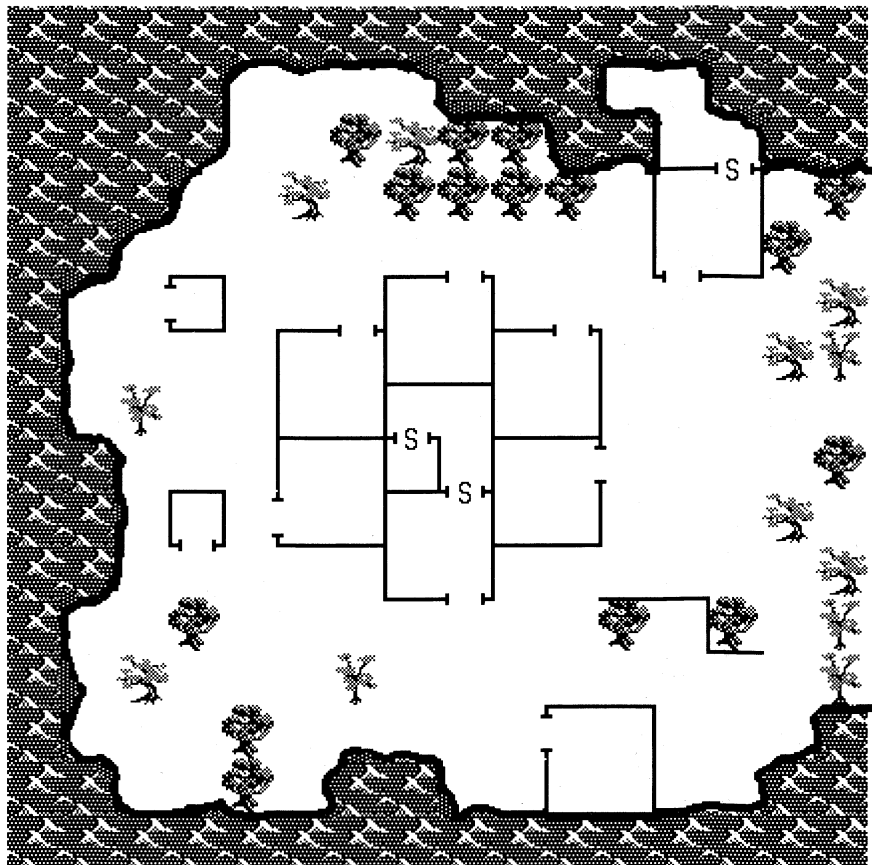


Old Dock



Bridge of Exiles

Snakepit



OLD DOCK

There was a time when this dock was very busy indeed, before Namtar and the war. Not only was this the single port connecting Lansk with King's Isle, it was also the primary point of departure for Nisir, the Mountain of Salvation.

Now traffic has slowed to a crawl. Passage is offered to Lansk but the fare is necessarily high. In honor of the old traditions, properly attired pilgrims are still offered free passage to Nisir.

— *Wiggly Warmflash*

BRIDGE OF EXILES & SNAKEPIT

Previously a leper colony, the spit of land on the western end of King's Isle is known as the Isle of the Damned on some charts, but now known far and wide as the site of Snakepit, Namtar's penal colony for the criminally insane. The isle is reached by bridge from the mainland. The bridge permits traffic in one direction only. Those who cross over to Snakepit do not return by the same route.

Namtar has lately exiled many who disagree with him to Snakepit, so a few bits of wisdom might be found amid the madness. The central cluster of the village's huts conceals a secret chamber, within which is the private apartment of the colony's most important member. It is here that the late King Drake of Kingshome lived out his final days after being sent into exile by Namtar.

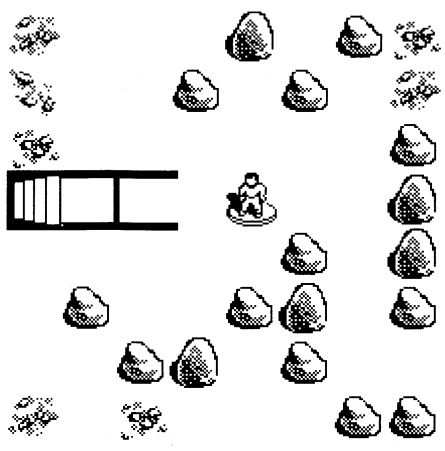
The western coast of the village is known as Toxic Beach, and while the inhabitants think of it as a resort, sane folk are unlikely to agree. Interesting artifacts sometimes wash up along the beach.

There is a patch of fresh pine somewhere in the village, which should stir something in your soul if there's anything like a druid about you. If you find an old man sitting out of doors and refusing to go inside, he's probably one of the colony's mad druids. Show him fresh pine branches and do the fellow a kind deed.

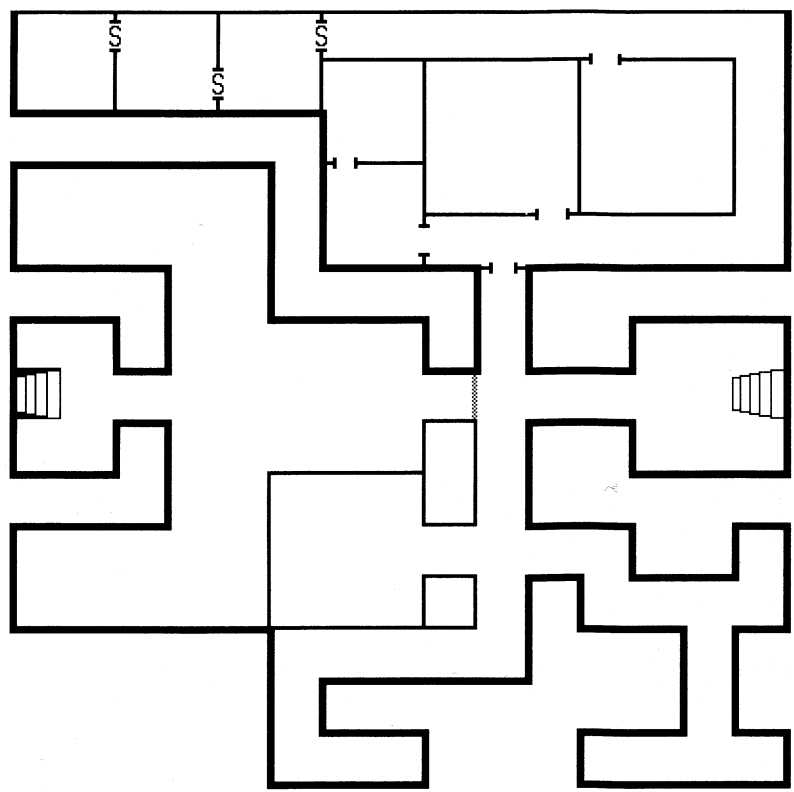
You may first encounter servants of the king here. Remember that in times of strife, evidence of the King's seal is often enough to convince one you are on the business of the King. The King is innocent of wrongdoing, and many good and noble people still serve him.

— *Josephina*

**Dwarf
Ruins**



**Dwarf
Clanhall**



DWARF RUINS & CLANHALL

In a desolate part of King's Isle you are likely to find a once-proud dwarven statue. The statue gazes at a tunnel into rock, but within the rock no door or crack can be found. The dwarves are enemies of evil and they have been all but driven from the world by Namtar.

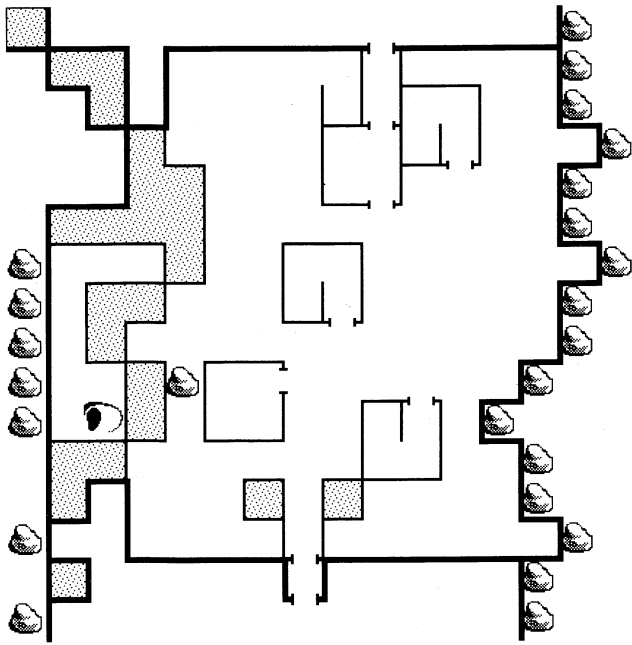
The entrance to the clanhall will remain sealed until the statue is restored. Somewhere in Dilmun you will find a pair of jade eyes that will fit the statue. Namtar cast the eyes into the sea, but I hope some fisherman or pirate will recover them one day.

Rumor has it a terrible doom overcame my people even before Namtar rose from the Pit. A hideous monster was supposedly released from the dwarven mines...a monster that turned my people to stone. It has been said the proper spell can soften the dwarves' stony hearts, and it has never been more true than now. Should you gain access to the clanhall, beware the beast that lurks in the darkness.

Also be advised that dwarves are jealous people, and even should the clan be indisposed, their treasure will be well hidden and well guarded. It is best to rescue the dwarves from their fate, rather than taking advantage of their misery. That way, you will win both the friendship and the treasure of the dwarves, and avoid their defenses in the bargain.

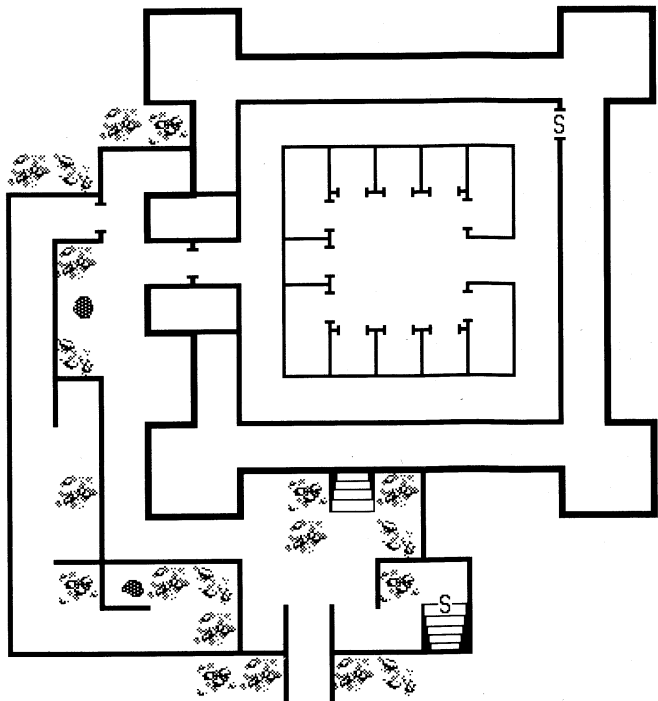
Sealed behind an unbreachable wall of glass at the heart of the clanhall you'll find the fires of a magical forge. In former days great treasures came from this forge, but now the smith is idle. The forge cannot be reached from the clanhall—you must brave the fires of the Underworld to arrive there. It was a dwarf who forged the Sword of Freedom, and perhaps someday that deed will be repeated.

—Josephina



**Siege
Camp**

**City of
Byzanople**



SIEGE CAMP & BYZANOPLA

It's bad enough I have to fight a war without having to give an orientation tour to every greenhorn cadet that walks into my office. If yer in my camp, yer in the army. It is isn't important to me if you signed up at the gate or in Phoebus...all that matters now is that I'm the boss!

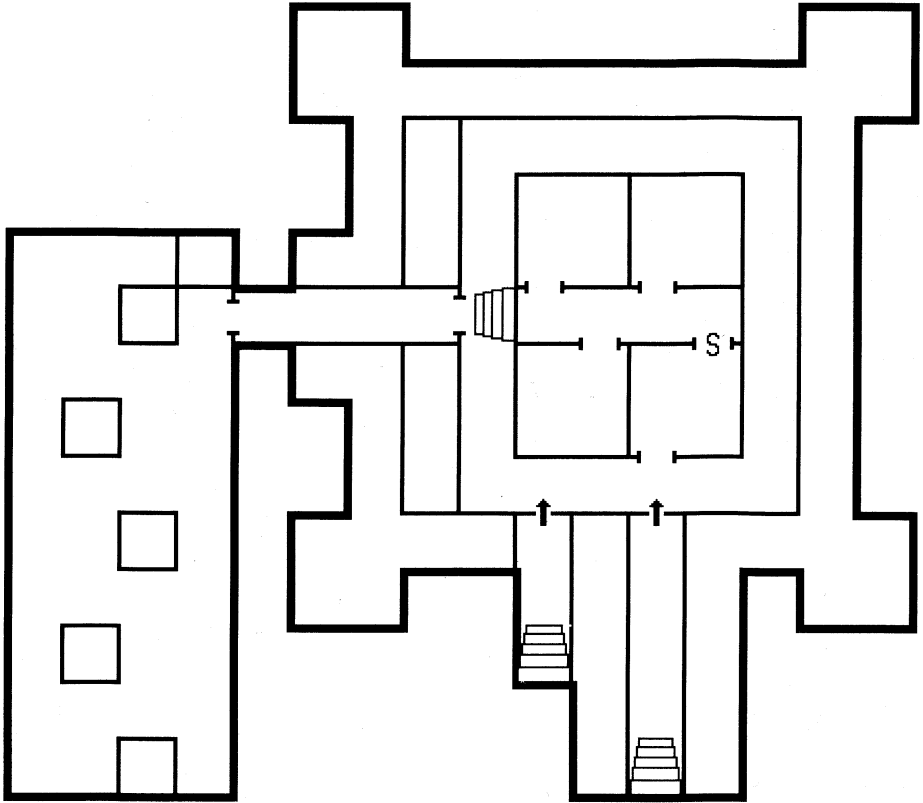
Right! There isn't much to say about the siege camp because we don't expect to be here much longer. One way or the other we're going to resolve the war with Byzanople, and then the camp will be abandoned.

Armies are armies and men are men and I'm confused...what I'm trying to say is there are things that always follow armies (and I don't mean women!) and you'll find several of them in the camp. I know there's a black market (even though I'm not supposed to know) and I think there's a healer (even though I am supposed to know). Don't forget to report to yer commandin' officer—that being me! And don't try to desert—my boys don't take kindly to rats who go AWOL.

When you're done goldbrickin' in the camp, strike out north and head for the siege of Byzanople. We've just about starved the rebel scum out of their city, and all we need is a few suckers—er, I mean heroes—to find a way into the city and open the gates. Yer best bet is to run along the wall and try the main gate, but I suppose getting peppered with arrows and boiled by oil might make you wanna cry for mommy. Our dwarf sappers are supposed to be diggin' a tunnel under the wall, and there might even be other ways to get into the city. Once yer in yer on yer own—but remember that amnesty I promised ya if you do a good job.

Now quit loafin' and get to work!!

—Buck Ironhead



Byzanople Dungeon

BYZANOPE DUNGEON

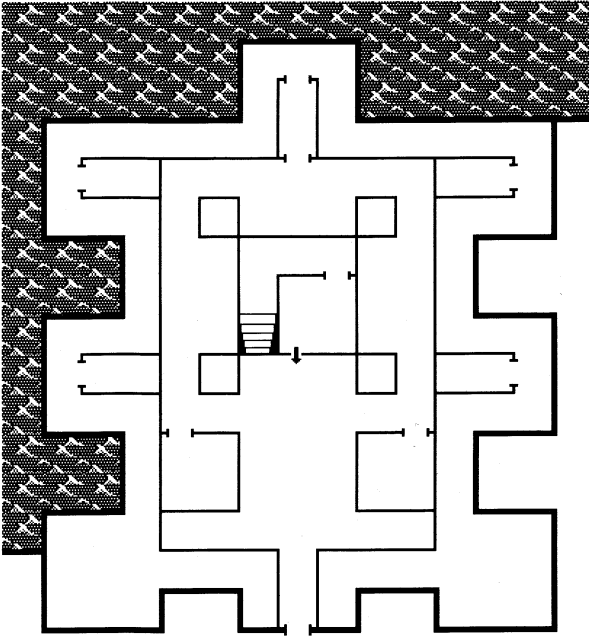
This is no place for adventure, but rather the nerve center of my war effort against Namtar. He has corrupted my father and lay siege to my city. I fear I cannot long hold out against the forces of evil.

The halls are regularly patrolled, and should my sister find you she will request your surrender. You would be well advised to comply. I am a fair man, and I know many who fight beneath Namtar's banner do so not of their own choosing. Perhaps you could start anew for me.

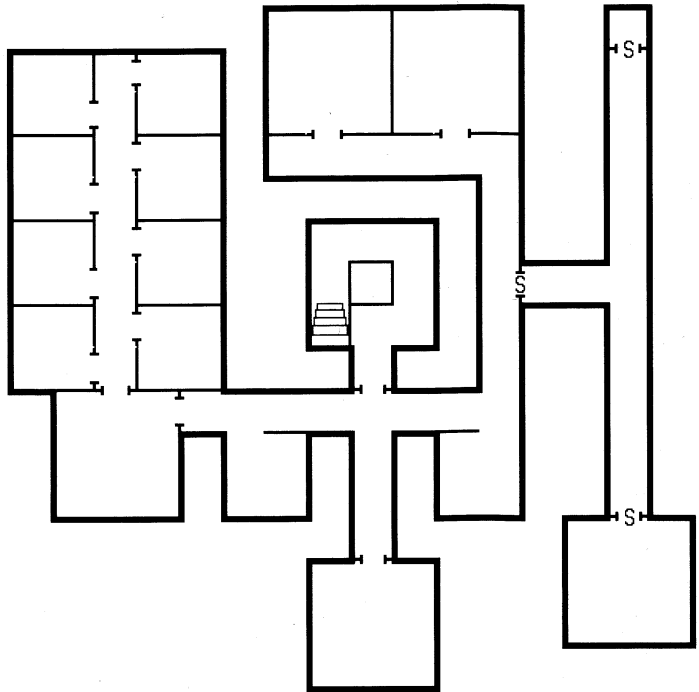
There is a treasure chamber here, but my stores have been depleted by war. A single stair leads from the dungeon to the city above. Near the stair is a locked door leading to the crypts of my ancestors. My great grandfather is buried there, still clutching his magic axe, and a legion of undead soldiers protects him.

— *Prince Jordan*

Kingshome



***Kingshome
dungeon***



KINGSHOME & DUNGEON

Understand that I have not visited my father's court at Kingshome for many years. When last I was there the place was bustling with activity. I have since heard the palace is a virtual morgue, with its great stonework stripped away to build fortifications on the frontier. Regardless, if King's men still patrol the place, they'll respect the King's seal and permit you to enter the castle.

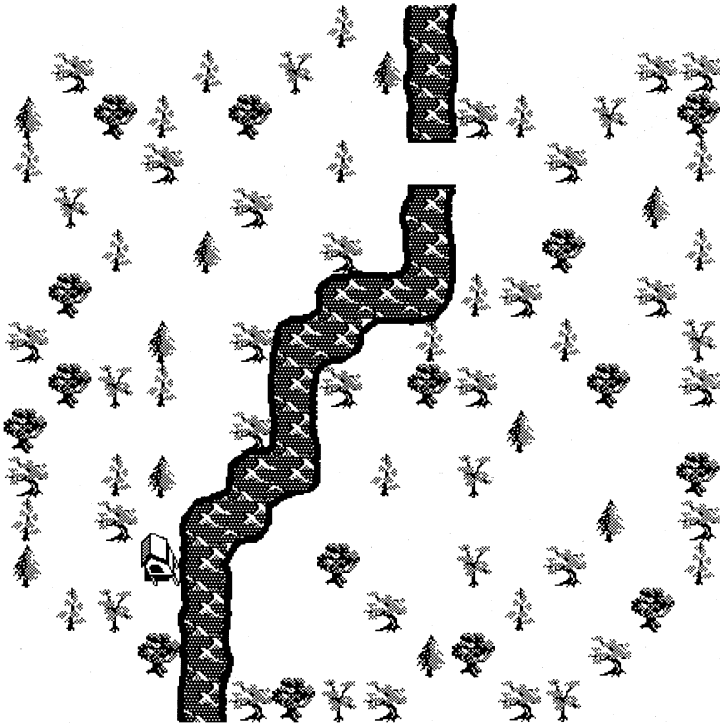
If the Great Hall is abandoned there may still be things worth finding in the antechambers. My father owned great riches, although I doubt much remains. Of interest is my father's library and wardrobe. Somewhere in the palace you may still be able to view poorly rendered portraits of my sisters and me.

The dungeon beneath the palace was not used in my father's time, but I can well imagine the use to which it's been put lately. There's no way out of the cell block without passing through the guard room, so if you're imprisoned here you'll have to carve your way out. I'm sure the various barracks are claimed by mercenaries and Stosstrupen.

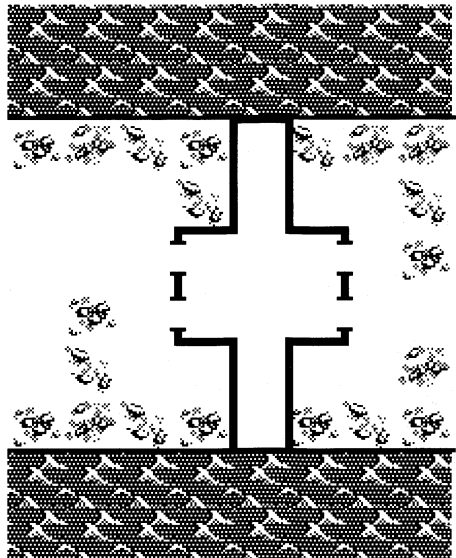
The long north-south passage has a secret door directly in its midst—it leads to a tunnel that to my knowledge has not been completed. My father intended the tunnel system to serve as a treasure vault, but I do not know if he has gone through with his plans. The only way out of the dungeon leads through the royal apartments in Kingshome. I doubt anyone is in residence there now, but should you find my father please tell him to cease his war against me. I mean him no harm and fear for his safety.

— Prince Jordan

*Royal
Game
Preserve*



*Scorpion
Bridge*



ROYAL GAME PRESERVE

It's been a long time since the King hunted here. His young boy Jordan was a firebrand, and he liked to hunt, but they don't come around anymore. All the way out here on the Isle of Rustic I don't see much of anyone anymore, and that's the way I like it.

I've filled the forest with snare traps to capture poachers. They're heaviest around my home. If you get captured I'll get around to you when I can, but don't try anything funny or I'll let you have it with my bow Nevermiss.

Around the ford you'll find some animal tracks, but remember not to hunt any game as the forest is King's property. The forest is still a pretty wild place, and killing in self defense is all right, I reckon. Some outlaws have made camp on the far side of the river, and they look pretty tough. I'll clean 'em out when I get around to it.

Bring me news of the King and I'll be much obliged.

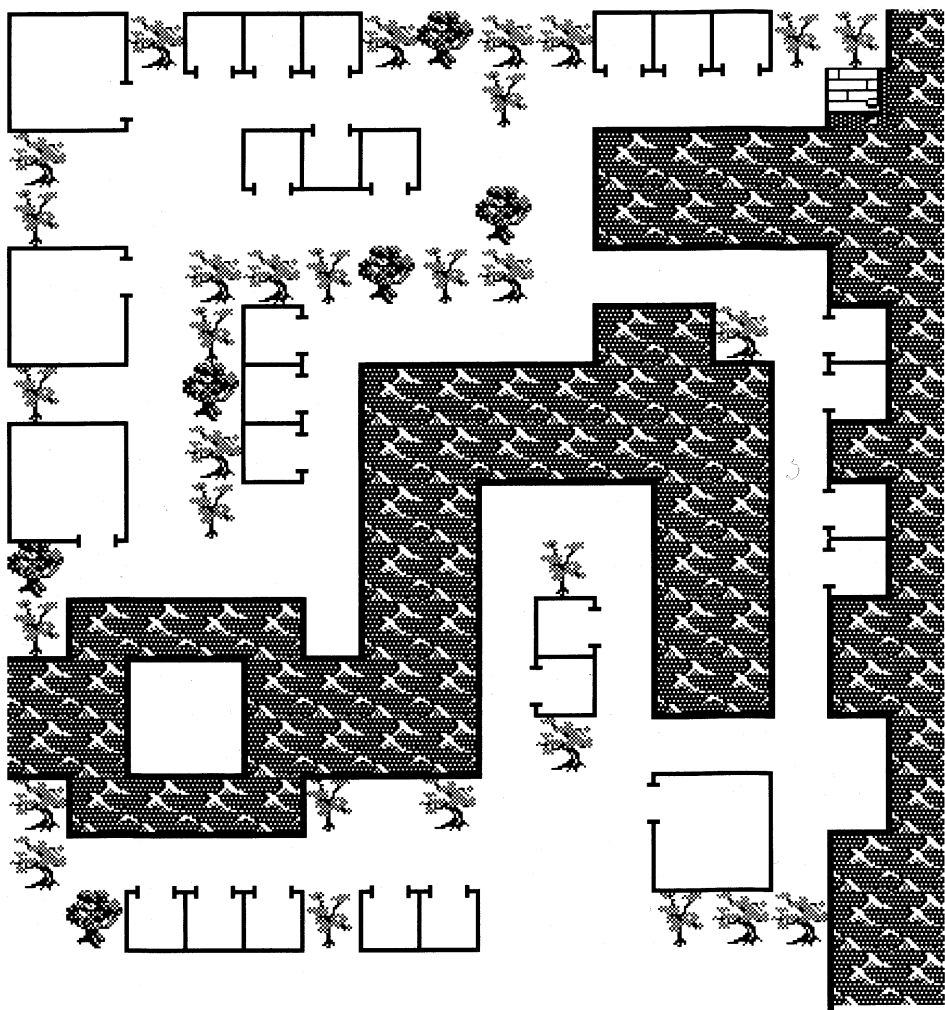
— *Old Jack*

SCORPION BRIDGE

The scorpion bridge guards the way from Rustic to the Eastern Isles, and Utnapishtim's College of Magic. The man-scorpions that guard the bridge are fearsome beasts and not to be crossed. Recall, however, that Enkidu is patron of beast-men and man-beasts...if you show the man-scorpions the Totem of Enkidu to be found on the island shrine in the Mystic Wood, they will permit you to pass the bridge.

Within the bridge you will find darkness, confusion, and fierce beasts. Remain on a straight and true path and you will find your way to the far side of the bridge. Do not stray into the north-south passage, or you may never leave the bridge.

— *David the Druid*



City of Freeport

FREEPORT

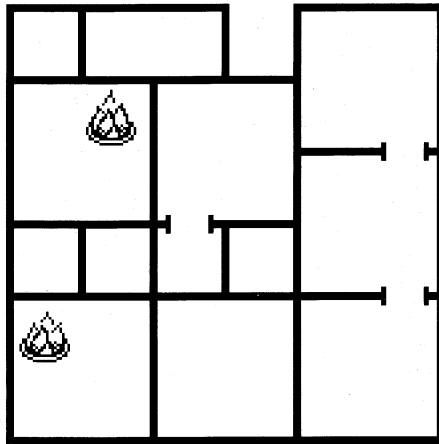
Freeport is aptly named, for it is the last free port in Dilmun. The city is located in the Eastern Isles, and you will have to acquire a boat before you can sail here.

The city is arranged around the best harbor this part of the world has to offer. Along the waterfront you'll find the Brews Brothers tavern—the best pub hereabouts—and the Order of the Sword. The Order of the Sword is a pack of thugs and they deserve to be put in their place. Everyone else you'll meet in town is friendly and industrious. Most of us are from somewhere else, and we know what it means to lose your home, so we work all the harder to keep Freeport free.

You'll find the usual armoring, magic, and healing services if you look in the right places. You'll also find the town's most important artifact, the Sword of Freedom. The Sword was set in the harbor by the great hero Roba when he founded the city. Legend holds that so long as the Sword is safe, Freeport will thrive. The same legend holds that in a time of need a great hero will appear to claim the sword for the fight against darkness.

Several months ago a dark figure was spotted on the island where the Sword of Freedom is displayed. The Sword is still visible, but I can't help but wonder if the mysterious figure did something evil to the weapon.

—*Tarkas of Tars*



College of Magic

COLLEGE OF MAGIC

Cliff's Notes: Utnapishtim's requirements for graduation are stiff and uncompromising. If you would pass his test, keep the following points in mind. And remember these notes cannot substitute for a first hand experience of the test...they are intended as a guide for study only.

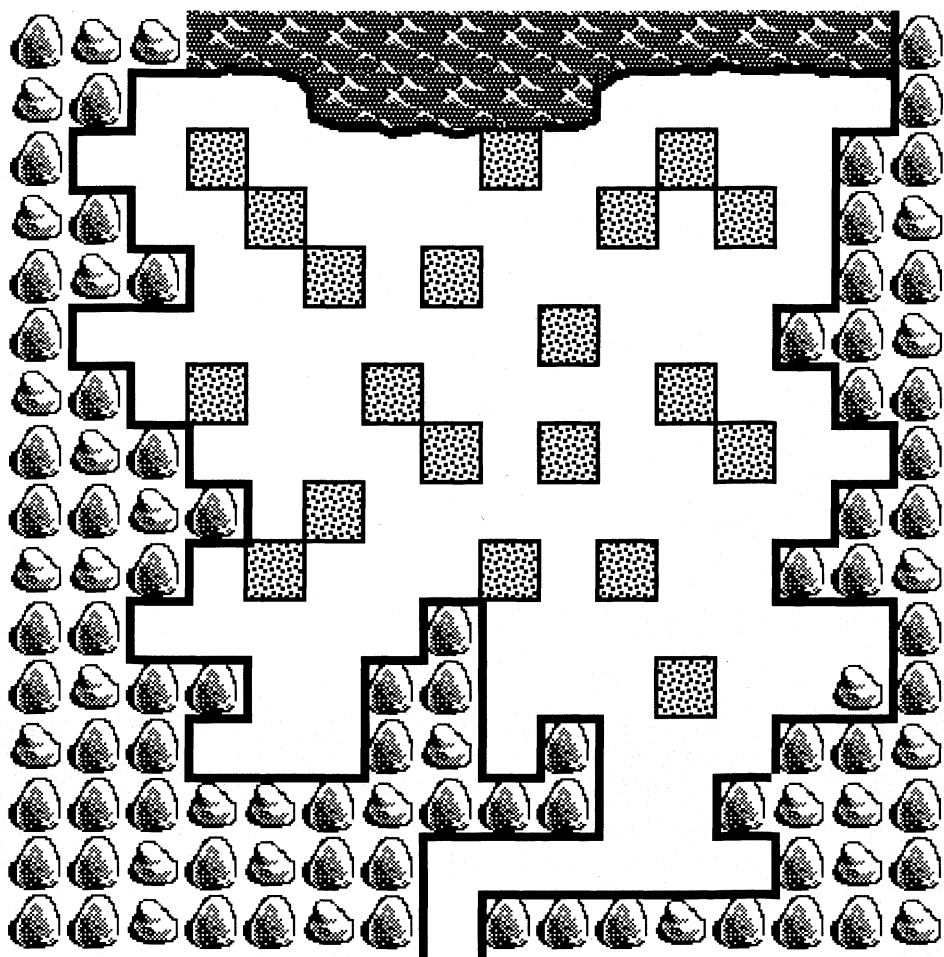
First, you will be unable to enter the College unless you can see the entrance, and to see the entrance you must use a pair of rarely found magical spectacles. Lanac'toor had one such pair. Use them where you see tracks in the mud.

Utnapishtim requires you overcome a number of obstacles to claim his boon. Most require the use of magic, so don't bother coming here before you are well-versed in spells and their use. The first room requires that you overcome a wall of fire. Defeat fire with ice. The next room presents you with another wall of fire, but all is not as it seems. Reveal the glamour of Utnapishtim's illusion, and take appropriate action when you see the true nature of your task.

Invisibility will let you move unseen past the creature that kills with its gaze. Cloak yourselves with an arcane spell. When the time comes to kill the Philistine, do so and without remorse. Magic will not help you here. And even if you clearly see and understand what you think is an obvious trap, you must trigger the trap with magic before you can safely pass. Either disarm the trap or eliminate the stone block by softening it away to nothing.

Neither magic nor any other action help you when Utnapishtim demands to see something novel—just walk past him and claim your reward. The ring and the staff are amusing, but only the Soul Bowl will genuinely help you in your quest. Take all you can when treasure is offered—you can't come back for seconds!

—*Rimshot Hilario*



Dragon Valley

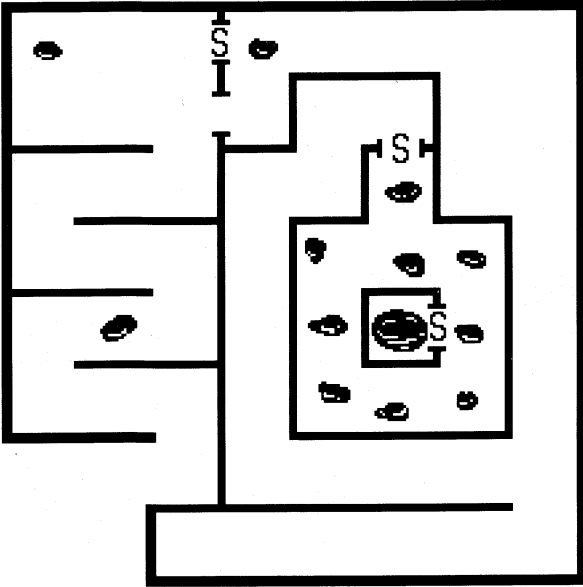
DRAGON VALLEY

Exploring Dragon Valley is a quest for heroes and fools. There is little to be gained by venturing here, unless you love bloodshed or seek an invaluable ally against Namtar.

The Valley is wide and flat, and crawls with dragons and other beasts. Legend holds the teeth of a dead dragon make for powerful weapons, so should you find a dragon skeleton be sure to make the most of your discovery. A large collection of dragon bones can be found just north of the entrance to the valley, but they will not be without guardians.

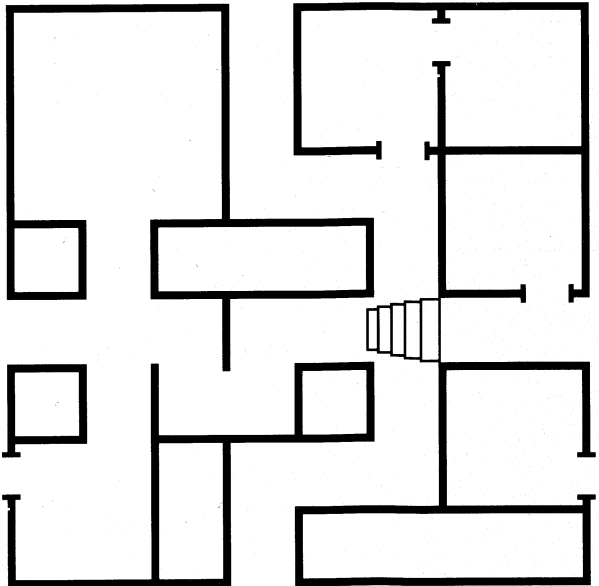
At the north end of the valley, beside the water, you'll find the lair of the Dragon Brood Queen. She is as powerful as all her children put together, and no one can hope to survive combat with her. When confronting the Dragon Brood Queen, your only hope is to prove to her you are a friend of dragons—a difficult task after hacking through legions of her children to reach her. Correct use of a dragon gem—such as that to be had from the dragon of Lansk — will temporarily bind the Dragon Queen to your will. Entering Dragon Valley without such a gem is sheer folly.

—*Hamaran Tongs*



***Sunken Ruins
(Above Water)***

***Sunken Ruins
(Below Water)***



SUNKEN RUINS

Not far from Dragon Valley you'll find these exotic coastal ruins. The ruins exist both above and below water—to explore the underwater portion of this area, you will require the water breathing potion Irkalla makes available in the Underworld.

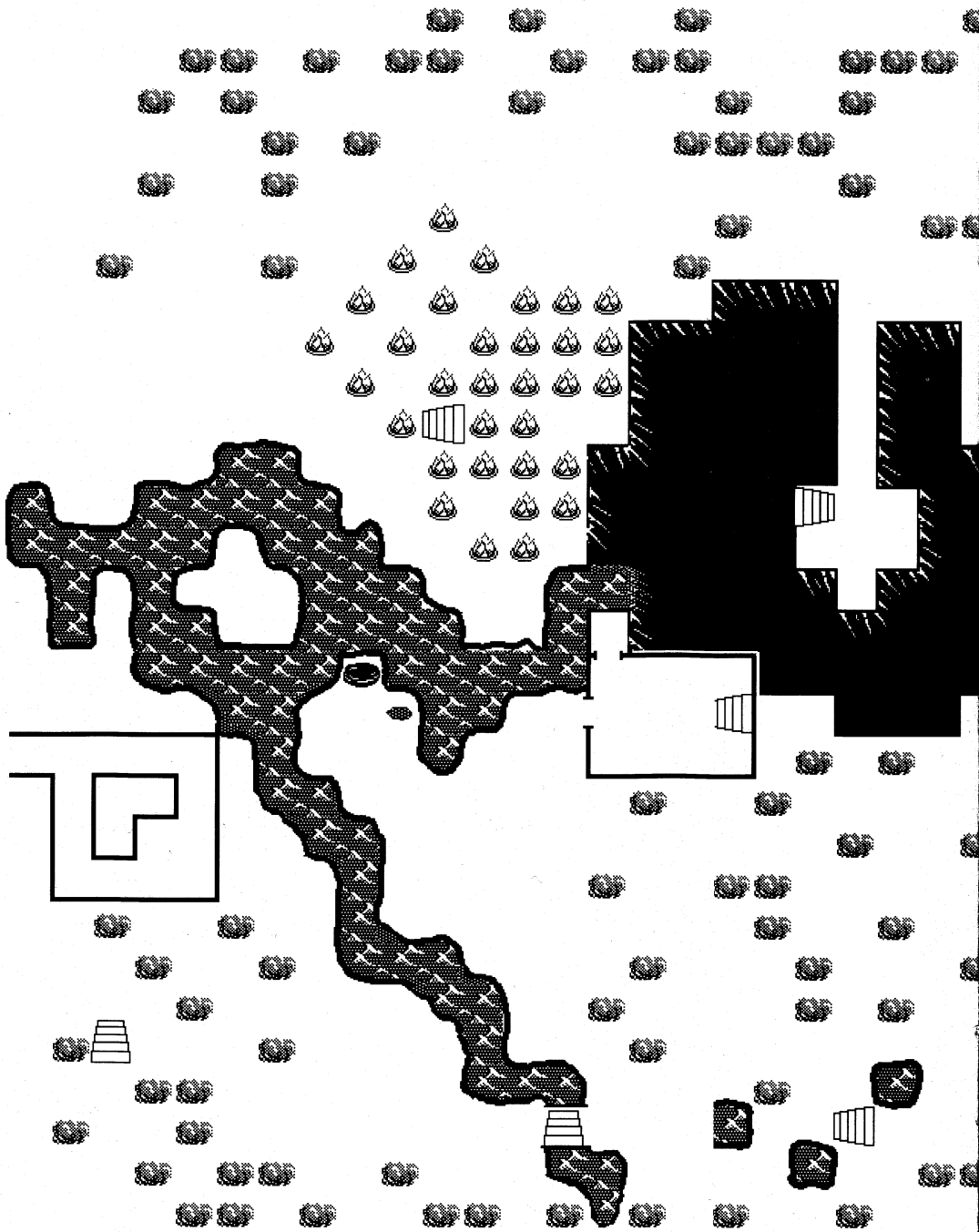
The ground level of the ruins is mundane. No amount of skill will permit you to pass the locked door. Seek a secret way past the door rather than wasting precious experience on improving your lockpicking skills.

Once past the gate, explore the ruins thoroughly. You will soon uncover a blank area where a secret door will prove the only means of entrance. At this point you must use your water breathing potion if you would advance.

Important treasures are to be had here, but none more so than the skull of the legendary hero Roba. The skull is required to reforge the Sword of Freedom. The skull is trapped in the maw of a clam...just take the clam, and it will shrivel away to reveal the skull when you leave the sea.

There are other items of interest in the ruins, not the least of which is the original Davy Jones' locker. However, you will doubtless come here late in your quest, and be anxious to confront Namtar. In such a case, it's probably best not to linger here and risk falling prey to some aquatic horror for no good reason.

—*Floyd Bridges*



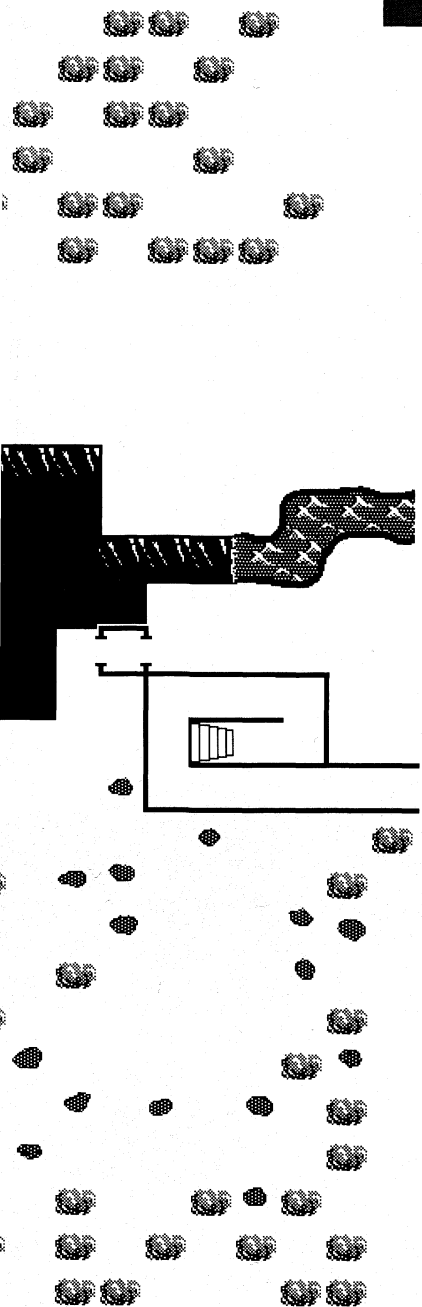
MAGAN UNDERWORLD

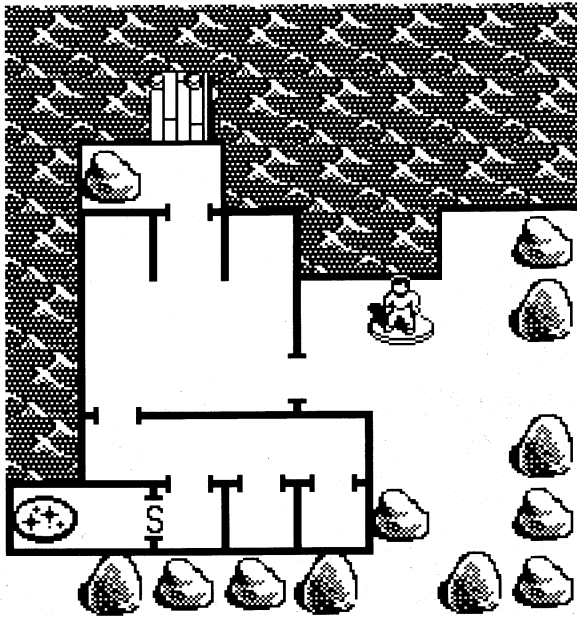
Beneath the surface of Dilmun is a magical Underworld. The kingdom is called Magan, and it is not a place for the weak or inexperienced to explore. You will have to come here eventually to complete your quest, but better later than sooner.

The Magan Underworld is coterminous with all of Dilmun, which means many of the surface world's locations can be reached directly from the Underworld. Veteran adventurers sometimes find travel through the Underworld ultimately less taxing than similar travel overland across Dilmun. If you prefer combating Underworld beasts to dealing with pesky bridge guards and swarms of goblins, you may agree.

Of course, there is more reason to explore the Underworld than simply searching for a rapid means of travel across Dilmun. Irkalla's Realm is an important land, but you will gain admittance only after sacrificing an item to the Dark Lady at one of her surface shrines. Irkalla herself is on an island which can be reached only by using a magic item. The Dark Lady is further bound in chains that can be removed only by the grace of Nergal, the lord of the Necropolis, who certainly owes Irkalla no favors. It is well worth your time, however, to rescue Irkalla.

The entrance to the magical forge of the Dwarven clan hall can be reached





Pilgrim Dock

through the field of fire in the Magan Underworld.

Elsewhere in the Underworld you'll find access to several surface locations, magic pools, and an oracle cave that will further explain your quest. The Well of Souls, the only place in Dilmun where the dead may be returned to life, is located in the Underworld, but it can be reached only through Nergal's palace of the Necropolis. The Well is only of use to those blessed with arcane knowledge.

Pay special attention when you find the pit from which Namtar was spawned. Legend holds Namtar cannot truly be destroyed unless and until he is pitched back into the pit from which sprang. Making careful note of the pit's location could save you precious time at the end of your quest.

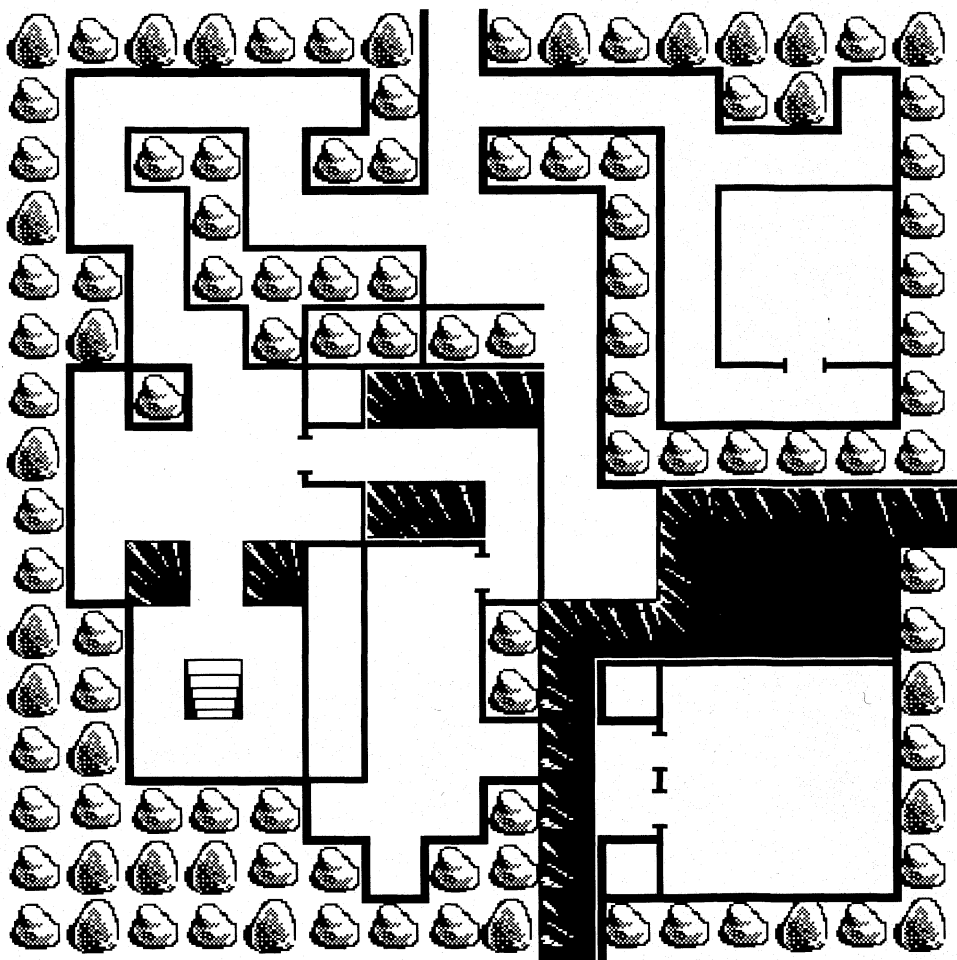
— *Bill Yarde*

PILGRIM DOCK

This old dock has welcomed pilgrims to Nisir, the Mountain of Salvation, for as long as anyone can remember. Not even Namtar would dare tamper with the will of the gods, and pilgrims are still welcome here. Be aware, however, that Namtar's Stosstrupen are on hand to ensure only pilgrims pass this way, and that no adventurers try to take the mountain by storm.

To this end, a fortress has recently been constructed near the docks. Adjoining the fortress is a block of cells in which are imprisoned those who come here on a quest rather than a pilgrimage. The cells are in frequent use. At least one prisoner is usually present. There is a rumor someone recently escaped from his cell by tunneling through the heart of the mountain, but I know nothing of the details.

— *Wiggly Warmflash*



Nisir
The Mountain of Salvation

NISIR

Nisir is the holiest place in Dilmun, and also the most dangerous since Namtar made it his place of primary residence. The old shrine and even the entrance to the Underworld are unguarded, but the rest of Nisir is a very treacherous place.

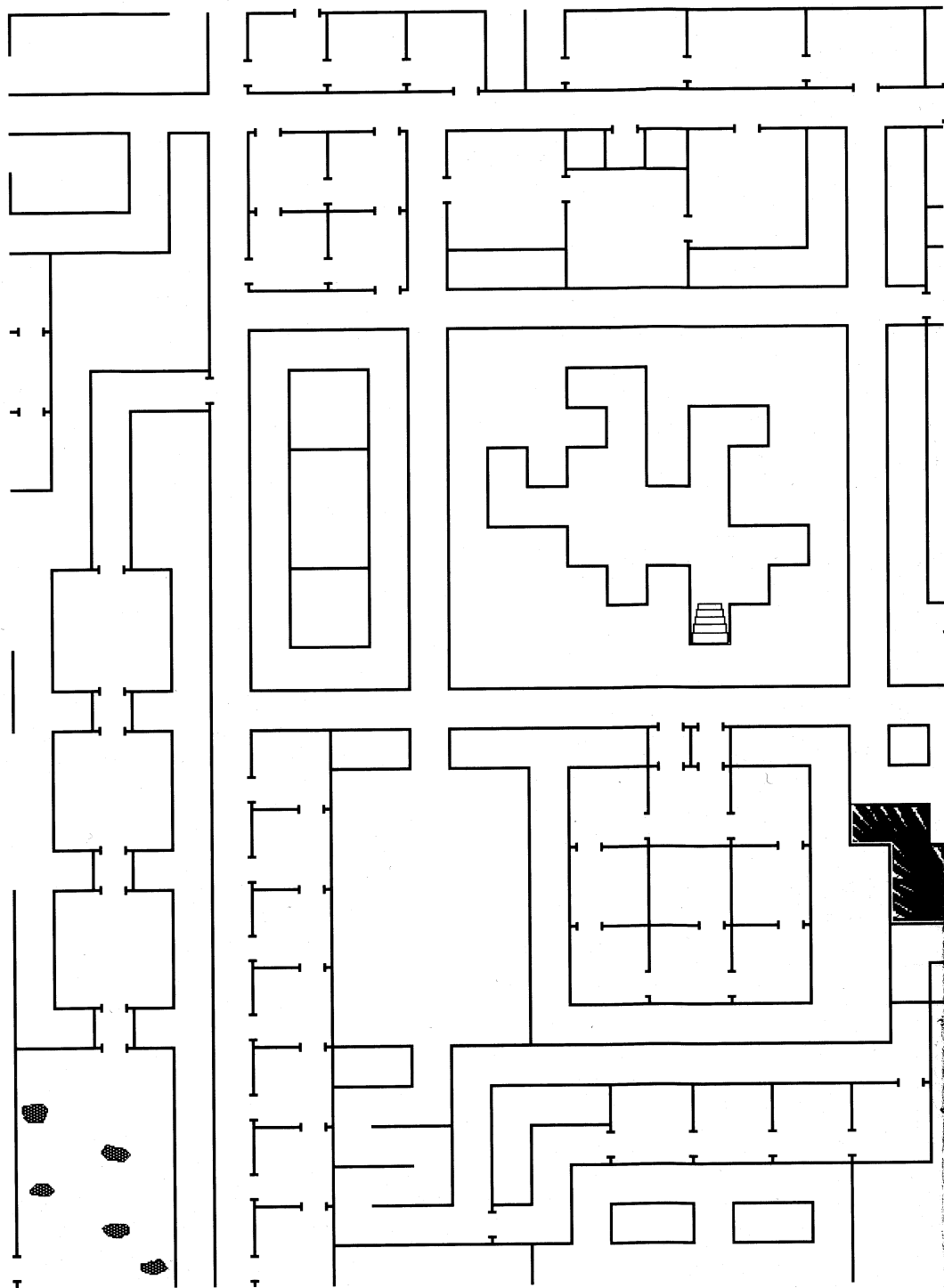
Your approach up the mountain will be long but unremarkable. Once at the mountain's summit, be sure to visit the shrine to the Universal God. Displaying the Sword of Freedom to the God will gain its blessing.

While at the mountain, seek the treasure of the Dragon Eyes. They are powerful magical artifacts that will aid you in your quest.

The entrance to Namtar's tower is in the southeast corner of the plateau. The approach to Namtar's stronghold is protected by a locked guardroom, but an intelligent climber can bypass the guards if you find the right patch of rock.

Once past the guardroom, you can't miss Namtar's tower. You'll have to leap across the chasm with the Golden Boots to enter the tower. What happens next, no man has lived to say.

—*Jim Nasium*



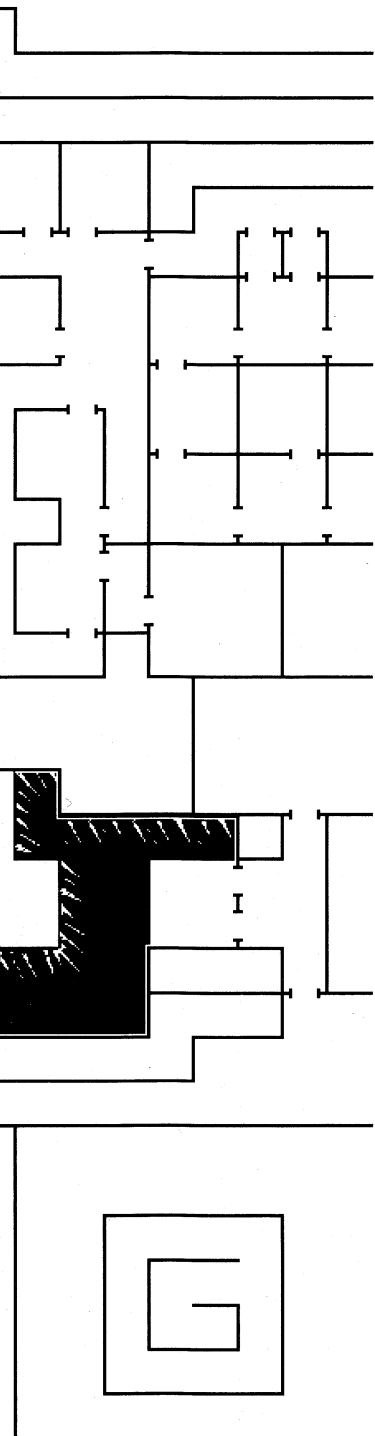
DEPTHS OF NISIR

It is here that you will (with luck) engage Namtar in final battle. The heart of the mountain Nisir is a confusing and treacherous place, complete with many obstacles not seen in other parts of Dilmun.

What you do here depends largely on you. Great combats are to be had, provided such is your ambition. It may be possible to enjoy a final reckoning with Mystalvision or Buck Ironhead, if you look in the right places. Likewise, many clues to Namtar's identity and ultimate ambitions are here for the curious.

Chances are, however, that you'll want to make directly for Namtar's lair. You'll have to break out of the initial cavern using Soften Stone spells. There are many places to wander in the Depths of Nisir, but you'll know you're on the right track when you find the seemingly uncrossable chasm.

A summoned air elemental will bear you across the chasm. Pass through the doors and turn right...continue south to the wall and cast another Soften Stone. You'll now be in a large chamber that teems with traps. The doorless stone structure in the center of the chamber contains the portal that will transport you to Namtar's lair. To enter it, you must cast another Soften Stone. This may seem like a difficult path to take to your final confrontation, but it is nothing compared to the combat that awaits. If this



preliminary action exhausts your resources, turn around and get out while you still can.

Before you can battle Namtar you will have to get past his army. You can always hack your way through Namtar's mighty legions, but it's easier to call upon the Dragon Brood Queen, the alliance of which you've hopefully secured. Astride her back you can sail high above the army and arrive at your final confrontation with Namtar.

Good fortune in your final battle with Namtar, and remember that you will not be entirely done with him until his body is hurled into the Underworld pit from which he sprung.



Weapon Statistics

Following are set forth the names of the different weapons that can be found in Dilmun, along with the damage each one inflicts and the minimum strength you will need to wield them.

Damage is listed as the number of dice the computer will roll followed by the number of sides on the dice. For example, if a weapon does 2d20 of damage, your computer will "roll" two twenty-sided dice, add the results together, and inflict that much damage to your poor opponent. Hand-to-hand weapons generally require a minimum strength to use, and missile weapons a minimum dexterity. A minus Attack Value (AV) makes it harder for you to hit your foe, and a plus makes it easier. You may wish to "Use" a weapon — or any item for that matter — both in and out of combat to find out if it has any special powers. CAVEAT: From universe to universe (or computer to computer) the actual statistics listed here may vary slightly, or may even have undocumented abilities.

MELEE WEAPONS

AXES	Damage	Minimum Strength	Notes
Small Pick	1d4	4	
Pick	1d6	7	
Hand Axe	1d6	5	
Battle Axe	1d12	17	-1 AV
War Axe	1d12	18	-3 AV
Rusty Axe	1d20	18	-3 AV
Axe Of Kalah	1d12	18	+4 AV, can attack 20'-50' for 1d20
Magic Axe	1d30	20	+1 AV
Nature Axe	1d30	18	-6 AV

FLAILS	Damage	Minimum Strength	Notes
Flail	1d6	10	
War Flail	1d12	10	
Bladed Flail	1d12	10	
Runed Flail	1d20	14	+2 AV, +1 armor
Barbed Flail	1d30	16	+2 armor
Spiked Flail	4d20	16	+2 AV, +1 armor

SWORDS

Dagger	1d4	3	+1 AV
Ruby Dagger	1d4	3	+3 AV
Shortsword	1d6	8	+1 AV
Broadsword	1d8	12	+1 AV
Hook	1d8	12	+1 AV
Magic Sword	1d12	17	+1 AV
Fire Sword	1d12	17	+2 AV, +1 armor
Lance Sword	1d20	12	+1 AV, can attack foes at 20'
The Slicer	1d30	17	+4 AV, +2 armor
Glow Sword	1d30	24	+1 AV
Dragon Tooth	2d20	12	+8 AV, +2 armor can attack foes up to 60'
Freedom Sword	1d100	15	+15 AV, +5 armor, casts Inferno if blessed by the Universal God

TWO-HANDED WEAPONS

Polearm	1d10	13	+1 AV
Greatsword	1d12	17	+1 AV
Grand Sword	2d12	22	+1 AV
Mountain Sword	1d30	2 (mountain lore)	+3 AV, +2 armor
Holy Lance	3d20	13	+4 AV
Heavy Sword	8d10	25	-3 AV
Dragon Sword	4d20	21	+3 AV

MACES

Mace	1d8	10	
Old Peg Leg	1d8	10	+1 AV
Hammer	1d10	12	
Long Mace	1d20	15	+1 AV, can attack foes at 20'
Holy Mace	1d20	12	+2 AV, +1 armor casts Exorcism spell
Druid's Mace	1d20	12	+2 AV, +2 armor, casts Cure All spell
Throw Mace	2d12	18	+1 AV, 1d12 at 20'-30'
Spiked Mace	2d20	18	
Crush Mace	4d10	15	

MISSILE WEAPONS

BOWS	Range	Dexterity	Notes
Bow	20'	10	
Long Bow	40'	14	+1 AV
Great Bow	50'	16	+1 AV
Archer's Bow	50'	18	+3 AV
Magic Bow	70'	10	+4 AV
Gatlin Bow	20'	10	Can fire 1, 3 or all arrows in quiver

CROSSBOWS

Crossbow	30'	12	
Tri-Cross	30'	15	+1 AV, can fire 1 or 3 bolts

THROWN WEAPONS

Javelin	30'	12	1d6
Spear	40'	12	1d8
Fire Spear	50'	14	1d12
Boomerang	50'	12 or 14	1d12 or 2d20
Barbed Spear	40'	16	1d20
Trident	40'	15	2d20

ARROWS

	Damage	
Arrow	1d6	
White Arrow	1d8	
Silver Arrow	1d12	
Grey Arrow	1d20	
Magic Arrow	1d20	
Magic Quiver	1d4	Always full

BOLTS

Bolt	1d4	
Long Bolt	1d4	+20' range
Pierce Bolt	1d6	+1 AV
Mega Bolt	1d20	
Dead Bolt	1d20	

“Which items do I keep?”

Items that you should hang onto: the Golden Boots, the king’s Signet Ring, and the Dragon Gem. The Spectacles are useful if you want to return to the Magic College, though you do not ever need to go to the College to finish the game. The same applies to the Water Breathing potion at the Sunken Ruins. The Pilgrim’s Garb, Citizen Papers, Govenor’s Pass, and Enkidu Totem are all useful for getting around. Of these four items, however, only the Pilgrim’s Garb is required to finish the game (to get back and forth to Nisir). Everything else is of general use over the course of the game, or is only useful in a particular spot and can be discarded or sold after that use. The mushrooms, Soul Bowl, Jade Eyes, mirror, various Stone statue parts, Roba’s skull (the clam), stone hammer, Key, Silver key, battered cup, and shovel are all one-use items that can be discarded after they have been used in the proper location.

If the item has a price, it can be safely sold. The parrot, driftwood, flotsam, crown, rare books, jewels, and Royal Robe have no use beyond any monetary value.

Major Dragon Stone Caches

Dragon Stones are the primary source of magic power regeneration throughout Dilmun. Use them wisely since, with the exception of a few shops and minor locations, the stones listed below are all that exist.

<u>Num</u>	<u>Map</u>	<u>Approximate Location</u>
5	Slave Camp	Protected by the “wizard” in the central building
6	Tars Ruins	Behind the guardian snake at the east border
5	Tars Ruins Underground	Behind a secret door
4	Guarded Bridge	Behind a tree on the Purgatory side
7	Mystic Wood	Along the west coast
5	Phoebus	Room in northwest corner
5	Phoeban Dungeon	Treasure vault
7	Byzanople Dungeon	Treasure vault
20	Kingshome Dungeon	Treasure vault
10	Magan Underworld	In the fires
10	Magan Underworld	Near a small body of water south of Irkalla’s realm
10	Heavily Guarded Bridge	Armory on Lansk side
12	Lansk Undercity	Under Irkalla’s statue
7	Old Dock	Under statue

Dragon Eyes (half again as powerful as Dragon Stones)

15	Dragon Valley	Southwest corner
30	Nisir (Salvation)	Along the west wall

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