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FOREWORD

I am Ru'nallan and I face the Dishonorable Penalty of Death from the Great Caliph, Commander of the Four Winds, Defender of the Heavens and Master of the Air. Four weeks ago I was but a djinni, albeit a powerful and respected one. I flew unfettered through the Prime Material Plane, laughing at the actions of mortals and celebrating my beauty and strength. I did not have a single care larger than a grain of Zaratan sand. It was chance, nothing but chance which led me to that dreaded fog-enclaved isle where I should have perished. I tell you now that my discovery of this plot was simply a coincidence . . . unless, of course, it was Fate.

Bear with me, I shall soon reach the point of this narrative. You must understand, these are most likely the last words which I will write, and how I do enjoy the flow of sentences and the dance of meanings. Even the smallest things seem so grand when you know that the walls are constricting.

I recall the days of the wondrous Genie's Blessing. Imagine, if you will, a genie freed of servitude by a third party. Nothing like it had been recorded in the Great Register of Geniekind, kept by my aforementioned Master. This was indeed a day of celebration, yet also a day fraught with little foresight. But that omission was not known until recently, and I suffer with the dubious honor of discovering it.

Blast the clouds that it was I, lover of freedom, who should learn of a plot to enslave geniekind in greater numbers than ever before! Ways which would leave no room for movement, no room to dance around orders too vicious to carry out, no room to still brandish personality and joy, but only to serve, serve, and serve for all of time.

That is exactly what I discovered on that clouded island, and it struck fear into my heart — an emotion I believed I had felt before, but I knew then that I had not. My first instinct was to strike and strike hard, but if I had listened to that voice, I would now be following the orders of the Nameless Masters.

Instead of battle, I flew faster than ever before, energy driven with fear, blasting into the Plane of Air, and right through the gates of the Great Caliph's Palace on the beautiful ninth level of clouds. I received an audience; the vizier was somehow able to determine my urgency and did not require me to wait the customary year.

This was my first encounter with the Great Caliph, but I was too full of fear to encompass any more so I quickly told my tale and then stood, panting clouds of air, before him. After a moment of thought he said, "You have done well. I shall take care of this matter. Dismissed."

I knew not whether to be pleased or devastated. "Sire, may I please help? This plot has burned into my soul and I wish to vanquish it as I have never wished anything before."

"That is exactly why you are dismissed . . . NOW!" I left, and also tried to leave behind the strong emotions which flew throughout my being, but I could not. It was easy through gossip to discover that the Great Caliph had indeed taken the issue seriously. He recruited the two very best scout-seers, one a djinni and the other an earth-genie dao! This was outrageous; the dao are of course greatly hated by us and considered enemies, but somehow the Great Caliph got them to work together gathering information.

Over three weeks passed and every now and then I heard stories. Apparently the scouts bickered once and nearly killed each other before the Great Caliph sent a noble sheikh to intervene. Everything they gathered was being recorded by the Great Caliph's personal scribe, Toyalan, in a book known as "Of Matters Pertaining to the Genie's Curse." It was widely believed that the book would be distributed to all as soon as Toyalan lifted his pen from the final word.

It was not. The scouts finished, fought a duel over honor and both retreated just before dying. Toyalan finished and was then sent to work on recording weather patterns in an obscure area of the Prime Material Plane. The book disappeared, and the matter was closed. The vizier had me removed from the Palace when I demanded an audience with the Great Caliph. The rumors and gossip suddenly ended, and the subject was dropped by the few who knew about it. Geniekind was in great peril and perceived it not.

This was when the next coincidence occurred, and it was certainly chance and not Fate! While once again being thrown from the Palace, I overheard a conversation, words caught on vapors of air which traveled past my ears — I did not even see those whose lips uttered the syllables.

"Has the book been secured?"

"Yes. It has been placed under thousands of undocumented books piled in the sorting room of the great library. It will not be found for one year as the Master ordered."

"Good, never speak of it again."

I lay outstretched on the Palace steps and furtively looked about to discover that I was the only one who had heard these words, for the guards were already back inside. It was

then that I decided what to do . . . or to be more exact, I just reacted. There was no thought involved, not of the consequences or of the hereafter, only the present and the knowledge like a hammer of the gods telling me what to do.

There is little more to write. Armed with my knowledge, finding the book took a little over six hours. I knew that ambushes would be placed on the way to the other genie masters, and besides, they would hardly listen to a wanted djinni were I to slip through. No, this Curse was being formulated on the Prime Material Plane and that is where it would be stopped.

I cannot say how I know who to bring this book to, except that sometimes I see bits of the future more clearly than anything my eyes behold. Last night one of these visions burned into me stronger than ever before and so I write this introduction now, knowing not whether I am a tool of Fate, a tool of the Great Caliph, or acting solely on my own. I doubt, however, that I will live long enough to learn whether my actions have aided the Genie's Curse or, hopefully, provided a key link to destroying it forever.

An hour from now I will deliver this to the extraordinary young man from my vision, and mentioned in the Authors' Introduction, who is about to be yanked out of his cheerful existence and plummeted into adventures beyond his knowing. From there I will ride the winds far away, where perhaps I will be able to live free again, free, that is, except for the fear which I now carry as a burden and reminder of better times.

AUTHORS' INTRODUCTION

We have risked our lives and spent the last weeks gathering a tremendous amount of information for the hero who will star in this drama. Our words are directed to him, the human warrior in Zaratan. If you, the reader, are sitting in some rocking chair in front of a safe fire in a land far removed from these proceedings, know that when we speak to "you" we are actually talking to this brave fighter.

First, let me make it clear that we hate each other: I am Gruntha, noble dao, scout, seer, devourer of gemstones, and lover of the dark. Duty has called me to perform this service in the name of all geniekind, and though I would rather crush this djinni, I have worked with her, sacrificing my honor to uphold the quest.

And I am Freashara, lover of the wind, beauty, and strength, also scout and seer. Though I would prefer flying through the currents above the cumulus, I have heeded the orders of the Great Caliph and labored with Gruntha on this project, and I do mean labored.

Our orders were to gather all information pertaining to the Genie's Curse and a particular human whom we have divined will be intricately involved in this story. We were also to look to the future and record everything seen as fact, to supplement our scouting reports. However, under threat of death we were not to disturb or influence events in any way. We were to be reporters and nothing more.

Gruntha worked on recording all underground areas, and I all above the ground. Unfortunately, it became necessary for me to work with her when we reached the Island on which Ru'nallan originally unearthed this plot, as we faced certain obstacles and surprises which required both of our abilities. At no time during this period did we engage in any conflict with each other.

It became apparent while scouting this information that certain areas of the Crowded Seas would be visited more than one time. In these cases, we separated the later visits from the former with descriptive titles to keep too much of the quest from being discovered too early. In addition, we have read the copious tome "With But a Sword" (which has sections on missile weapons and spell use so I am not sure I understand the title). To aid you in fighting, we took the bits which we felt were most important and have included them in this document. Finally, all of the items which we saw that might be of assistance to any mortal attempting to break this curse have been compiled into a listing found at the end of the report.

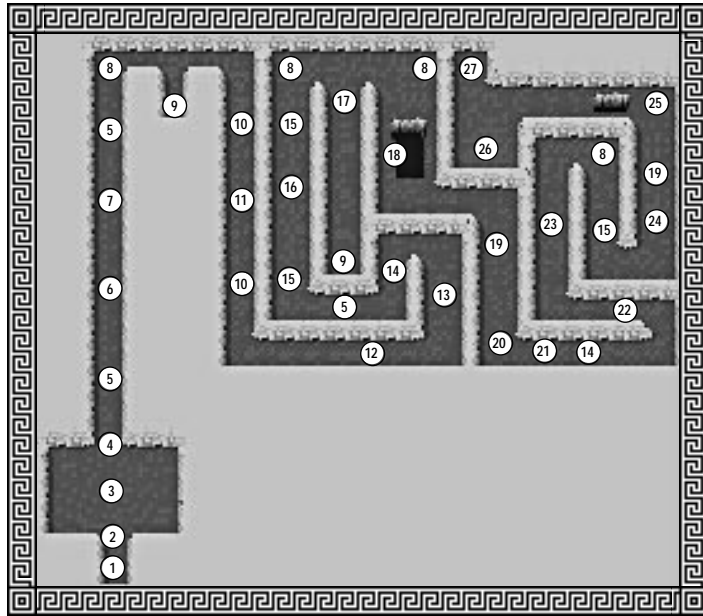
COMBAT STRATEGIES

The great Hu'rakan has spent many moons studying human fighting techniques. We have chosen key excerpts from his book, "With But a Sword." [And sling and shard and . . .]

- " . . . The most important advice I can write on these pages is that rushing head-on into every fight swinging madly will result in a lot of bloodshed; unfortunately, much of it will be your own. It is a good strategy against some lesser creatures, but as a habit, it will kill you."
- " . . . During combat, be ready to strike at all times. Do not wait until closing with a creature to ready your swing, or you may never complete it."
- " . . . Opponents whom you face may not have as strong a morale as it seems. Perhaps they will pause for a moment and consider flight. Capitalize on this as you can score a few good blows before they recover their wits, which is particularly difficult to achieve when struck through with a blade."
- " . . . Even though your opponent is retreating, it may well turn and attack with renewed vigor, particularly if it is cornered."
- " . . . Study your weapon well, and soon you will be able to strike at creatures beside you, and even behind. This is very handy when outnumbered."
- " . . . Find a narrow area to fight in to reduce the number of attackers which can strike you at one time, even if it means retreating to better ground."
- " . . . Be quick on your feet; there is only one thing easier to hit than a stationary fighter, and that is a giant's door."
- " . . . Some opponents are eager to rush at you and attack. Try this tactic: back up and strike them, back up again before getting hit, and then strike once more. Repeat this process as long as their battle lust is overwhelming their desire to survive the fight."

- " . . . The moment you see a missile weapon, or a spell, shooting in your direction, run to the side, not directly away from the blast. While this may seem obvious, I have seen many a human attempt to outrun a magical ball of flames — unsuccessfully."
- " . . . Be patient with powerful creatures; secure a good blow and then back away and wait for another opportunity — do not get carried away and strike repeatedly, as their massive clubs may interrupt your impetuosity, as well as scramble your brains."
- " . . . If a creature has the ability to become invisible, keep your sword swinging — it can still be damaged."
- " . . . Unless you want to match a wizard spell for spell, close with spell casters immediately. They are often easy to dispatch with a sword as their free time is spent enlarging mind, not body."
- " . . . Run away if you need to. Perhaps your honor will suffer a small setback, but eventual victory in the battle will rectify that — and allow you to live to enjoy it."
- " . . . Even if you are a powerful warrior, you do not need to cross swords with everything and everyone you encounter. The spoken word, in certain circumstances, will bring you closer to your goals than any sword could ever do."
- " . . . Healing potions are more valuable than gold. If you do not believe me now, you will when you try to bind your wound with coins."
- " . . . Should you carry a missile weapon, remember to use it. It is far better to cross swords with a wounded foe than one unscathed. In fact, with creatures slower of foot, you can shoot a missile, run back, and fire again. Continue doing this; you'll find it is possible to kill some creatures without shedding a single drop of your blood."
- " . . . If you have magic in addition to your sword, use it only against a foe worthy of the spell."
- " . . . Spells which do not track an opponent are best used in tight areas, such as hallways."
- " . . . Perhaps the most powerful spells do not shoot forth a blast, but just bewilder the target, allowing it to be sliced apart at leisure."

REGIONS PERTAINING TO THE GENIE'S CURSE



Corsair's Testing Grounds

The great warrior, Sinbar, trains neophytes to be Corsairs on the isle of Corsinth. Upon completion of that training and perhaps after a few expeditions to toughen them up, Sinbar wisely guides his fledgling Corsairs into a testing ground. The tests are simple, and given time to dodge, run, and fight, most warriors could pass them trouble-free. However, time is not a luxury as the devious master has implemented a teleporting field which follows the Corsair and sends him or her back to the beginning with contact. Even I, a noble dao, am impressed by this twist. Were this mission not so urgent, I would have stayed to watch petty humans struggle in the labyrinth.

♦ PRIMARY INHABITANTS

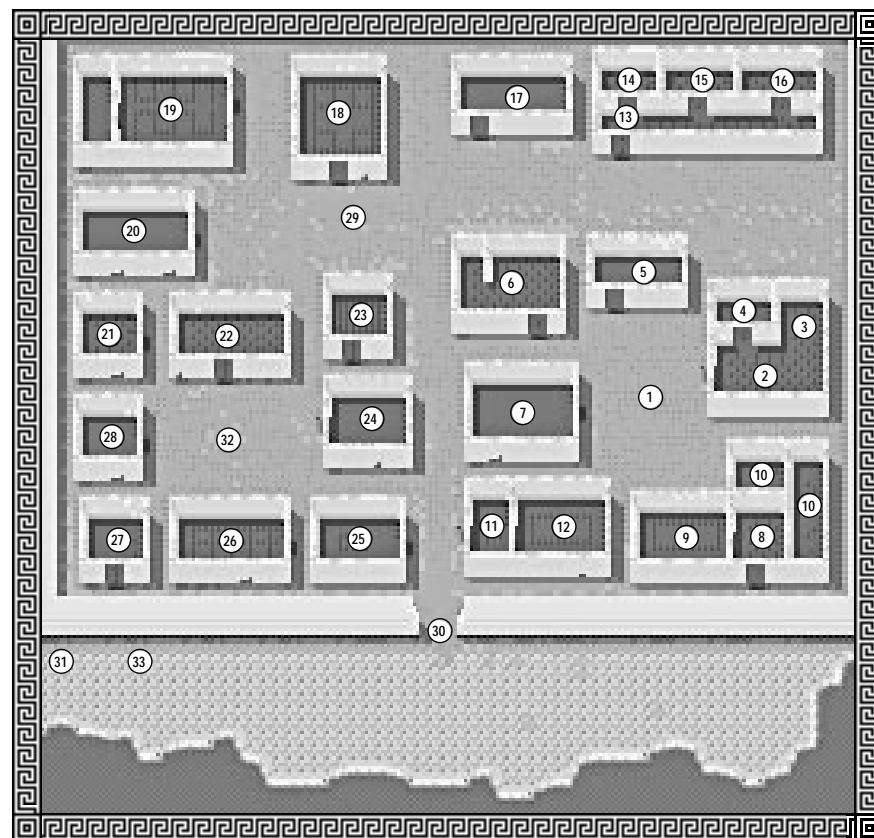
Sinbar

Location 3 — This is your master. He plays little role in the epic struggle other than to wish you well and send you into his testing grounds. He reasons that anyone unable to make it through the test is unready to be a Corsair, and does not let any leave the island without besting his construction.

♦ LOCATIONS AND EVENTS

- 1 Start. Starting place for the game.
- 2 Flaming Passage. Later, flames such as this attack you, but these flame elementals are under the control of Sinbar; they part to grant you entrance.
- 3 Sinbar. After a brief conversation, he leads you to the mouth of his maze at Location 4.
- 4 Testing Ground Beginning. Sinbar wishes you well and takes his leave. Just to the south the teleporter field appears. It follows you through the dungeon, and one touch of its energy sends you (and it!) back to this starting point.
- 5 Rocks. Avoid them quickly.
- 6 Stationary Spears. Weave through without pausing.
- 7 Rising Spears. Avoid getting skewered on them.
- 8 Flaming Bolts. These are quite painful; however, it is possible to pass every one of the flaming bolt locations without getting hit.
- 9 Dead End. Do not come down here, for the teleporter will follow.
- 10 Plates and Flame Jets. Each pressure plate triggers some flame jets. Try to step on as few plates as possible and avoid the flames.
- 11 Rising Flame Jets. Time your moves just right to keep from getting damaged.
- 12 Razor Spikes. Quickly dodge to the side when these razors rise from the earth.
- 13 Plates and Spear Rows. Run over all three plates to drop the three rows of spears.

- 14 Vases. Smash them to get by.
- 15 Flame Elementals. Kill them or run past.
- 16 Claw and Razor Spikes. You can see the tips of the claw spikes — do not run over them. When the razor spikes rise, hurry and move to the side.
- 17 Piles of Gold. This gold is not worth collecting as the teleport field follows you into the dead end. If you are touched by the field, the gold disappears.
- 18 Invisible Bridge. The bridge becomes visible as you run over it. Take the fork to the left.
- 19 Saws. Time your passage to avoid being blocked or hit by the blades.
- 20 Arrow. This points to the switch at Location 21 which should be pulled.
- 21 Switches. Pull the switch referred to at Location 20. If you pull the correct switch, enjoy your startling flight past the blockade.
- 22 Single Spikes. Spikes slowly rise and lower from the ground; zip past them without getting stuck by one.
- 23 Openings. The ground opens and closes along this passage; dodge to the side of the pits and keep moving.
- 24 Rolling Earth Elementals. Later in the game you meet these creatures in combat. Now, however, they roll toward you in formations and must be dodged.
- 25 Bridge. The teleport field stops just past the bridge!
- 26 Reward. Sinbar has left two *oils of invulnerability* and 200 gold pieces for you.
- 27 Teleport Field. Step here for healing and to teleport back to Zaratan where you will live happily ever after . . . though not right away.



Zaratan

The town of your boyhood — how it will all seem new again after leaving as a young ruffian and returning as a grown warrior. Zaratan is a simple town built of rock and sand, but it is also located in an area of extraordinary magical power. As the scene is set for adventures to come, you need to talk to your neighbors and learn of current events and pressing fears. Soon you will try to build peace between your family and your rivals, but be warned, for Fate will lay turbulence in your path.

◆ PRIMARY INHABITANTS

Aliya Al-Hazrad

Location 27 — Your sister tends to be a bit of an outcast, but this is largely by choice. She only feels comfortable in the Sorcerer's Guild. She welcomes you at the gates when you first arrive at Zaratan. Later, you need to bring her before Haroon abi Wassab to sign the Qadi's treaty. She also bears a very useful gift for you.

Babazar

Location 6 — Babazar is a rich merchant employed by both your family and the Wassabs. His daughter has taken very ill and he desperately needs an adventurer to head into the western desert to find medicinal berries. Babazar pays well for this simple task.

Haroon abi Wassab

Location 22 — The father of the family which rivals yours in Zaratan has mellowed with age. He favors conciliation over aggression, though his son and daughter-in-law do not. In order to convince him to sign the Qadi's peace treaty, you need to bring your sister before him and swear with her not to harm him or his family.

Jessamin Al-Hazrad

Location 2 — Your mother was long ago a cleric and adventurer by the side of Zubin. However, many years ago she retired to start a family and enjoy the finer things in life. She is strong-willed and capable.

Latifah abi Wassab

Location 32 — Latifah, Mamoon's wife, despises anything that has to do with the Al-Hazrads and would enjoy any ill which befell your family.

Mamoon abi Wassab

Location 22 or 24 — Latifah's husband Mamoon hates every Al-Hazrad and would love to see your family hang from the town gates.

Merwani abi Wassab

Location 22 — The mother of the Wassabs, your family's rivals, has no good will toward you and even calls upon her son to throw you into the street.

Muliban

Location 29 — Your family's genie will be summoned to give an explanation of his actions. Unfortunately, there is no time to question him before you are thrown out of town.

Qadi

Location 18 — The political leader of Zaratan, and a friend of your father's, the Qadi is obeyed by all citizens. He is known to be especially fond of the Caliph in his hopes for political gain. The Qadi has a peace treaty which you must retrieve and have your father and Haroon abi Wassab sign. Do not forget to bring the signed treaty back to him for ratification.

Zubakon

Location 17 — The Weapons Master of Zaratan is a good friend. He spars with you, which gives you the chance to practice fighting. Also, after gaining enough experience to learn a new attack move, he teaches it to you in Bandar al-Sa'adat.

Zubin Al-Hazrad

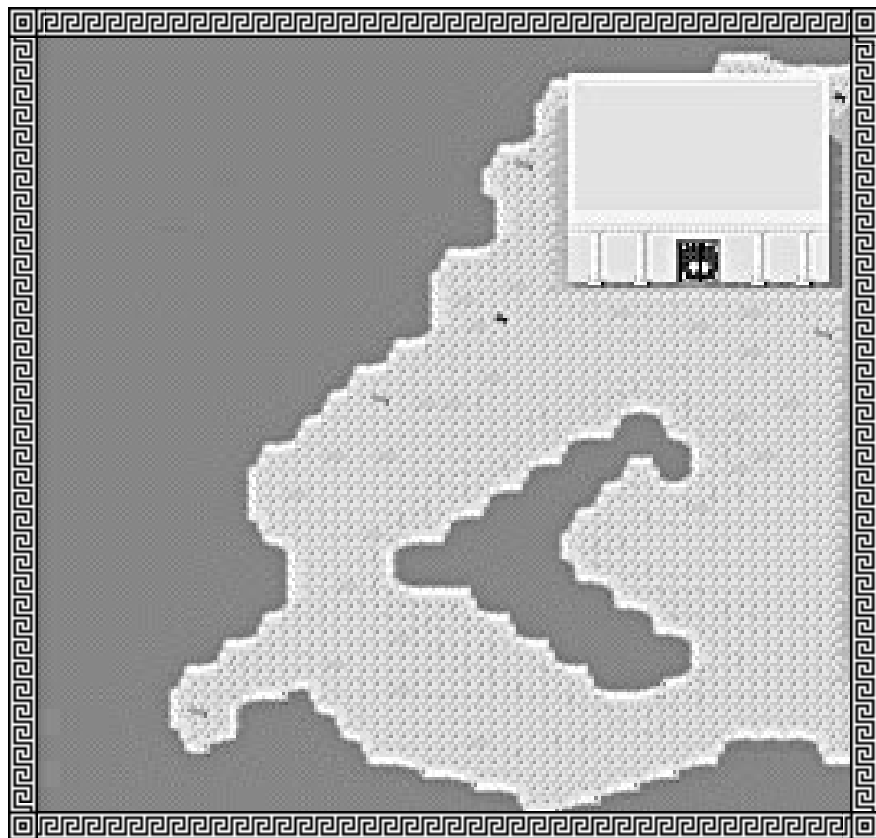
Location 1 — Your father was once a great sha'ir, a mage who controls genies. He has retired from adventuring and now enjoys his profitable merchant business. Aiding him in everything he does is Muliban, the genie which he, his wife, his daughter, and his elder son all share control over. You need to have your father sign the peace treaty given to you by the Qadi. Zubin's honor is well-respected, though some resent his power.

◆ LOCATIONS AND EVENTS

- 1 Your Family's Courtyard. Your father enjoys gardening here. Aliya takes you here after you first meet her at the gate.
- 2 Your House. Your mother works here.
- 3 Your Bed. Do not forget to check your dresser for a letter from your beloved.
- 4 Your Mother and Father's Bed.
- 5 Your Brother's House. Tarik is missing, but there is a letter in the dresser from him.

- 6 Babazar the Merchant's House. Babazar desperately needs you to fetch some medicinal berries to save his daughter's life. He gives you a *sunfire shard* to aid you, and only pays you if you demand a reward upon completion of the quest. His daughter lies in the northwest bed.
- 7 Your Aunt's House. She is very happy to see you, and even has a wedding present in a basket in the northwest corner of the house, comprised of ten gems and one hundred gold pieces. Her first attempt at a present, as you shall see, was not exactly a success.
- 8 The Sorcerer's Guild. A wizard attempts to impress you with his secret doors. However, after moving north through one and east through the other, he will not be so pleased.
- 9 The Sorcerer's Guild. Another wizard has been perfecting a spell to restore broken objects. Help her with her work!
- 10 The Sorcerer's Guild. These rooms are only accessible via secret doors which appear after speaking to the wizard at Location 8. Just walk right into the wall.
- 11 The Barracks. The captain of the guard is happy to see you, and warns you of the dangers to the west of town.
- 12 The Barracks. These are the sleeping quarters for the guards.
- 13 The Inn. The rather thick-headed innkeeper works here.
- 14 The Inn. Staying in this room is a woman who has come to study Muliban, your family's genie. She holds some words of warning about geniekind.
- 15 The Inn. This guest would rather be left alone.
- 16 The Inn. In this room is a man bent on undertaking a perilous expedition. He talks himself out of it, but clues you in on upcoming dangers.
- 17 The Weapons Master. Zubakon has his shop here, and is always glad to teach new sword moves when you are experienced enough, spar with you, or tell you where your sword might be useful.
- 18 The Qadi. The ruler of Zaratan dispenses justice from this building. He has a treaty for your father and Haroon abi Wassab to sign. After it has been signed, he also needs to be given the message from the Pahari.

- 19 The Temple. The priest holds words of advice, and is always pleased to accept any donations.
- 20 The Qadi's House. While you are not allowed here, the guard believes you if you tell him you have permission — people fear your family with its control of Muliban. Inside, there is little of value, but do check the dresser for any notes.
- 21 The Shopkeeper's House.
- 22 Haroon and Merwani abi Wassab's House. You are not welcome here and this will be made abundantly clear. However, it is necessary to enter with the Qadi's treaty for Haroon to sign.
- 23 Poor Man's House. This resident has hit hard times and needs money to fix his house. Whether or not you decide to help him, come back after exploring the desert to see how he is making out.
- 24 Mamoon and Latifah's House.
- 25 The Potion Shop. Your friend Mullad runs this store, an inexpensive place to purchase *potions of healing*.
- 26 Under Construction. This building is currently being renovated.
- 27 Your Sister's House. After meeting you at the front gate, Aliya is found here. You need to bring her with you to sign the peace treaty to appease Haroon abi Wassab. The first time you visit her, she gives you a wedding present — a *sling of seeking*.
- 28 The Store Room.
- 29 The Qadi's Courtyard. This is where Haroon abi Wassab meets you and your sister to sign the treaty. It is also the location of the accusation of your family and the summoning of Muliban.
- 30 The Main Gate. After the magical storm abates and you return from the oasis, your mother meets you here with the terrible news of the havoc Muliban has wrought. Later, when returning after rescuing the Caliph, the Qadi meets you here to dampen the Caliph's gratitude.
- 31 The Direction of the Western Desert, Sorcerer's Tower, and oasis. All of these places are reached by heading west.
- 32 The Wassab's Courtyard. Latifah stalks this area.
- 33 Sinbar. Your master appears here when you return from seeing the Pahari. He has grave words and two presents — a *weakening word* and a *water blast shard*.



The Western Desert

The western desert is alive with monsters — debbi, wind elementals, and boars rampage across the landscape, not to mention spine-shooting plants and nasty bees. In the midst of the desert is a large oasis with fabled magical healing powers. The beautiful flowers surrounding the waters stand in stark contrast to the vicious heat and low-lying shrubs of the encroaching dunes. You meet a new friend on the shores of this wonderful place.

◆ INHABITANTS

Caliph

Location 5 — The Caliph, ruler of the area, arrives in the western desert water-logged and infuriated after his ship was demolished by Muliban the genie. He demands that you find a treasure from the shipwreck, and then lead him to Zaratan. After being confronted with the evidence against your family, he turns a decidedly cold shoulder.

Pahari

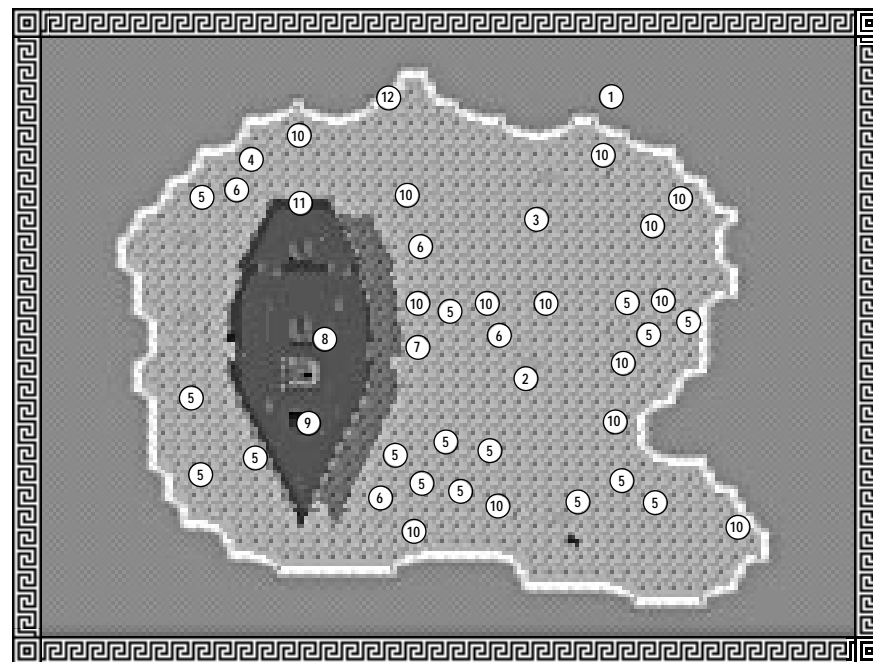
Location 1 — The Pahari is a mermaid who lives in the oasis. She is a good judge of character and immediately helps you. Once you complete a simple task for her, she provides you with a way off of the island and use of the healing waters.

◆ LOCATIONS AND EVENTS

General Note: Look out for the numerous bees and spine-shooting plants in this area.

- 1 The Oasis. This is the home of the pahari, a mermaid. She is instrumental in your quest to leave the Sorcerer's Isle. Also found at the oasis are the purple berries for the merchant Babazar in Zaratan (Location 2). In addition, once the Pahari grants you permission, you may walk to the healing area (Location 4) on a submerged bridge. The edge of the bridge is found on the western shore between two trees (Location 3).
- 2 The Purple Berries. Gather these and bring them to Babazar in Zaratan.
- 3 The Submerged Bridge. After gaining permission from the Pahari, you may cross this short bridge to the healing area.
- 4 The Healing Location. This is detailed above. Once entered, all of your hit points are restored.
- 5 The Shipwrecked Caliph. After the Wassab's ship is destroyed by Muliban, the Caliph can be found trying to evade wild debbi under a palm tree on the western shore. He will demand to be taken to Zaratan after you find a treasure (found at Location 6) lost in the wreck.

- 6 The Caliph's Treasure. Partially concealed behind a broken barrel lies a small chest holding the Caliph's Treasure. It is a magical locket of the princess which he holds very dear, and which lets the bearer know if the princess is alive.
- 7 The Sorcerer's Tower. This is the entrance to the Sorcerer Farid Al-Mutan's domicile. In order to enter, you must know the secret words, learned from the Pahari, and must have proven your worth by securing the magic ship from the reef.
- 8 The Sea Turtle. When the Pahari tells you to journey to the southwestern peninsula, and imparts to you the magic words, a sea turtle appears by the shore. In order to ride on the back of the Pahari's friend, just step on board. It swims to the Reef of the Dead.
- 9 Rowboat. When coming to the desert from the ship, your rowboat lands here.



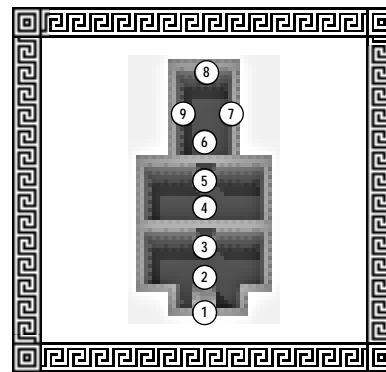
The Reef of the Dead

This small island is very dangerous indeed. A powerful evil cleric has spread undead throughout the area, concealing them with mirage spells. The piles of gold littered about may indeed be gold, or just decoys. To the west, a huge rotting ship stands aground, complete with a cobweb-encrusted statue of a captain clutching the rudder. It is a fearful place where even the plants are deadly, and is unlikely to be bested in but one foray. I know that I will be glad once the isle is freed from the filth infesting it.

◆ LOCATIONS AND EVENTS

- 1 Sea Turtle. This is where the pahari's sea turtle friend drops you off. It also carries you back to Zaratan should you need to leave the island for recuperation.
- 2 Small Key. A chest behind the plants holds a key, needed in the hold of the rotting ship, as well as forty gold pieces.
- 3 Large Key. The key, needed in the ship's hold, is in a chest hidden in the bushes along with sixty gold pieces.
- 4 Green Key. The third key needed in the rotting hold is found after killing a ghoul.
- 5 Zombies. There are zombies hiding behind *mirage* spells at these locations.
- 6 Ghouls. There are ghouls hiding behind *mirage* spells at these locations.
- 7 Plank. The ship can be boarded from the plank.
- 8 The Rotting Ship. A pirate armed with a bow guards the ship.
- 9 The Stairway to the Ship's Hold.
- 10 Gold. These locations are all piles of real gold pieces.
- 11 The Cobweb Captain. A statue of the ship's captain stands here deteriorating with its stone hand firmly gripping the ship's rudder.
- 12 Water Elementals. These miniature counterparts of their larger cousins spring onto the shore for a surprise attack.

The Rotting Ship's Hold



Moldy planks and the sweet smell of death permeate these dank rooms. Guarded by two locked doors and yet more undead, the rash evil cleric works feverishly to break through the magic portal. Any soul killed on this island is brought back to an undead state by the cleric to join her guards. I find this recycling quite amusing and very well done.

◆ INHABITANTS

Sashana

Location 6 — Greed and hunger for power led Sashana to this despairing place. Her desire is to break through the rear wall of the rotting ship into a legendary magical plane. From there she believes that she can gain possession of the once-powerful ship and uncountable riches. Sashana will attempt to blast you from the ship — she can always use more guards.

◆ LOCATIONS AND EVENTS

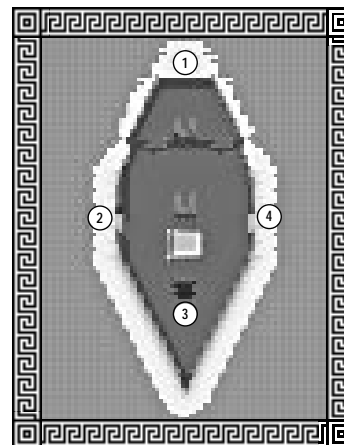
- 1 The Stairs to the Surface.
- 2 The First Room. It is empty.
- 3 The First Door. The door needs the small key, found on the island at Location 2.
- 4 The Second Room. Ghouls serve as a final round of guards here.
- 5 The Second Door. This door requires two keys: the large key at Location 3 on the island, and the green key at Location 4, also on the island.

- 6 The Cleric's Room. Sashana magically labors for a bounty she has decided is rightfully hers. Be careful, for she fires spells without hesitation. Lying behind Sashana on the floor are an *oil of air elemental invulnerability* and a *potion of healing*.
- 7 Sashana's Chest. The chest contains 250 gold pieces and five gems.
- 8 The Magic Portal. Approaching the far wall activates the magic portal. Entering it pulls you out of the Prime Material Plane and onto the Enchanted Platform.
- 9 Note. A fruitless note from Sashana's mentor lies ignored on the floor.

The Enchanted Platform

Floating in a Mysterious Plane lies the enchanted platform. It is surrounded by nothing but a vacuum of stars, though it is safe to stand on. I needed to rely solely on seer powers, as I knew not how to travel to this place. I saw a large glowing ball, perhaps made of crystal, resting on a pedestal. The only other clear images I received were that destroying the ball would cause the unbinding of a powerful genie and that healing powers are near. Gruntha also attempted to see into the future and determined that it is safe to step off of the glowing blue walkway.

The Ship



Oh the ship is marvelous indeed. I still remember when the captain piloted the craft hundreds of years ago — it was a sight to see. Pretty woods, golden plating, sturdy masts, and not one crew member; not one crew member except the captain, that is. It's a pity that unknown tragedy befell the ship for so long, but it brings me joy to know that it will sail again. Of course, as with others of our kind, the captain will serve the one who frees him from such an awful fate. If you know of a destination, the captain can sail you there. Oh yes, do not forget to watch for pirates. I often forget them as I simply fly far over their scruffy heads. However, if you kill them, do not neglect to pilfer their ill-gotten treasure.

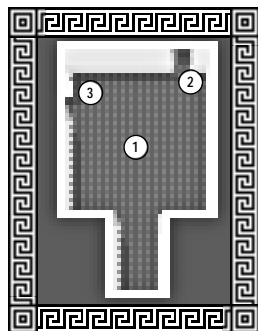
◆ INHABITANTS

The Captain

Location 1 — This beautiful statue does not move from its place at the stern of the ship. The captain shifts his arms to steer the vessel, and speaks to discover the next destination, but does little else.

◆ LOCATIONS AND EVENTS

- 1 The Captain. From here you lead the magical craft onwards. If you know the name of an island, the captain can take you there.
- 2 The Rowboat. After anchoring at your destination, board the rowboat to go ashore.
- 3 Stairway to the Hold.
- 4 Gangplank Opening. Pirates you may encounter board your ship from this point.

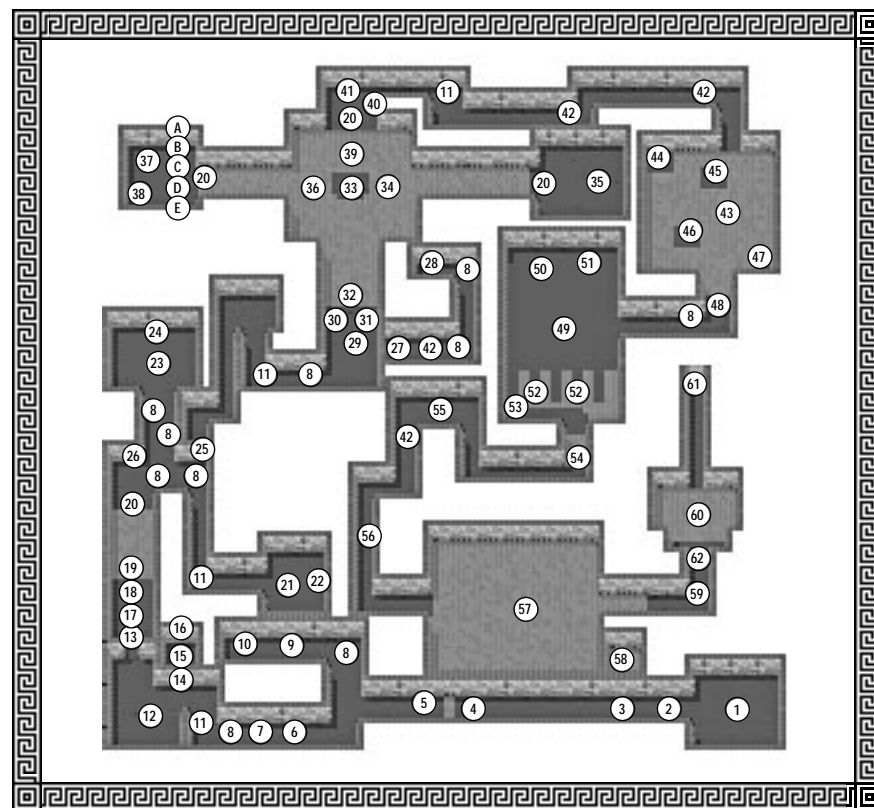


The Sorcerer's Tower – Level One

The esteemed sorcerer Farid Al'Mutan is a reclusive man. After entering his front door, you are still far from an audience with him. His rather plain, but stylish, front hall seems quite innocuous. However, it is actually an inescapable trap; Farid has constructed a dungeon with which he limits access to his personal suite. Anyone entering the front hall is soon teleported into the depths; from there Gruntha will need to guide you. Good luck!

◆ LOCATIONS AND EVENTS

- 1 Entrance.
- 2 The Teleport Trap. There is no avoiding this invisible wall. Touching it triggers the teleport spell, sending you into the dungeon. The trap only teleports you on your first visit.
- 3 Stairway to Level Two.
- 4 Stairway from the Acid Dungeon. You may not reenter this portal.



The Acid Dungeon

What marvelous constructions dungeons are! I just love the bristling of their spikes and the gleaming of their golden switches. This dungeon is a straight-forward journey through puzzles, some rather easy and some which will take much of your paltry brain power. The dank walls are also home to rats, spiders, and bits of living acid. There is, in fact, acid covering large areas of this dungeon. Humans do amuse me so.

◆ INHABITANTS

Acid King

Location 39 and 60 — A servant of Farid, the Acid King threatens you with death if you do not solve the puzzles presented in Locations 35 and 37. The second time you encounter him, he lets you ask him one question about your quest.

Doryna Al'Mutan

Location 55 — The Sorcerer's wife also uses the magic mouth system to speak to you. She, like her husband, yearns to know what type of intruder approaches.

Farid Al'Mutan

Locations 1, 12, 18, 35, 48, and 59 — The Sorcerer speaks through a system of magic mouths carved into the dungeon floor. He uses the faces to discover what kind of person you are.

◆ LOCATIONS AND EVENTS

- 1** Entrance Hall. In order to proceed past the door at Location 3, you must walk onto the carved face. This causes Farid to ask why you dare enter his tower. There is no correct answer; he is just trying to determine how honorable you are and what motives guide you. In a barrel to the northwest are twelve gems.
- 2** Blue Circles. These do not light up until you have spoken with Farid at Location 1. If this has been done, one light will shine. After stepping on it, the light extinguishes and another ignites. Continue stepping on the circles until the door at Location 3 opens.
- 3** Metal Door. This is opened using the circles at Location 2.
- 4** Floor Switch. Pulling this switch raises a platform at Location 5.
- 5** Acid Trough. This can only be passed after pulling the switch at Location 4. There are acid blobs hiding in the trough which jump out to attack.
- 6** Floor Switch. Pull this to lower the spikes at Location 9.

- 7** Row of Spikes. These are lowered with the floor switch at Location 10.
- 8** Acid Blobs. These puddles of acid may contain blobs which attack if disturbed.
- 9** Row of Spikes. These are lowered with the floor switch at Location 6.
- 10** Floor Switch. Pull this to lower the spikes at Location 7.
- 11** Rat Attack. Giant Zaratan rats attack.
- 12** Stone Face. Step on the stone face and introduce yourself to Farid. A barrel holds eighty gold pieces in the southeast corner.
- 13** Wall Switch. Pull this switch to activate the secret door at Location 14.
- 14** Secret Door. This wall rhythmically bulges after you pull the switch at Location 13. In this state, it is possible to walk through it to Location 15.
- 15** Secret Room. This room holds the switch to lower the spears at Location 17.
- 16** Treasure Chest. The chest contains twelve gold pieces and four *potions of healing*.
- 17** Row of Spears. These are lowered with the switch at Location 15.
- 18** Stone Face. In order to pass, Farid challenges you to explain why you are worthy to gain his audience. It is best to remember that honor of one's family holds extreme importance in Zaratan. Once satisfied, Farid raises a platform at Location 19 to aid in your passage.
- 19** Floating Platform. Step on this platform to ride to the other side of the acid. If you stay on it too long, it travels back again.
- 20** Acid Blob Attack. Acid blobs jump out of the acid behind you and attack.

- 21** Small Rune Room. When you enter this room, one rune is lit blue and the others red. The red runes shock you, so do not touch them! Once you step on the blue one, another rune will light blue, allowing you to step on it. Continue in this manner until the runes no longer light blue. Note that the next rune which lights up is not always immediately next to you. After you have finished, the wall switch at Location 22 becomes useable.
- 22** Wall Switch. After completing the runes at Location 21, pull this switch to turn all of the runes blue, making them safe to walk on, and also helping you get through the secret door at Location 25. Both this switch and the one at Location 24 must be pulled to activate the secret door.
- 23** Rhythmic Spears. Carefully wind your way through the spears to reach the other side of the room. The spears do not hurt you when they are retracted or when they are just barely sticking out from the ground.
- 24** Wall Switch and Treasure Chest. Take the treasure first! Inside the chest are ten gems and three *potions of extra-healing*. Pull the switch to be teleported back across the spears and to also help get through the secret door at Location 25. Both this switch and the one at Location 22 must be pulled to activate the secret door.
- 25** Secret Door. Pulling the switches at Locations 22 and 24 start this secret door pulsating, at which point it can be entered.
- 26** Vases. Smashing one reveals a *potion of healing*.
- 27** Secret Door. The runes on the floor point to the passage's wall. Walk to the east at the arrow point and you shall pass through.
- 28** Treasure Chest. It holds two *potions of healing* and *potion of extra-healing*.
- 29** Stone Face. Farid warns you of the acid.
- 30** Wall Switch. Pull this switch and then the switch at Location 31 to raise the platform at Location 32.

- 31** Wall Switch. Pull this switch after the one at Location 30 to raise the platform at Location 32.
- 32** Floating Platform. This platform is raised out of the acid by pulling the switches at Locations 30 and 31, respectively. Stepping on the platform causes it to move across to a small island (Location 33) in the center of the acid pool.
- 33** Small Island. Walk to the center of the island to speak with the Acid King. He is present in the acid surrounding the island and challenges you to pass his test without failing too many times. Indeed, if you make five mistakes, the next time you step on the platform at Location 34 or 36, it sinks under your feet into the deadly acid.
- The first time you reach the island, the platform at Location 34 appears, and the one behind you sinks. After solving the puzzle at Location 35, the platform at Location 34 sinks and the one at Location 36 rises.
- After solving the puzzles in Locations 37 and 38, the Acid King rises from the acid to speak with you. After sharing his thoughts, you are teleported across the acid to Location 40.
- 34** Floating Platform. This platform rises after stepping in the middle of Location 33 for the first time, and sinks after returning to the small island upon finishing the puzzle at Location 35.
- 35** Stone Face. Here Farid questions you, testing your honesty as well as how observant you are. First, though, you must run over the lit blue runes until none light any longer; then move onto the stone carving for Farid's questions. The first question is which rune did not light even one time; the second is which rune other than the northeast one lit twice. The final question asks what the rune stands for (answer truthfully). After passing the test, step back onto the platform.
- If you missed any of the questions, go back to the small island and then return to try again. Be careful, though. Fail five times and you will be killed when you try to ride on the platform.

36 Floating Platform. This platform rises after you step in the middle of Location 33 upon finishing the puzzles at Location 35. It sinks after you return to the small island after passing the tests at Locations 37 and 38.

37 Spike Puzzle. You must pull the switches (marked A-E) in such a way as to create a passage through the spikes leading to the far side of the room. Each floor switch raises some spikes if they are down and lowers others if they are up. The easiest combination is to pull switches A, B, and D, respectively.

Audible through the stone face are the sorcerer and his wife speaking with each other, oblivious to your presence.

38 Invisible Guardian. After lowering enough spikes at Location 37, walk through the slim passage until the guardian appears. She questions you, asking whether you intend to harm Farid. However, her true motive is to determine your honesty.

In order to convince her of your beliefs, do not change your story; just keep repeating it until she believes you. After she is satisfied, take the platform back to the small island, for you have finished the tests.

If you changed your story, or told her that you plan to attack Farid, a journey back to the small island must be made before trying again. Be careful, though. Fail five times and you will be killed when you try to ride the platform.

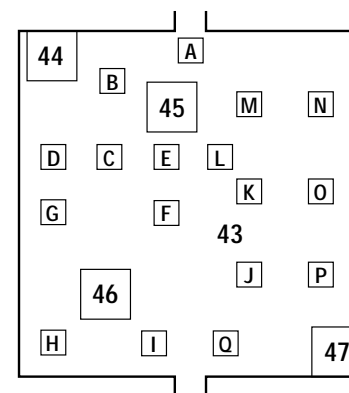
39 The Acid King. After finishing the puzzles at Locations 35, 37, and 38, and returning to the middle of the small island, the Acid King rises from the acid. After saying his piece, he teleports you to the northern edge of the acid pool.

40 Treasure Chest. Inside are two *potions of extra-healing*, five gems, and one hundred gold pieces.

41 Vase.

42 Spider Attack. Huge spiders scuttle down the dungeon hall and attack you.

43 Floating Platform Room. This room is filled with floating platforms. Each one takes you to at least one destination. When the platform pauses for you to exit, feel free to stay on to determine if it will float to another location. There are four islands in the acid, labeled Locations 44-47. To reach all of them, take this route across the room: A-B-C-D-44-D-C-E-45-E-F-G-H-I-J-K-L-46-L-K-M-N-O-P-47-P-O-N-M-K-J-Q. Note that platform Q rises up from the acid when the switch at Location 46 is pulled.



ROOM DETAIL ONE:
ACID DUNGEON LOCATION 43

44 Island One. A treasure chest holds five gems, fifty gold pieces, and one *potion of extra-healing*.

45 Island Two. A treasure chest holds seventy-five gold pieces and two *potions of extra-healing*.

46 Island Three. Pull the floor switch here to raise platform Q at Location 43.

47 Island Four. A treasure chest holds eighty gold pieces and one *potion of extra-healing*.

48 Stone Face. At this juncture, Farid reveals more about himself. He asks what type of man would come and attempt to steal a woman's heart away from her husband. Speaking with him activates the maze at Location 49.

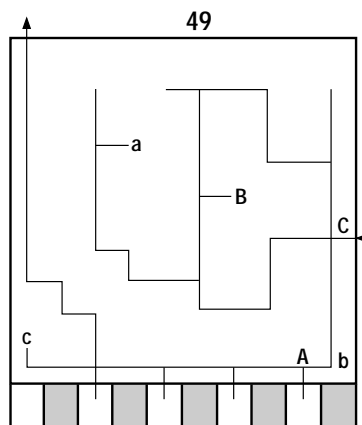
49 The Maze. This maze of lights is activated by speaking with Farid at Location 48. When you approach the maze, one large rune glows blue, and the rest red. The blue one is safe to step on, and when you do, any other runes next to it which are also safe briefly illuminate. They are still safe to walk on after the blue fades. If no other runes light up, you have reached a dead end and must retrace your steps.

The first goal is to get across the runes to the switch located at Location 51. After reaching and pulling the switch, the maze completely changes and you then have to find a way across to the southwesternmost corner.

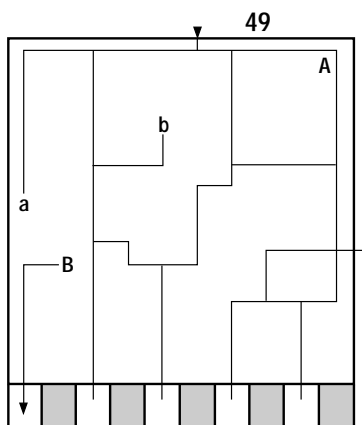
There are teleporters hidden on blue runes in the maze, and it is necessary to step on them to reach the destination. They are marked on the map with letters; the lowercase letters denote where the teleporter is and the uppercase letters denote the destination. For example, the "a" teleporter takes you to destination "A".

If you step on a red rune (which did not briefly light up blue) then you will be shocked and teleported back to the beginning. However, if you have already thrown the switch at Location 51, you still only need to head southwest, not back north again.

- 50** Vase. Smash it to get a *potion of extra-healing* and two gems.
- 51** Wall Switch. Pull it to set the maze at Location 49 to its second pattern and also to fill the acid trough at Location 53 with stone.
- 52** Treasure Chest. Open it for a *potion of extra-healing*.
- 53** Acid Trough. This is impassable until the switch at Location 49 is pulled.

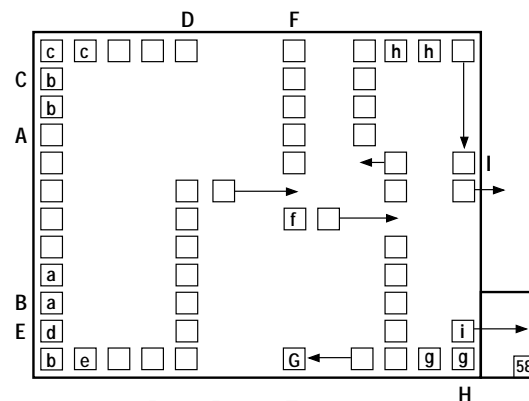


ROOM DETAIL TWO:
ACID DUNGEON LOCATION 49,
FIRST PATTERN



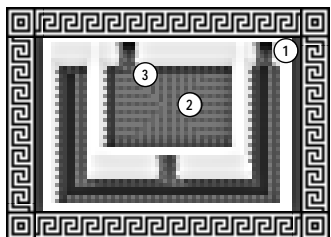
ROOM DETAIL THREE:
ACID DUNGEON LOCATION 49,
SECOND PATTERN

- 54** Floating Platform. This platform takes you across the acid.
- 55** Stone Face. Doryna Al'Mutan speaks with you here. She is curious as to how you feel about the Sorcerer wanting her to remain in the tower.
- 56** Hallway Spears. Run over these spears while they are fully-retracted or just barely visible to avoid damage. You can also run along the wall to your left.
- 57** Rising Platform Room. You must pull the switches in the room in the correct order to raise platforms which enable you to cross the acid. Always run to the last platform as it might be a moving one and take you nearer to your destination. Pull the switches in this order: A-B-C-D-B-E-F-G-H-I. Note the secret room to the southeast.



ROOM DETAIL FOUR:
ACID DUNGEON LOCATION 57

- 58** Secret Acid Room. This room is accessible only after pulling switch I at Location 57. After pulling the switch, a platform rises out of the acid just north of switch H which can carry you through the secret door into the room. In the room is a chest containing four *potions of extra-healing*.
- 59** Stone Face. Farid forces you to promise not to seek out the pahari again.
- 60** The Acid King. When you approach the acid pool, the king forms a face to speak with you once more. He allows you to ask one question which he attempts to answer.
- 61** Stairway To Sorcerer's Tower Level One.
- 62** Chest. It holds 350 gold pieces and a *sunscorch shard*.



The Sorcerer's Tower – Level Two

For the record, I do not share Gruntha's enthusiasm for underground passages full

of traps and monsters. After escaping the acid dungeon, and climbing the stairs from the first level, you are on the reception floor of Farid Al'Mutan's tower. He talks with you, somewhat reluctantly, and largely on account of his wife. Farid can be found in his favorite place, sitting at a massive obsidian desk petting his beautiful cat.

◆ INHABITANTS

Doryna Al'Mutan

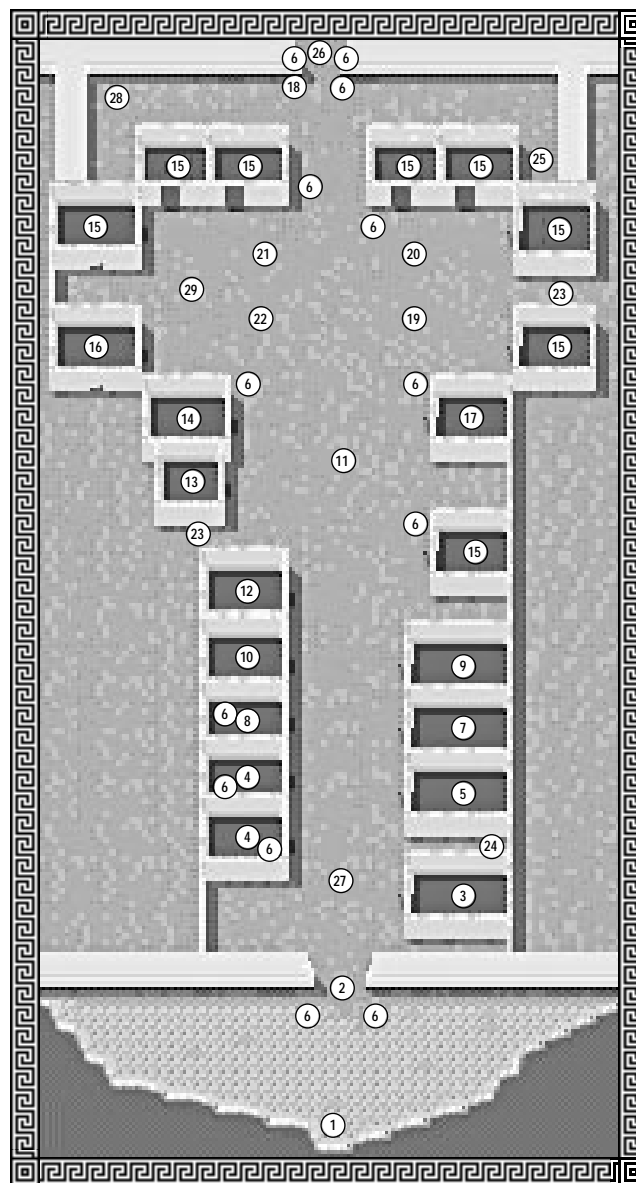
Location 2 — The sorcerer's wife is actually the Pahari from the oasis. She prods Farid into helping you, and, if you return with a Gilded Dove for her, she gives you one of the *weakening words* useable later in your quest.

Farid Al'Mutan

Location 2 — The reclusive sorcerer is instrumental in your quest. After hearing your story, he offers a suggestion for your next step. He tells you to visit the isle of the Genie Lords and appeal to them for aid. However, he does not know the location or name of the island. The only person he can think of to aid you is the hermit on the island of Shibaz who guards the great library. If you ask for more help he gives you a mirror as a present for the hermit.

◆ LOCATIONS AND EVENTS

- 1 Stairway Down to Level One.
- 2 The Sorcerer and His Wife. They have information which will further your quest. Farid has a mirror for you, and if you return with the Gilded Dove, Doryna has a *weakening word*.
- 3 Stairway to the Sorcerer's Private Chambers. These are off-limits and not accessible.



Bandar al Sa'adat

Bandar al Sa'adat – Initial Visits

The city is much quieter than ever before, and it seems as though this once-bustling trading port is now very depressed. Areas of the town are cut off from each other, with special travel papers needed to pass. Businesses have closed, and people have shut themselves in their homes. The rule of the Caliph is turning the city sour. The only portion of the town non-residents may explore is along the main road up to the palace. And even there, guards watch every move, waiting for a reason to make an arrest. Sometimes, it seems, they do not even need a reason.

◆ PRIMARY INHABITANTS

Guards

Location 6 — The guards of Bandar al-Sa'adat are not friendly. If you get in trouble in town, one of them is dispatched to track you down. The others catch you if you approach them. If you are caught twice, you will be imprisoned and your quest will end.

Zubakon

Location 16 — The Weapons Master from Zaratan has moved his shop to Bandar al-Sa'adat. He will still teach you new sword moves when you have gained enough experience to learn, and will spar with you to practice those moves.

◆ LOCATIONS AND EVENTS

- 1 The Rowboat. Return to the ship by stepping on the rowboat.
- 2 The Main Gates. The guards challenge your entrance to the city, but must let you in as you are of noble birth.
- 3 Trade Office and Money Changer. You may exchange your gold for gems here or vice versa. One gem is given for eleven gold pieces and ten gold pieces is given for one gem.
- 4 Barracks.

- 5 For Rent. This shop was owned by a scribe who was arrested for forging the vizier's seal.
- 6 Guard.
- 7 Supernatural Emporium. The shopkeeper has many magical items for sale. You can purchase both potions and shards from him. After Doryna al'Mutan (from the Sorcerer's Tower — Level Two) asks you to find the Gilded Dove, you may ask for it here.
- 8 Mess Hall.
- 9 Traveler's Rest. The inn was closed down as the city became more restrictive. People still sit inside and talk, but there is no business.
- 10 Ha-Kim's Heating. Coal is for sale here, though you don't need it.
- 11 Fountain.
- 12 Reptilian Desires. This shop has the Wisest Snake for sale. However, it is too expensive for you to purchase at this time.
- 13 Desert Salve-ation. The healer who owns this shop heals wounds for a fee — she does not give charity.
- 14 Sand's Point Gambling Club. If you care for games of chance, this is the place to come. A bet of fifty to 500 gold pieces yields winnings of one hundred to 1000 gold pieces. To play, the dealer places a card numbered 1 to 100 on the table upside down and you need to guess that card's number in six guesses. He informs you if the number is higher or lower than your guess. It is well-known by the inhabitants of the town that the dealer never cheats his customers.
- 15 Private Residence. These buildings can be entered. However, if you make a habit of staying in other people's houses, a guard is eventually called.
- 16 Weapons Master. Due to the discord in Zaratan, Zubakon has moved his shop to Bandar al-Sa'adat. Although he is just setting up, he is willing to train you in new sword moves and spar with you.

- 17 Ingrid's Shop of Wonders. While her honey bread does taste good, it does nothing to aid in your quest.
- 18 Guard. The guard on the western side of the gate is the one who chases you if alerted.
- 19 Omar the Baker. Omar sells his wares here.
- 20 The Carpet Vendor.
- 21 The Meat Vendor.
- 22 The Fish Vendor.
- 23 Guard. The guard does not let you travel into the rest of the city as travel papers are required.
- 24 Beggar. This beggar demands gold; if he doesn't get it he becomes verbally abusive. Give him ten gold pieces for a fun experience.
- 25 Con Man. A chest lies in the open here. If you touch it, a thief jumps out from behind the bushes and accuses you of stealing. He will, however, not inform the guards if you pay him fifty gold pieces. He can be bargained down to twenty-five, but if you do anything else other than pay him, he runs away and calls the guards.
- 26 The Palace Gate. This gate leads to the courtyard in front of the palace.
- 27 Courtyard.
- 28 Dissenter. He advises caution when dealing with the guards.
- 29 Pot Vendor.

Bandar al Sa'adat – While Questing for Items Needed on Jaza'ir Jiza

♦ PRIMARY INHABITANTS

Qutlum ibn Tasheed

Location 9 — The old town gossip is full of useful information while you are dealing with the Genie Lords. Before and after that time, he is not particularly helpful. However, he will help you find the Wisest Snake, the Hottest Coal, the Veil, and the *Bottle of Emptiness*.

♦ LOCATIONS AND EVENTS

- 9 Traveler's Rest. The most important person here is Qutlum ibn Tasheed.
- 10 Ha-Kim's Heating. You have no need for coal until the Efreeti on the isle of Jaza'ir Jiza demands the Hottest Coal in the world. You may then purchase it here — do not be afraid to barter.
- 12 Reptilian Desires. This shop has the Wisest Snake for sale. You may purchase it for whatever price you can barter it down to.
- 17 Ingrid's Shop of Wonders. While the honey bread does taste good, the item needed here is the Veil. It can be purchased after the Efreeti sends you to fetch it. Do not hesitate to barter.

Bandar al Sa'adat – While Searching for the Key to the Old Dungeon

♦ PRIMARY INHABITANTS

Omar the Baker

Location 19 — Omar does not only deal in bread and cheese. After being directed to him by the Trade Officer, he will have the key needed to enter the old dungeon.

Trade Officer

Location 3 — The trade officer has valuable information for you. Though Sumia sent you to gain the key “to the Caliph’s wine cellar,” the rebel’s codes have changed and he informs you to get the key from Omar the Baker. He also gives you the new code.

◆ LOCATIONS AND EVENTS

- 3** Trade Office and Money Changer. After being sent by Sumia to the Trade Office, ask about the trade business. When invited, step behind the counter to privately speak with him.
- 19** Omar the Baker. Omar sells his wares here, and he also has the key to the old dungeon.

Bandar al Sa’adat – Upon Learning of Obdel’s Secret Meeting

◆ PRIMARY INHABITANTS

Mercenary

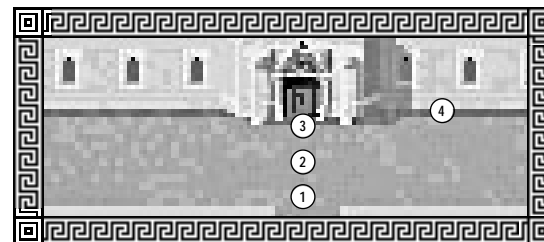
Location 27 — This nefarious mercenary is seen secretly meeting with Obdel. Much is revealed during that conversation.

Obdel the Noble

Location 27 — After you have retrieved the vizier’s journal from the Caliph’s secret room, and found the note in Obdel’s dresser regarding his rendezvous inside the town gates, Obdel is found here waiting for his meeting. As you approach, you have the option of hiding to see what happens, leaving the scene, or approaching Obdel. The best choice is to hide (behind the carts to the west is a good place), and wait for the encounter. After a few moments, a mercenary comes to speak with Obdel; you learn of Obdel’s duplicity. After the conversation, rush to intercept Obdel. If he beats you back to the palace, he will be found in his room. Accuse him of treachery and you learn essential information.

◆ LOCATIONS AND EVENTS

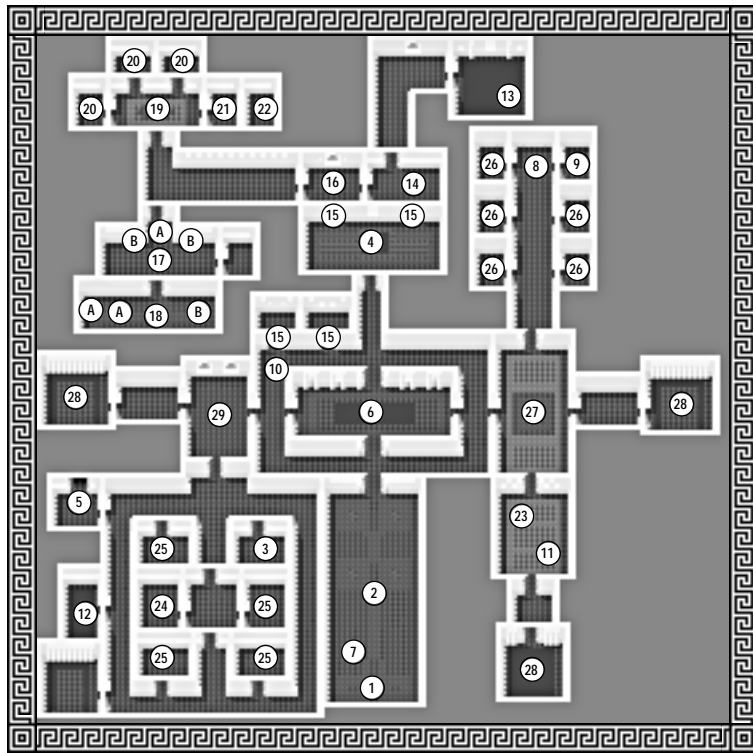
- 27** The Meeting Place. This is where Obdel waits to meet with the mercenary.



The Palace Facade

◆ LOCATIONS AND EVENTS

- 1** Entrance to the Town.
- 2** Palace Guards. These guards are required to let you by, as you are a noble.
- 3** Entrance to the Palace.
- 4** Dungeon Grate. It is possible to speak with a prisoner through this grate.



The Caliph's Palace

The great Caliph's palace is a wondrous sight. Decorated with carvings, pillars, banners, and priceless rugs, the palace is a fitting home for the most powerful man in this area of the Crowded Seas. I can see that much will happen in this place on your quest to unravel the Genie's Curse. Your only link to your family lies in the palace, as do many pieces of crucial information. It is a place for apt diplomacy and the discovery of much-needed allies. Secret passages, dungeons, duplicity, subterfuge — what fun this will be to watch!



The Caliph's Palace – Initial Visit

♦ PRIMARY INHABITANTS

Caliph

Location 4 — The Caliph sits in the throne room and will not speak to you until an audience is granted. He is becoming a more uncaring and ruthless dictator every day. Even though you saved his life in the deserts near Zaratán, if you anger him too greatly, he will throw you into a dungeon cell to rot. An audience with the Caliph is achieved by speaking with the vizier. If you use tact, you are able to convince the Caliph to allow you one visit to see your father.

Guards

The guards, found throughout the palace, generally ignore you. However, if you are escorting a prisoner out of the palace, found in an area off limits to you, or harming a noble, they will throw you into the dungeon.

Sabahar

Location 5 — The head guard stands at the top of the dungeon steps. He does not let you pass until the Caliph has granted permission. Even then, to descend the steps, Sabahar demands a bribe. After you return from the dungeon and see your father's cell, Sabahar will accept payment to upgrade your father to a cleaner cell.

Vizier

Location 2 or 6 — The vizier, high servant to the Caliph, greets you on your first visit. After that he is found in the antechamber of the throne room working with his assistants. He is a dour man and does not take kindly to humor or plotting against the Caliph. Through the vizier, you are able to earn an audience with his eminence.

◆ LOCATIONS AND EVENTS

- 1 Palace Gate. Leave here to exit back into the town.
- 2 Welcoming Party. The vizier and his assistant welcome you to the palace and give you an opportunity to request an audience with the Caliph. If you do indeed ask to see his eminence, the vizier has his assistant escort you to a waiting room at Location 3.
- 3 Waiting Room. The escort brings you to this room to wait for the palace gong to sound, which signals your audience. However, there is no need to actually wait here and there are many more interesting sights to see while wandering the palace.
- 4 Throne Room. If you have an audience and the gong has rung, the Caliph speaks to you. Otherwise, you are asked to leave. The nobles standing in this room are not particularly friendly as your family bears a rather negative reputation.
- 5 Stairs to the New Dungeon. These steps are guarded by Sabahar. With the Caliph's and Sabahar's blessing, you may descend into the dungeon.
- 6 Vizier's Antechamber. After greeting you in the southern hall, the vizier is found here working with his assistants.
- 7 Servant.
- 8 The Head Chef.
- 9 Empty Room.
- 10 Patrolling Guard.
- 11 Dining Area.
- 12 Meditation Room.
- 13 Vizier's Chambers, Work Room. Off-limits to you.
- 14 Vizier's Chambers, Rest Room. Off-limits to you.
- 15 Locked Door.
- 16 Patrolling Guard.
- 17 Guarded Hall. Off-limits to you.

- 18 The Harem. Off-limits to you.
- 19 The Caliph's Private Chambers. Off-limits to you.
- 20 Caliph's Chambers. Off-limits to you.
- 21 Caliph's Chambers. Off-limits to you.
- 22 Secret Room. Off-limits to you.
- 23 Servant.
- 24 Obdel's Room.
- 25 Nobles' Rooms.
- 26 Kitchen Rooms.
- 27 Royal Banquet Hall.
- 28 Guard Rooms.
- 29 Festival Hall.

The Caliph's Palace – After Finishing Your Quest on Jaza'ir Jiza

◆ PRIMARY INHABITANTS

Vizier

Location 6 — After seeing the Genie Lords, you try to see your father. You talk to the Vizier and he tells you that the Caliph will not see you. Once this occurs, the servant at Location 7 tells you to speak with Sumia.

Sumia

Location 8 — The head chef is actually a member of the Brotherhood of Freedom. She does not initiate contact until the Caliph declines to allow you to see your family. A servant at Location 7 directs you to speak with her after the Caliph refuses to see you. Her reasons for talking with you are not entirely altruistic, but she is honest with you. She wants you to clear out a dangerous secret passage into the Caliph's dungeon. Since you are a warrior, and the Brotherhood does not have trained adventurers, this deal is helpful for both parties.

First, she sends you to speak with the trade officer in the town to retrieve a key to the dungeon's secret door. Then, she directs you to the entrance and tells you all she knows about the old dungeon. Finally, after you have completed your mission to see your father, she needs certain keys to be returned to her.

◆ LOCATIONS AND EVENTS

- 7 Servant with the Brotherhood of Freedom. Once the Caliph will no longer grant an audience with you, this servant (there are two, whichever one you walk near first) approaches to tell you to see Sumia; heed this advice.
- 8 The Head Chef. Sumia, member of the Brotherhood of Freedom, speaks with you after one of her servants at Location 7 tells you to seek her out.
- 9 Secret Door to the Old Dungeon. With the key from Omar in the town, and after Sumia tells you where the door is, this wall will open to a stairway leading to the old dungeon.
- 10 Patrolling Guard. If you are breaking the law, be careful to avoid this guard as he patrols around the outside of the vizier's antechambre, at Location 6.
- 28 Guard Rooms. Do not enter if you are breaking the law or you will be imprisoned.

The Caliph's Palace – After Speaking with Your Father a Second Time

◆ PRIMARY INHABITANTS

Caliph

Location 4 — If you show the Caliph the vizier's journal, he has you imprisoned.

Obdel

Location 11 or 24 — Found in the dining area, Obdel at first has nothing to say to you. However, after you see your father the second time, he leaves a note by the main gate at Location 1

requesting an audience with you. He speaks of who is behind the plot which engulfed your family, and assures you that proof of what he says can be found in the Caliph's secret room. When you agree to his plan, Obdel gives you a ring which will teleport you into the closed areas of the palace.

After returning with the journal, Obdel is gone. A servant at Location 23 informs you that Obdel received an urgent note and left; he also tells you where the noble's chambers are. If Obdel later returns to the palace, he can be found in his room at Location 24.

Vizier

Location 6 — After overhearing Obdel talk with the mercenary in the town, the vizier can be presented with his journal and the evidence gathered against him. He is extremely grateful for this show of kindness.

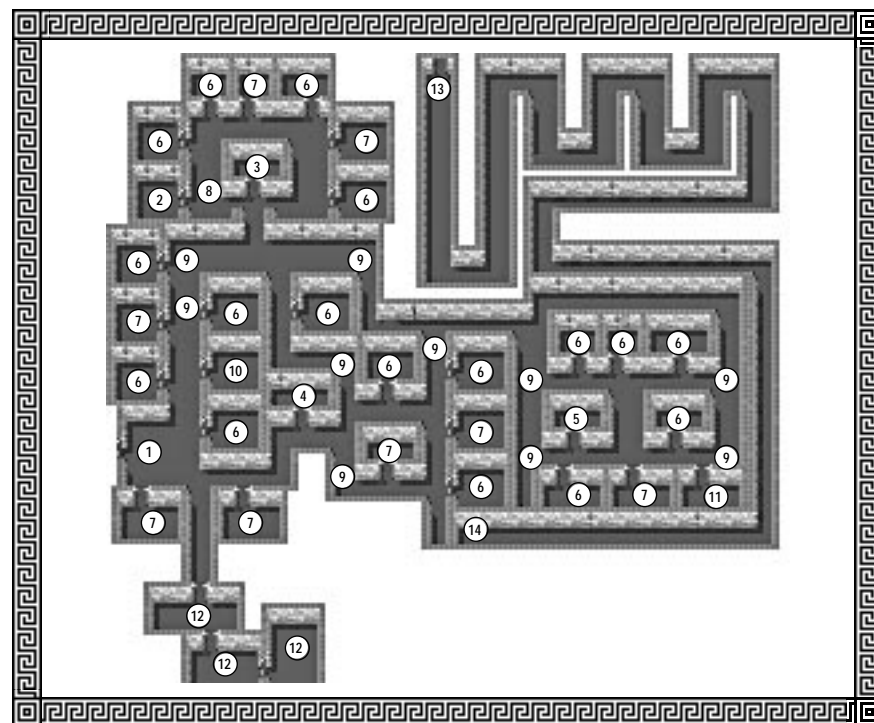
Zorella

Location 18B — This beautiful wife of the Caliph is also a conspirator with Obdel. She gives you a key to access the Caliph's secret room and distracts the guards while you slip out of the harem.

◆ LOCATIONS AND EVENTS

- 1 Palace Gate. After seeing your father for the second time, Obdel leaves a note just to the east of the door for you to find.
- 11 Dining Area. After leaving a note for you by the main entrance at Location 1, Obdel waits to meet with you here.
- 12 Meditation Room. The teleport ring Obdel gave you activates when you enter this room and transports you into the vizier's private chambers at Location 13.
- 13 Vizier's Chambers. Obdel's teleport ring transports you here. To reactivate it, after securing the vizier's journal, walk to the southeast corner of the room. (Don't leave with the Caliph's key or an alarm will sound.) Be very careful not to get too close to the assistant working at the desk, or to enter his peripheral vision, for he will call the guards.

- 14** Vizier's Chambers. There are many books lying about this room with information concerning events in the lands. The scroll found in the bureau details the vizier's troubles with the Caliph.
- 16** Patrolling Guard. Be careful coming from Locations 14, 17, and 19. If you get too near this guard, or if he faces you, you will spend the rest of your days in the dungeon.
- 17** Tea Cart. Push this cart past the guards at Location 17A to distract them — enabling you to dash south into the harem. They are not foolish enough to fall for the same trick twice.
- 18** The Harem. Zorella, your secret contact at Location 18B, gives you the key to the Caliph's secret room after you tell her your secret identity: "Lord Catspaw". The other wives in the harem will enjoy your company but have nothing to offer.
- 19** The Caliph's Private Chambers. When you are finished with the key, place it under the mattress so Zorella can retrieve it later.
- 20** Caliph's Chambers. Do not touch anything here or an alarm will summon the guards.
- 21** Caliph's Chambers. The east wall of this room holds a secret door which can be opened with the key from Zorella in the harem. Do not touch anything in the room.
- 22** Treasure Room. Here you can reclaim 2,000 gold pieces of your family's wealth and retrieve the vizier's journal page.
- 23** Servant. When you return to bring the journal to Obdel, and find him missing, talk to this man. He directs you to Obdel's room and informs you that the noble left when he received a message.
- 24** Obdel's Room. After finding the vizier's journal, a note can be recovered in Obdel's dresser.



The Caliph's New Dungeon

Ah, underground again. No place is better. The Caliph has built a new dungeon for his political prisoners — which makes good sense to me. My master also loves to imprison humans. The complex is guarded by miniature copper automators. Conditions in the cells vary, from the terrible to the north, to the bearable in the central areas, to the comfortable (for a stone cell) in the east. If you visit here with the Caliph's permission, the pesky copper guards just remind you that they are watching. However, if you enter without permission, the guards set off an alarm the moment you are noticed. If you are caught and imprisoned, I will gladly visit you in a few years.

The Caliph's New Dungeon – Initial Visit

◆ PRIMARY INHABITANTS

Shubakan

Location 3 — This man holds the dubious honor of being the only justly imprisoned person in the dungeon. He is a forger who was caught with copies of the vizier's official seal. He had been hired by an unknown noble for the job; now the forger's store rests empty in Bandar al-Sa'adat.

Zubin al-Hazrad

Location 2 — When you first enter the dungeon, a guard will escort you to your father. He is clearly in ill health, although a healing potion will help him some. He gives you a *+1 ring of protection* if you tell him how the rest of the family is faring.

◆ LOCATIONS AND EVENTS

- 1 Stairs up to the Palace. When you descend the stairs, a guard immediately escorts you to your father.
- 2 Zubin's Cell. Here you find your father, although he is in very ill health due to the terrible condition of this section of the dungeon. You can earn a *+1 ring of protection* from him.
- 3 Shubakan. The forger is wasting away in this cell and will gladly talk to you of his crimes.
- 4 Aliya's Cell. Your sister is slowly going mad here — her free spirit is struggling with the confinement. Make sure that a miniature copper automaton does not catch you in front of her cell, or the alarm will end your adventure.
- 5 Jessamin's Cell. Your mother is rather angry with the Caliph but is surviving with no trouble. Make sure that a miniature copper automaton does not catch you in front of her cell, or the alarm will end your adventure.
- 6 Prisoner. Nearly all the prisoners will want to tell you their story.
- 7 Empty Cell. These serve well as temporary hiding places as the automatons pass.
- 8 Patrolling Human Guard. This is the sole human who patrols in the dungeon; the others stay at stationary posts.

- 9 Miniature Copper Automaton. This hunk of metal cannot sense very far away, but if you get too close and are near your mother's or sister's cell, it sets off the alarm.

- 10 Empty Cell.

- 11 Empty Cell.

- 12 Guard Rooms. Entering this room results in an immediate need to pay a bribe; otherwise, you'll be arrested.

- 13 Passage.

- 14 Dead End.

The Caliph's New Dungeon – Second Visit

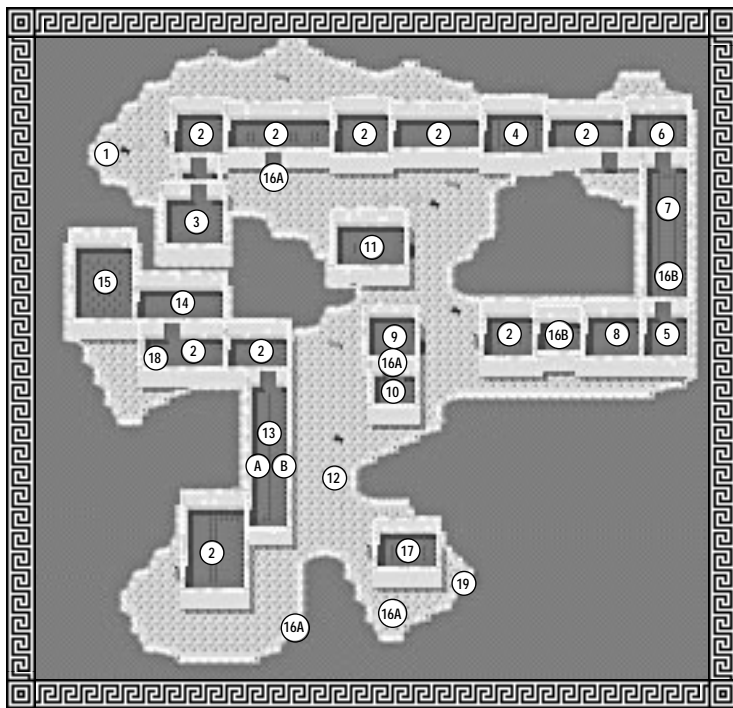
◆ PRIMARY INHABITANTS

Zubin al-Hazrad

Location 2, 10, or 11 — The second time you venture into the dungeon to see your father, he may not be in the same cell. If you paid Sabahar in the palace to move him, he will either be in the better cell at Location 10 or the best cell at Location 11. After recovering from the shock of you learning about his past, your father gives you a *word of weakening*.

◆ LOCATIONS AND EVENTS

- 2 Original Cell. If you did not pay Sabahar to upgrade your father, Zubin is still found here.
- 8 Patrolling Human Guard. He will imprison you on sight.
- 9 Miniature Copper Automaton. This hunk of metal cannot sense very far away, but if you get too close, it sets off the alarm.
- 10 Better Cell. If you pay Sabahar to move your father to a better cell, this will be it.
- 11 Best Cell. If you pay Sabahar to move your father to the best cell, this will be it.
- 13 Passage to the Old Dungeon.
- 14 Secret Door. This door can only be opened with the key found in the Old Dungeon.



The Isle of Shibaz – First Level

Once, long ago, I flew over this island and beheld the glory of the palace covering it. I had heard the legends of the library buried under its splendor and when I gazed upon the gleaming roofs I believed them. Time has wrought its destruction, though, and I am saddened at the loss of beauty. Ruined, roofless buildings lie about with rubble strewn throughout and creatures better suited to roaming the dunes walk their stone corridors. There is little to do among the shells other than to find a way into the earth. There is one other broken fixture of the island still present: Rashidin. Once a powerful and respected guardian of the great library, he is now but a mad inhabitant of the chaos.

♦ PRIMARY INHABITANTS

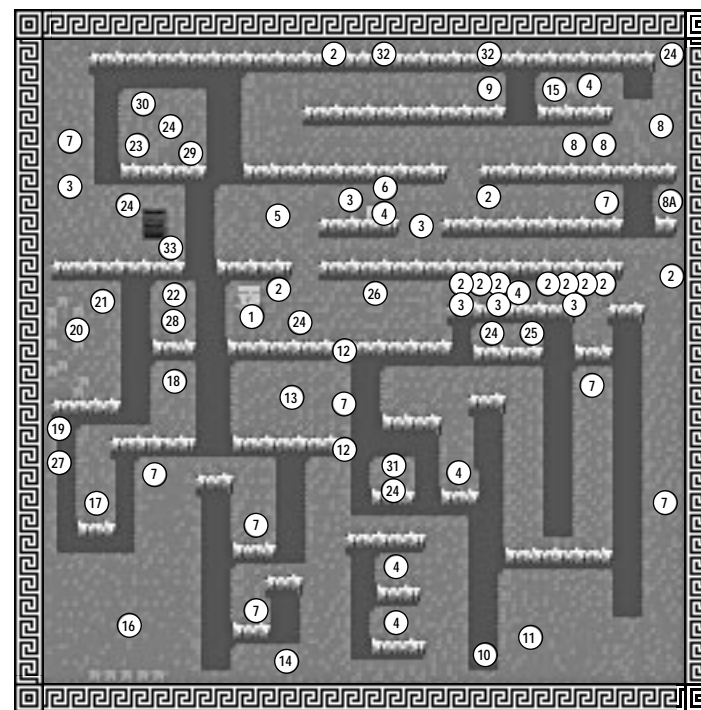
Rashidin

Location(s) 16 — This mad hermit is the guardian of the great library. After satisfying the statues at Location 13, he arrives to discover what you desire. It may take a bit of conversing to let him know that you need the name of the Genie Lords' island. However, as soon as he invites you to follow him into the library, the passageway to the second level will be revealed. Rashidin does not stay still for long and can be found flying between all of the Locations marked 16.

♦ LOCATIONS AND EVENTS

- 1 Your Rowboat. Step here to return to the ship.
- 2 Empty Room.
- 3 Scroll Room. Hidden in the rubble is a scroll named the "Stone Heart Scroll". Pick it up, as you will need it for the guardians at Location 13.
- 4 Blocked Room. Move the blockade from the doors to enter and leave. There is a pile of seventy-five gold pieces in the rubble. The "Libraries Scroll" is near the gold, although it does not contain useful information.
- 5 Nearly Empty Room. A pile of eighty-four gold pieces lies on the floor.
- 6 Book Room. A ghoul walks between this room and the hallway to the south. The "Tribute Book" is on the floor; memorizing it allows easier passage by the statues at Location 13.
- 7 Hallway. A ghoul wanders between this hall and the room to the north. There are twenty-three gold pieces in the hall.
- 8 Scroll Room. A ghoul in this room guards a scroll called "Enemies". Smashing a barrel reveals an *oil of earth elemental invulnerability*. The "Enemies" scroll contains no useful information.
- 9 Basket. The basket holds eighty-nine gold pieces.

- 10 Basket. This basket contains nine gems and a *water blast shard*.
- 11 Living Furniture. A strange enchantment covers these furnishings, which rush to attack any intruder when disturbed. After dispatching them, nineteen gems and an *oil of fire elemental invulnerability* can be recovered.
- 12 Ghuls. These lanterns mark the haunt of the ghuls.
- 13 Stone Guardians. Two statues stand here, and each must be satisfied before they lower the flames to the north. The guardian at Location 13A requires you to feed gold into it or for you to read the section of the "Tribute Book" which you find at Location 6. The statue at Location 13B requires you to feed the "Stone Heart Scroll" into it. All other scrolls are considered blasphemous. Satisfying the guardians and then walking north past the retracted flames summons Rashidin.
- 14 Living Chest. This chest holds riches, but must be outwitted in order to plunder any of them. If it is angered, the chest summons ghuls. Forgo the chest's gold and gems, it holds a much greater treasure. Convince it to open a bit further than it will at first, and then quickly grab the *moonstone shard*.
- 15 Treasure. A pile of seventy-five gold pieces and a pile of 118 gold pieces lie here.
- 16 Rashidin. The mad hermit can be found at one of these locations, or flying on his carpet between them, after being summoned (see Location 13). Note that A marks the hermit's primary locations, while B marks other locations where he can be found.
- 17 Fake Tomb. After Rashidin invites you into the library, the tomb will slide to one side revealing a stairway down to level two.
- 18 Undead Room. A ghoul guards a pile of fifty-four gold pieces in this room.
- 19 Treasure. Thirty gold pieces lie in this location.



The Isle of Shibaz – Second Level

Spikes, flames, glowing runes, sliding bridges — this is a dungeon! I have decided that I will construct my own dungeon after I finish this project. Perhaps I will invite you to test it, if you survive this quest, that is The great library lies on the level below, but it may be a long time before you finally descend the steps The first task is to walk over all of the runes you can find, which will create a passage through a series of spike blockades After that, make your way through a puzzle of statues and runes, over a bridge of bones, and enjoy a wonderfully fun magic item Collect whatever treasure you can find before heading down to the third level.

◆ PRIMARY INHABITANTS

Rashidin

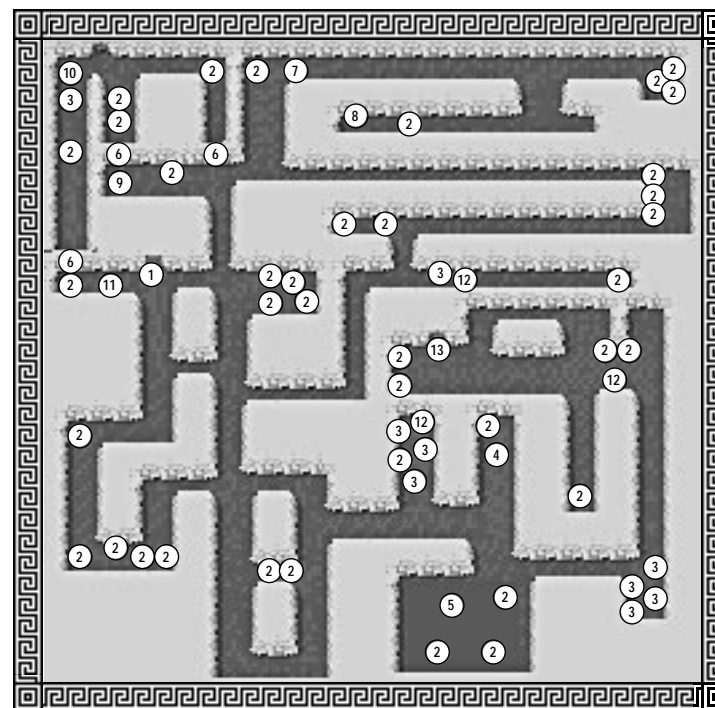
Throughout the dungeon — Rashidin, once again randomly flying about, will on occasion seek you out to give you new information. Unfortunately, his senility, madness, or perhaps, cleverness keeps this information from being what you ask for. It is best not to anger him as you struggle through his tricks and traps which guard the library. He long ago forgot how to shut them off.

◆ LOCATIONS AND EVENTS

- 1 Stairway to Level One.
- 2 Vase. Remember that smashed vases can be walked over.
- 3 Row of Spikes. You can only walk over this when they are fully retracted.
- 4 Rune, First Set. All of these runes must be darkened in order to create a passage through the spike rows at Location 14.
- 5 Ghul Lair. Ghuls make their home among the stone pillars circling this area.
- 6 Moving Statues. Be quick to avoid collision damage from these magical statues.
- 7 Bridge and Switch. A switch and retracted bridge sit at Location 7. Pulling the switch causes the bridge to extend over the chasm.
- 8 Revolving Spikes. Two of these spike rows are visible when you approach, inhibiting your choice of direction. If you approach from the south, you will only be able to travel west. To open the way north, walk over Location 8A to reset the spikes, and then around to the west in order to approach from Location 8B.
- 9 Vase. A flame elemental hides behind this vase.
- 10 Six Curious Statues.

- 11 Room of Vases. This room is covered with vases. Smash them all to find one *potion of giant strength*, one *oil of fire elemental invulnerability*, twenty-three gems, and one hundred gold pieces.
- 12 Flaming Bridge. This narrow bridge becomes engulfed in flames after passing over it.
- 13 Spike Maze. Wind your way through the spikes and then back off the island over one of the stone bridges. The chest holds three *potions of extra-healing* and one *potion of giant strength*.
- 14 Spike Rows. A passage is forged through each of these rows by walking over the runes at Location 4. The chest holds a *sunfire shard*, ten gems, and 200 gold pieces.
- 15 Bridge and Switch. This bridge catches on fire after walking on it — move quickly!
- 16 Runes and Magic Gate. Step on the lit rune to drop the force field. If you later find yourself trying to get past the field again, step on a lit rune and then avoid any unlit runes.
- 17 Rune, Second Set. Darken this rune to activate the puzzle at Location 20.
- 18 Book. This book holds a clue to passing the puzzle at Location 20.
- 19 Vase. A mysterious rogue hides behind this vase, and attacks without a word.
- 20 Rune and Statue Puzzle. As you wander this area, statues will begin to move and chase you. Throwing the switch stops them in their tracks, but only for a short time. To form the bridge of bones, step on the five lit runes. Do not despair if you make a faulty step — stepping on one of the other runes does not harm your progress.
- 21 Bridge of Bones. After completing the puzzle at Location 20, a bridge of skeletons forms to allow passage.

- 22** The Magic Carpet. Step on the carpet and take it for a spin. Though it has to remain on this level, the carpet can take you to hidden treasures and to the staircase down. To get off the carpet, fly over one of the landing runes at areas marked Location 24.
- 23** Book. This book is used to cross the abyss. Read the book out loud and then walk off the north edge; a twinkling bridge appears.
- 24** Landing Rune. While flying on the carpet, hover over one of these runes to land.
- 25** Chest. It contains 250 gold pieces and ten gems.
- 26** Scroll. A scroll left by Farid al-Mutan advises you to find all of the lit runes.
- 27** Scroll. This scroll tells you that the next direction to take is east.
- 28** Scroll. Farid lets you know that it is necessary to fly over a landing rune in order to get off the carpet.
- 29** Healing Potion. A *potion of healing* lies on the ground.
- 30** Twinkling Passage. This is lit by the book at Location 23. Keep trying to walk off each lit area; the bridge continues to appear.
- 31** Chest. It holds 350 gold pieces.
- 32** Pushable Rocks.
- 33** Stairway Down to Level Three.



The Isle of Shibaz – Third Level

Here lies the remains of the great library. Scrolls are stacked haphazardly across the dungeon depths, though many are still displayed on outcroppings and pedestals. Hidden among these jewels of knowledge and higher thought is the one bit of information which you need, the name of the isle of the Genie Lords. While there are no more traps to bypass, there are a number of elementals, spiders, and rats which now roam the library halls.

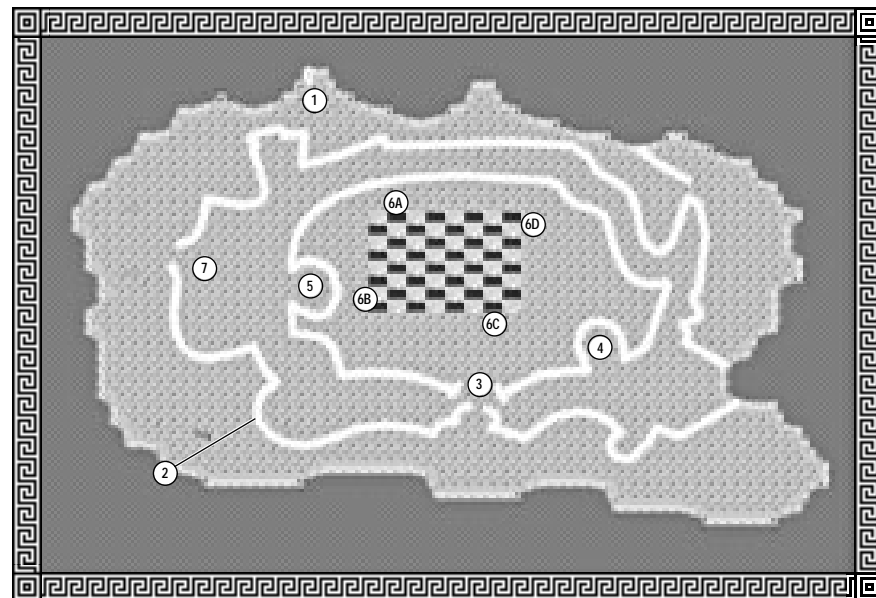
◆ PRIMARY INHABITANTS

Rashidin

Throughout the Library — Once again the hermit can be found flitting about the dungeon level. Sometimes he stops to chat, and other times he continues about his business. It is possible to learn the name of the Genie Lords' Island through Rashidin. After leaving him the mirror in chests at Location 4 or 8, he eventually flies by and takes it. Once he has the gift, you can learn the island's name by speaking with him.

◆ LOCATIONS AND EVENTS

- 1 Stairway to Level Two.
- 2 Scroll. Littered throughout the library are many scrolls containing information or thoughts. You may deem some of them useful.
- 3 Smashable Vase.
- 4 Chest. This is the "Casket of Worldly Cares". If you have the mirror, drop it in here as a gift for the hermit.
- 5 Reading Room. Some pirates are looting this room. After dispatching them, you can find twelve gems, a pile of 135 gold pieces, and a pile of ninety-seven gold pieces. One pile holds a scroll with a startling prediction.
- 6 Secret Passage. Walk through this wall to reach the secret area of the library.
- 7 Chest. The chest holds a *+2 ring of protection*.
- 8 Chest. This is the "Casket of Eternal Hopes". If you have the mirror, you can drop it in here as a gift for the hermit.
- 9 Ogrima. Two ogrima companions of Rashidin wander about this area. They do not take kindly to library visitors.
- 10 Final Scroll. This scroll holds the name of the Genie Lords' Island. The scroll can be found by smashing the vase which sits in front of it.
- 11 Farid's Scroll. This is the last scroll left by Farid al-Mutan.
- 12 Smashable Vase. It contains a *fire arrow shard*.
- 13 Chest. This chest contains a *sundazzle shard*.



The Isle of Jaza'ir Jiza

Welcome to Jaza'ir Jiza, the mighty isle of the Genie Lords. Ah, but it is quite a mockery in its glory, that I do admit. The Lords do not listen to the mortals who approach with urgent desires — they just refuse to admit them for any random whim, regardless of how illogical and petty. However, while there are precedents still abounding in the worlds, there are also opportunities for heroes to make history. Such a case is brewing on Jaza'ir Jiza, for the Genie Lords know about the Genie's Curse and will thus allow the gatekeeper to admit one hero who comes regarding this. Not that the admittance will be easy . . . just possible.

The Isle of Jaza'ir Jiza – Attempting to Visit the Genie Lords

◆ PRIMARY INHABITANTS

Azrail Tajrish

Location 5 — We djinn elected to use a human to guard the gate; since all power was divested from us on Jaza'ir Jiza by Mizra Gubishbuskin, it would be a waste of time for the unfortunate djinni posted to that duty. Therefore, Azrail the sha'ir incessantly floats about the island pretending that his position holds importance. Perhaps for him it does, as there is no better place to learn of geniekind on the Prime Material Plane than Jaza'ir Jiza. After tracking him down, Azrail can be useful in discovering a quicker way past Fuwwah than by completing her four tasks. In order to gain this information, alternate speaking between Azrail and Zuqalamushayt until they finally divulge the method.

Fuwwah ash Ghazha

Location 3 — This efreet guards the gate leading to the Genie Lords. She uses this responsibility as an opportunity to belittle others and to stroke her rather large ego. There are two methods of gaining access to the Lords through her. The first is to journey for the items which she requests, four in all, and bring each one back to her. The second is to speak with Zuqalamushayt and Azrail and discover the one item which could be used to bypass Fuwwah.

While undertaking the first option, do not give up when speaking to her. If you grovel in an incorrect way, try groveling again, or giving praise. She has mood swings and will not always deign to give you another task. However, with persistence, she can be led to giving out quests until you have achieved all four of them. It is important to journey to Bandar al-Sa'adat for each of these missions.

Zuqalamushayt, Splitter of Boulders

Location 4 — This dao brother of Gruntha has little power on Jaza'ir Jiza, with Mizra granting control of the gate to Fuwwah. However, if Fuwwah ever refuses to speak with you again, speak with Zuqalamushayt about it. Also, by talking to the Splitter of Boulders and Azrail, you can discover another way of passing Fuwwah besides her four tasks. In order to learn this information, you must literally alternate speaking with the dao and sha'ir until they finally tell you of ways to achieve your goal of speaking with the Genie Lords.

◆ LOCATIONS AND EVENTS

- 1 Your Rowboat. Step here to travel back to the ship.
- 2 Fists of Sand. The *sand fist* spell is permanently placed throughout the island, requiring you to travel to the far south in order to gain access to Fuwwah.
- 3 Fuwwah ash Ghazha. The efreeti guardian floats at her post, keeping all visitors from bothering the Genie Lords. She must be outwitted to secure passage beyond her.
- 4 Zuqalamushayt. The dao guardian's post is here, though he often wanders away from it in boredom. To summon him, step on the carpet, causing a gong to strike, and wait for his arrival. If a gong does not strike, return later.
- 5 Azrail Tajrish. The human sha'ir who serves the djinni is rarely found in one place for long. While he will always return to his small, *sand fist* enclosed area, he can also be found flitting about the island.
- 6 Giant Chessboard.
- 7 Secret Way. Try here for a quick entrance.

The Isle of Jaza'ir Jiza – At the Chessboard

♦ PRIMARY INHABITANTS

Aziz Nadeirib, Noble Marid

Much as it pains me to admit it, the Noble Marid is the strongest of the Lords. However, he is not the most powerful, as he cares little for all that occurs around him, preferring to sit in his over-sized swimming pool and listen to stories. He will help you to gain access to Mizra Gubishbuskin, though this will be in exchange for a favor from you. See “Navigating the Genie Lords” below.

Beya Hrampulpishkin, Noble Dao

Ah, my most beautiful and mighty leader – the revered Noble Dao. For similar reasons to the predicament which I am enmeshed in, she will indeed aid a human. Instead of enslaving, she grants assistance in exchange for a gift. See “Navigating the Genie Lords” on page 68 for more information. The once-mighty storyteller Shahar Izad is imprisoned in the southeastern area of Beya Hrampulpishkin's domain. What a lucky human you are to gain an audience with her mightiness! Oh, do not touch her gold lest you feel a small taste of her wrath.

Dao Bridge-keeper

The bridge-keeper of the Noble Dao lets you pass without trouble. Personally, I think he should be placed under water for six centuries to teach him that guarding the great Dao demands strength and not cowardliness. The nas nas beyond him will attack in pairs each time you leave the Noble Dao's presence.

Efreet Chessboard Guardian

The guardian's primary purpose is to turn visitors away without overly bothering Mizra Gubishbuskin. Her warnings regarding the chessboard are rather accurate, as standing on the board invites a mass of fire to incinerate the trespasser.

Khanah Satarah and Khanah Bubishah, Noble Djinni

Are they not beautiful, most worthy hero? Do they not stir within you every passion which a man can feel? My wondrous sister djinni, and masters to my humble self, will, of course, aid you. They, being unselfish and caring for the plight of those insignificant to their august personages, bestow a gift upon you without the need of fulfilling a favor. See “Navigating the Genie Lords” below.

Mizra Gubishbuskin, Noble Efreet

I wish I had pleasant words to say about this massive, fiery waste of elemental space. Stubborn, foolish, ignorant, sulfur-brained and powerful, yes, powerful. He can be bested by the Noble Marid, but because he desires the power he wields it. Unfortunately, you must see him to further your quest — in fact, he is central to it. From the other Lords, you must gain a method of crossing his chessboard. Without aid, he will send a cascade of fire across the board and incinerate you. Once his audience is finally gained, he has very startling information for you, along with a moonstone shard for your sword. See “Navigating the Genie Lords” below.

Shahar Izad

A famed storyteller throughout the Crowded Seas, Shahar Izad has been missing from mortal lands for many a year. She was taken by the Noble Marid, for his great love of stories is a much greater concern to him than the imprisonment of one mortal. However, Aziz Nadeirib lost her to Mizra Gubishbuskin, but kept her voice in a jar so no others could enjoy her tales. The efreeti, having no use for her, passed Shahar Izad on to Beya Hrampulishkin, whose domain she currently can be found imprisoned in. See “Navigating the Genie Lords” below.

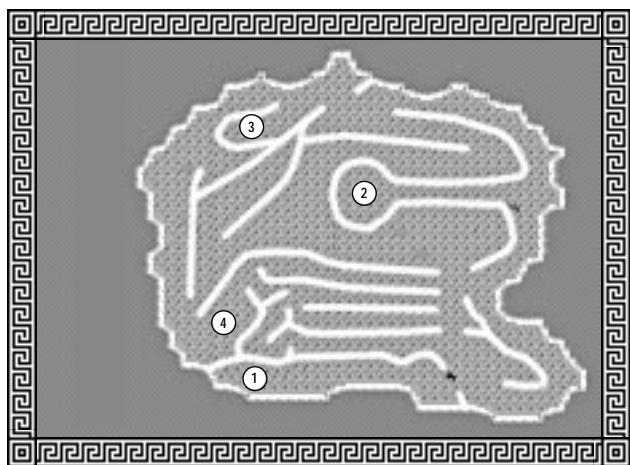
◆ LOCATIONS AND EVENTS

- 6** Chessboard Portal to the Lords. To invoke the power of the board, stand one square in from a break in the vases surrounding the board, and then walk in the pattern of teleportation. Walk in five squares, turn left and walk three squares, and then turn left again and walk one square — be sure to walk with straight steps. You will know that the path is correct as long as each new square lights with a color. If you make a mistake, move back to the outside and try again.
- 6A** Path to the Noble Marid. Each step colors green.
- 6B** Path to the Noble Djinni. Each step colors purple.
- 6C** Path to the Noble Efreet. Each step colors red.
- 6D** Path to the Noble Dao. Each step colors blue.

Navigating the Genie Lords

If you desire to streamline your visits with the Genie Lords, follow this path:

- 1** Visit with the Djinni Sisters.
- 2** Visit with the Marid.
- 3** See the Dao to learn of her desire to trade Shahar Izad for a present.
- 4** See the Djinn until they give you a sky gem for the Dao.
- 5** Give the gem to the Dao.
- 6** Get Shahar Izad from her cell in the southeast of the Dao’s region.
- 7** Lead her to Jaza’ir Jiza where she will rush to see the Marid.
- 8** See the Marid to gain a way of passing over the Noble Efreeti’s chessboard and to free Shahar Izad.
- 9** See the Noble Efreeti. Use the Marid’s gift to pass through the chessboard flames and then gain from him the needed information to continue your quest.

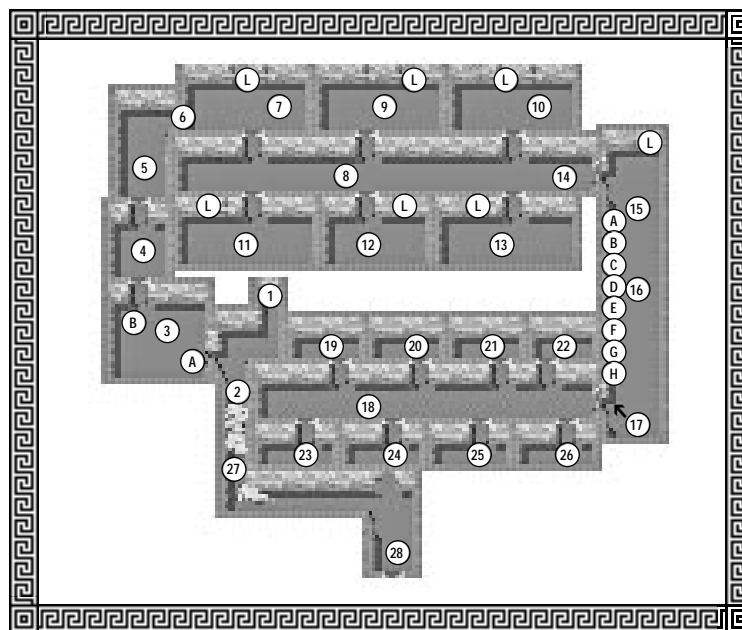


The Isle of Senat

This small island was once the playground of Sitenowch, a powerful fire and earth elemental sorcerer. He used his abilities to create an area of intense heat, and then raised stones from the earth to form an intricate maze. Although he died under mysterious circumstances a few decades ago, his island is still extremely deadly. Move quickly, as the heat will kill you. Make sure that your pack contains many potions of healing.

◆ LOCATIONS AND EVENTS

- 1 Your Rowboat. Step here to travel back to the ship.
- 2 Treasure Chest. It holds a *sunscorch shard*, a *potion of healing*, ten gems, and one hundred gold pieces.
- 3 Treasure Chest. It contains a *sunfire shard*, a *potion of healing*, and 300 gold pieces.
- 4 The Final Treasure Chest. It contains the *Bottle of Emptiness* or the *Singing Scimitar*, if you are embarking on the Efreeti Fuwwah ash Ghazha's fourth quest, or a *sunscorch shard*, a *potion of extra-healing*, ten gems, and one hundred gold pieces, if you are embarking on the quest proposed by Azrail Tajrish and Zuqalamushayt.



The Old Dungeon

The old dungeon of the palace, built centuries ago by dwarven construction teams, has been abandoned by the Caliph. Once his new dungeon was completed, he no longer had a need for the crumbling monster-infested place. The creatures stuck inside the dungeon are crazed, surviving on rats, and they viciously attack anything near them. A network of levers and floor plates was built into the dungeon by the dwarves to allow them to escape if unjustly imprisoned. These levers are used to travel past locked doors to reach a passageway to the new dungeon. I eagerly await your penetration into these dank depths as the sounds of underground combat resonate in such pleasing ways through the rock walls.

The Old Dungeon – Primary Exploration

◆ PRIMARY INHABITANTS

Pangar-Bek

Location 9 — This desert cyclops deeply desires to be free. Captured and thrown into the dungeon for no reason other than his huge eye, he wants nothing but to escape from humans and their cities. You will have a choice upon encountering him. If you believe that he will indeed leave peacefully upon freedom, you can agree to lead him out of the dungeon. Otherwise, draw your sword and be prepared to fight a very angry desert cyclops. If you do decide to free him, see “The Freeing of Pangar-Bek” on page 73.

◆ LOCATIONS AND EVENTS

- 1 Stairway to the Caliph’s Kitchen. You may come and go from the dungeon at will until you have finally reached your father for the second time.
- 2 Blocked Passage. The Brotherhood of Freedom’s collapsed tunnel lies down this hall. There is no way through it.
- 3 Old Room. Moving the blocks reveals a journal entry at Location 3B from a former explorer and a key at Location 3A, needed later for a secret door at Location 6.
- 4 Old Hall. Blocks of movable stone lie in the way.
- 5 Old Guard Chamber. Spiders live here.
- 6 Secret Door. This door needs the key found at Location 3A.
- 7 First Cell. The lever here can be found using the method described in the journal entry at Location 9.
- 8 Hallway. The rock in the center of the hall needs to be used on the pressure plates at both the western and eastern ends for the switches in the rooms, and Locations 11 and 10, respectively.
- 9 Second Cell, the Home of Pangar-Bek. The desert cyclops lives here and will not let you search his cell until you have either lead him to freedom or killed him. If you do decide to free him, see “The Freeing of Pangar-Bek” on page 73 for more information.

The journal entry found in this cell details how to find the six switches at Locations 7, 9, 10, 11, 12, and 13, to open the door at Location 14. Move the rock found in this cell onto the pressure plate before attempting the switch.

- 10 Third Cell. Zombies are trapped in this cell. After dispatching them, the switch can be found and pulled. First, however, make sure to pull the rock in the hallway at Location 8 all the way down to cover the pressure plate outside the cell door.
- 11 Fourth Cell. Spiders angrily live in this cell. The switch in this room needs the rock in the hallway at Location 8 to be moved over the plate outside the cell door.
- 12 Fifth Cell. Opening the door reveals bloodthirsty ghouls. The room contains a stone block which is used to cover the switch plate.
- 13 Sixth Cell. The final cell holds acid blobs and a pressure plate with its own stone to be placed over it.
- 14 To open this door, pull every switch at Locations 7, 9, 10, 11, 12, and 13 (see the journal entry at Location 9 for details).
- 15 Old Dining Hall. Earth elementals reign in this room. The wall switch on the north wall is revealed by moving both the stone table and the rock onto the two pressure plates in the southern end of the room and then hitting the wall as before. If only one plate is covered, spikes will rise from the floor and impale you. The door at Location 17 is opened by this switch.
- 16 Switches A-H. Each switch opens one of the cells at Locations 19-26. A opens 19, B opens 23, C opens 20, D opens 24, E opens 21, F opens 25, G opens 22, and H opens 26.
- 17 Locked Door. This door is opened with the switch at Location 15.
- 18 Hallway. A mad sorcerer lives here and has no qualms about showing you his spells.
- 19 Cell One. Fire elementals roam this hall, guarding a chest with 300 gold pieces.
- 20 Cell Two. Ghouls guard a treasure chest with 150 gold pieces.
- 21 Cell Three. A great ghul guards a treasure chest with 250 gold pieces.

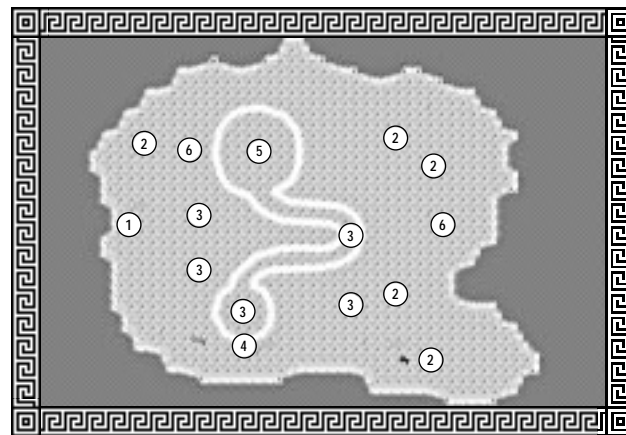
- 22 Cell Four. Ghouls guard a treasure chest with one hundred gold pieces.
- 23 Cell Five. Acid blobs rest in this cell.
- 24 Cell Six. A massive ettin guards the passage to the new dungeon, which lies through the south wall. His chest holds a *+3 ring of protection*.
- 25 Cell Seven. Another great ghul guards a treasure chest with 200 gold pieces.
- 26 Cell Eight. Earth Elementals are trapped in this cell.
- 27 Hidden Chest. The treasure chest contains fifteen gems, a *sundazzle shard*, and 300 gold pieces.
- 28 Passage to the New Dungeon.

The Old Dungeon – The Freeing of Pangar-Bek

Agreeing to free the cyclops is both dangerous and noble. He must be disguised before being led to the Caliph's kitchen.

A rather surprised Sumia offers to scent Pangar to avoid detection by the guards. Take her up on this offer and then carefully lead the desert cyclops through the palace. If you speak to anyone, besides the servants and the rather thick-headed nobles, they notice Pangar and have you captured. Be particularly wary of the guard patrolling around the vizier's antechamber. He arrests you on sight.

Once in the town, do not lower your guard; entering any of the buildings or speaking to any guards lands you in the dungeon. Breathe a sigh of relief as Pangar finally reaches the water. He rewards you with the location of a great treasure.

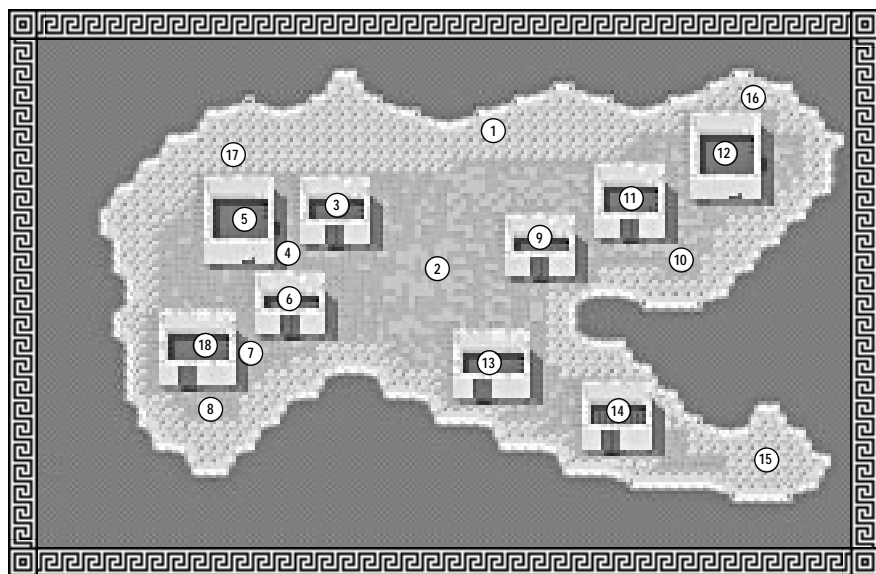


The Isle of Hajar

The Nameless Masters have placed guardians on this island to protect one of the parchments which bears a weakening word. They erected pillars, took magical control of desert cyclops, and harnessed the power of electricity for this purpose. The evil ones also planted nasty spine-throwing plants around the perimeter of the island, making the piles of gold near them hardly worth the trouble. Be quick and sure, and don't stand in one place for too long.

◆ LOCATIONS AND EVENTS

- 1 Your Rowboat. Step here to travel back to the ship.
- 2 Spine-throwing plants. They cannot be killed, so avoid them.
- 3 Cyclops. These have no choice but to fight you to the death.
- 4 Entrance to the Pillars. The treasure lies past this point.
- 5 Hall of Pillars. The chest is not as easily gained as it may appear. Dodge the lightning bolts as best as you can while running to the blinking chest. As soon as you have a chance to open it, the magic disintegrates around you. Your reward is a *weakening word*, a *lightning bolt shard*, a *sling shard*, an *oil of elemental invulnerability*, three *potions of healing*, and 250 gold pieces.
- 6 Pile of Gold.



The Island of Al'Katrax

My heart grieves for the lost souls living on this island — stuck in their own useless war. It is so clear that they both desire to stop the bloodshed; unfortunately, it is also clear that they have backed themselves into a corner and honor is preventing morality from blooming. The houses are largely full of the wounded, monsters roam the streets, and the waters of the ocean slowly rise as if to swallow the senseless brutality from view. It is here that the entrance to the dungeon of Al-Katrax was once effectively guarded by these same villagers who now care little for anything besides retribution. Ah, the genies would learn much of their own disputes if they just watched these humans.

◆ PRIMARY INHABITANTS

Ra'is Saris

Location 8 — The leader of the Ganlat deeply desires one of two things — either for her enemies' leader, Ra'is Taraq, to be wiped from the ranks of the living, or for a peace treaty to end this violence. If you care to hear about her people's troubles, and attempt to show her a way toward peace, she gladly accepts it. If you cannot do this or do not desire to, she will tell you how to enter the dungeon if you kill Ra'is Taraq.

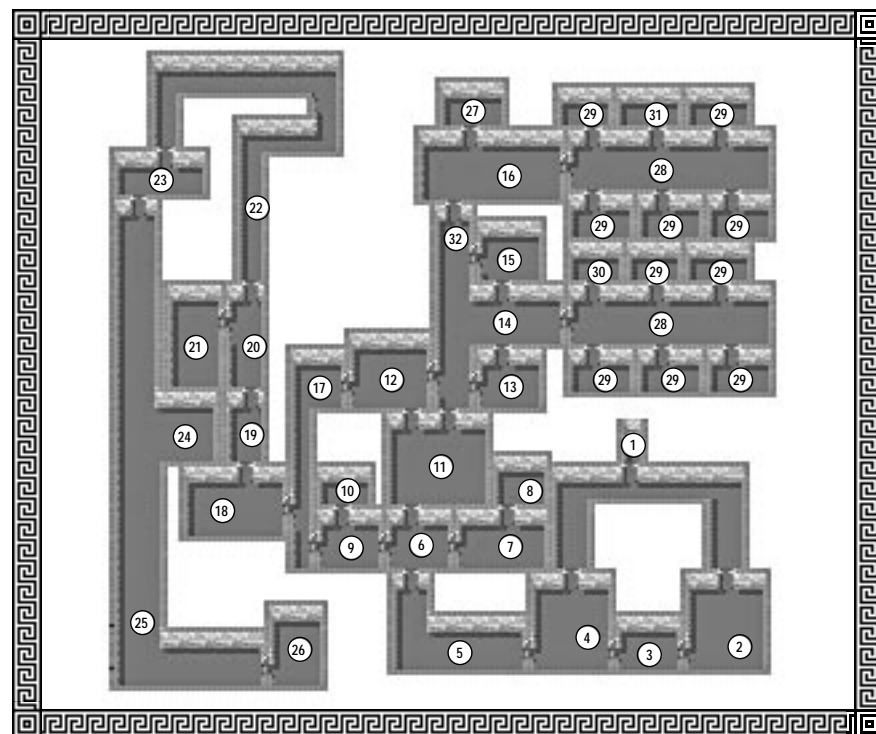
Ra'is Taraq

Location 15 — Other than being of a different sex, the Razif's leader is identical to Ra'is Saris.

◆ LOCATIONS AND EVENTS

- 1 Your Rowboat. Step here to travel back to the ship.
- 2 The Well. This well is actually a secret entrance to the Al'Katrax dungeon. Once you have meditated at both shrines at Locations 14 and 18 and learned the magic words, approach the southern side of the well and speak them. The stairway then appears.
- 3 Empty House.
- 4 Ganlat Guard Post. These guards attack any strangers unless they are first scared and then reasoned with. You only have a short time to reason with them before they grow angry again.
- 5 Wounded. This makeshift hospital holds Ganlats who sound brave when you enter, but who are actually very scared. Speak to them for information about what has happened on the island.
- 6 Wounded and Unconscious. These sleeping Ganlat cannot be woken.
- 7 Ganlat Guard Post. If these guards see you, they attack on sight, believing that you are threatening the wounded.
- 8 Ra'is Saris. The leader rests here with her elite guards.
- 9 Empty House.

- 10 Razif Guard Post. These guards attack any strangers unless they are first scared and then reasoned with. You only have a short time to reason with them before they grow angry again.
- 11 Wounded and Unconscious Guards. These sleeping Razif cannot be woken.
- 12 Wounded Guards. This makeshift hospital holds Razif who sound brave when you enter, but who are actually very frightened. Speak to them for information about what has happened on the island.
- 13 More Wounded and Unconscious Guards. These sleeping Razif cannot be woken.
- 14 The Razif's Shrine. This shrine cannot be entered without the blue key. Once inside, pray at the shrine for a magic word which can be used to uncover the dungeon's stairs.
- 15 Ra'is Taraq. The leader rests here with his elite guards.
- 16 Flames. One of the leaders explains the importance of this flame.
- 17 Flames. One of the leaders explains the importance of this flame.
- 18 The Ganlat's Shrine. This shrine cannot be entered without the red key. Once inside, pray at the shrine for a magic word which can be used to uncover the dungeon's stairs.



The Dungeon of Al'Katrax

I fear that this is the final dungeon of the adventure. It is a shame that the entire expedition was not through dank and dangerous walls of stone, lichen, and dried blood. In any event, this is a well-guarded prison. Mercenaries stand post throughout the human side of the complex and monsters prowl on the other. In order to rescue your brother, whose life is drained away continually, you will need to fight many battles and perhaps more importantly, not fight one particular battle. I see conflict approaching this dungeon like the wear of time itself.

◆ PRIMARY INHABITANTS

Albino Ettin

Location 26 — Probably the strongest ettin in all of the Crowded Seas, this albino rules the western section of the dungeon. Before the mercenaries and sorcerers arrived, he controlled the entire complex. He now thirsts to throw the intruders out — or better yet, to kill each of them individually. Once the spiked doors are opened at Locations 17 and 18, and his personal argument is interrupted, he immediately stalks off to crush the mercenary leader.

Iskar

Location 16 — The leader of the mercenaries is a very strong fighter — one of the most powerful in all of the Crowded Seas. It is unlikely that you will be able to kill him without help. Even each of his personal guards poses a challenge in combat.

Kevric

Location 32 — The mage employed to protect this dungeon prefers to watch events transpire and take no risks until it is clear that you will rescue your brother. At that point he appears with spells blazing.

Tarik Al-Hazrad

Location 31 — Your brother stands dying in this cell. After being discovered, you must lead him out of the dungeon. He cannot speak because his voice was taken by the Nameless Masters. You must find his voice in order for Tarik to summon Muliban.

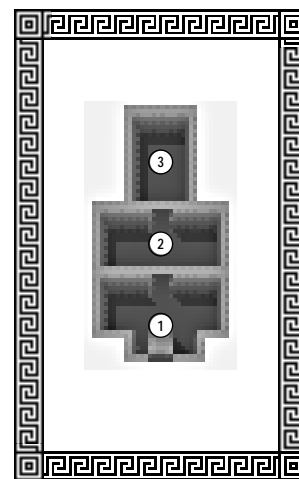
◆ LOCATIONS AND EVENTS

- 1 Stairway to the Isle of Al'Katraz. Come and go as often as you need until you rescue your brother.
- 2 Storage. If it pleases you, the mercenaries' food supplies can be cut to shreds and left to rot.
- 3 Hallway.
- 4 Guard Post. The guard attacks to kill, as do all that you encounter.
- 5 Hallway.
- 6 Guard Post. Two guards are here.
- 7 Guard Post. One guard is here.
- 8 Vase Room. These can be smashed if you desire.

- 9 Empty Room. The western door is spiked shut and unopenable.
- 10 Treasure Room. There are three baskets here. One contains two *potions of healing*, and two *potions of extra-healing*. The second yields 175 gold pieces and a *flame arrow shard*. The last holds fifteen gems and a *cone of cold shard*.
- 11 Dining Area. Three guards are off-duty here; sadly, that does not keep them from drawing their swords.
- 12 Guard Post. Two guards are here. The door to Location 17 can be forced open; just keep pushing on the door until the spikes give.
- 13 Sleeping Area. Guard's sleeping area.
- 14 Guard Post. Two guards work here, guarding the cell door to the first block of cells.
- 15 Sleeping Area. Guard's sleeping area.
- 16 Iskar's Room. The mercenary leader and his elite guards are working in this room. Entering here before finding a way of killing Iskar will probably cause your death. The gem on the table is used to drain the souls of the prisoners, and can be broken with a simple swing of the scimitar. The prisoner register in the northwest corner lists your brother's name.
- 17 Hallway to the West. This hall leads to the monster-infested western half of the dungeon. Open the door to Location 18 in the same manner as the one from Location 12.
- 18 Ammut. These two ammut guard their new resting area against intruders. One carries 231 gold pieces and the other twelve gems.
- 19 Hallway. Spiders roam here.
- 20 Hallway. More spiders are found clicking and thirsting for blood.
- 21 Mummy's Room. Three mummies guard this room, and will not leave under any circumstances. They guard a chest with 149 gold pieces, one *potion of extra-healing*, and two *potions of healing*.
- 22 Hallway. You must fight your way past bats and an ammut holding 160 gold pieces.
- 23 Mummies. A group of mummies roam here and attack fearlessly, although they will not pursue you further into the dungeon.

- 24 Hiding Place. These pillars form an excellent hiding place on the south edge of the room.
- 25 Hallway. These blocks can be moved to allow for a quicker exit from Location 26.
- 26 Albino Ettin's Room. This powerful albino ettin does not notice you open the door . . . at first. After a few seconds he sees the open portal and, taking it as a signal for action, heads off to attempt to break through to the eastern side. Make sure he does not see you! Since you have already opened the door, he will have no trouble getting through and engaging Iskar in combat. The ettin has a treasure chest with twenty-five gems, 300 gold pieces, and a *cone of cold shard* in it. When you head back to find out what has transpired in the eastern half of the dungeon, follow the battle noise up to Iskar's room. Stand outside the door listening to the battle rage until you are certain that you want to join it.
- 27 Kevric's Room. The mage's room has two important items in it. The first is the key to the jail cells which is found under his bed, along with 500 gold pieces. The second is the tureen. When you look into it, one of the Nameless Master's faces appears and you have a golden opportunity to strike fear into his heart. You can also pilfer his chest for 500 gold pieces, a *potion of invulnerability*, and a *potion of giant strength*.
- 28 Hallway of Cells. Six locked cells line this corridor.
- 29 Prisoner. This prisoner will gladly go free once you unlock the cell door and speak with him or her.
- 30 Empty Cell. This prisoner has died.
- 31 Tarik's Cell. Your brother can be found, nearly dead, in this small cell. Free him and lead him to safety (though if you desire to free the rest of the prisoners before leaving, Tarik will not mind).
- 32 Kevric's Trap. The mage ambushes you and your brother here.

The Ship's Hold



After freeing your brother from the Al'Katrax dungeon, the captain insists that you bring him into the hold to rest. After leaving him there, you have only one important task — finding his voice. Upon returning with it, Tarik is able to summon Muliban and free him from the enchantment which set this entire situation into motion.

◆ PRIMARY INHABITANTS

Muliban

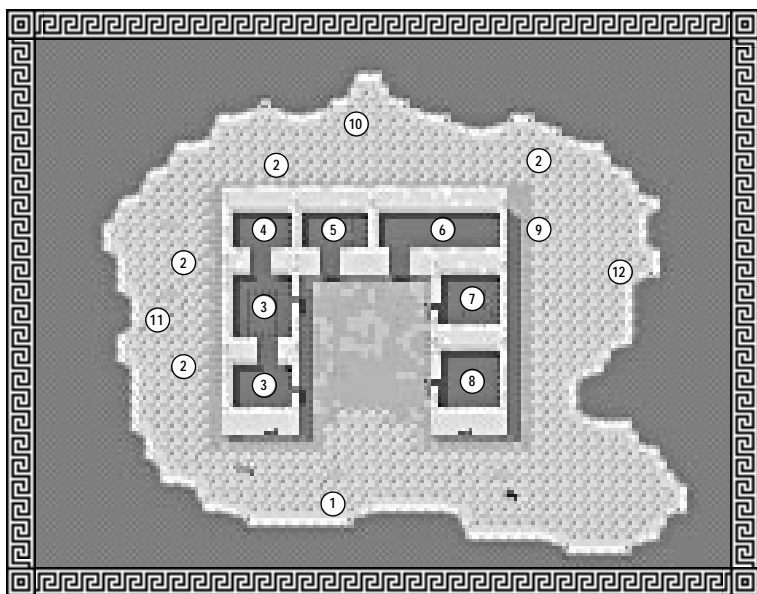
Location 3 — The genie of your family is overjoyed to be reunited and under the control of his previous masters once again. He helps you continue your quest, but cannot directly threaten the Nameless Masters since he would again be coerced to serve them.

Tarik Al-Hazrad

Location 3 — Your brother waits impatiently in the hold for his voice to return. Once it does, he summons Muliban.

◆ LOCATIONS AND EVENTS

- 1 Stairway to Ship's Deck.
- 2 Storage Room.
- 3 Resting Area. Tarik will wait in this comforting room for the return of his voice. This is also where he summons Muliban once his voice is restored.



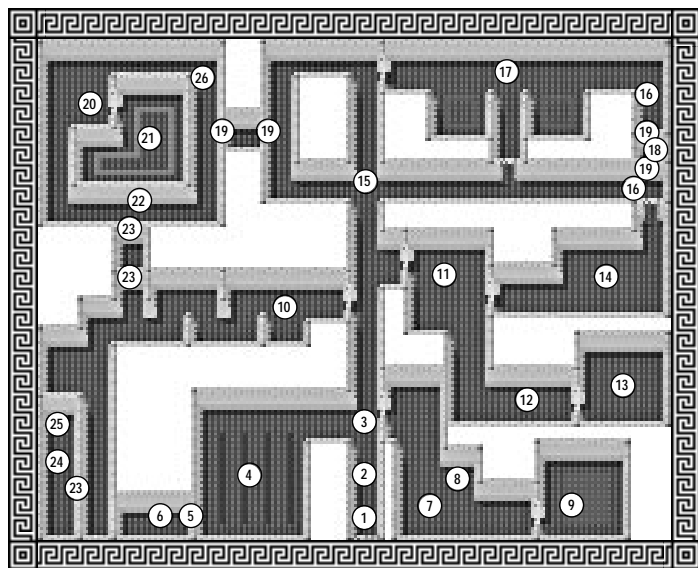
The Isle of Aballat

This island was once a small human outpost. Recently it was overrun by the Nameless Masters and is now used as a collecting place for their bottles of holding. Guardians, both human and monster, were magically controlled and forced to patrol the small island. It is in this desolate place that your brother's voice is hidden. It pains me deeply to see how holding one part of a creature captive can control it far greater than by putting its whole being in a cell.



◆ LOCATIONS AND EVENTS

- 1** Your Rowboat. Step here to travel back to the ship.
- 2** Werehyenas roam freely about the island.
- 3** Empty Room.
- 4** Werehyena Room. A distraught werehyena guards a bottle in this room. Killing him frees him from his curse. A chest in the room holds a *potion of extra-healing* and twenty gems. Opening the bottle sends forth the trapped roar of a monster's courage.
- 5** Pirate's Room. A pirate guards a bottle containing the joy of a child. He also owns a chest with a *potion of invulnerability*, a *potion of extra-healing*, and 258 gold pieces.
- 6** Ettin's Room. The ettin does not want to fight. His bottle holds a woman's voice, and his chest holds 200 gold pieces and twenty gems.
- 7** Ammut's Domain. Its chest is empty.
- 8** Pirate's Room. The female pirate residing here will listen to reason. You can convince her to stand aside and let you free a man's honor from the bottle.
- 9** Hidden Bottle. This bottle holds a heartbeat.
- 10** Brother's Voice. Opening this bottle frees your brother's voice! He calls you to return to the ship.
- 11** Hidden Bottle. This bottle holds passion.
- 12** Hidden Bottle. This bottle holds someone's mind captive.



The Nameless Masters' Island of Al-Naqqil

With much trepidation, we ventured through the fog and obscurity to the place where this entire story took root. It was here that eager Ru'nallan stumbled across the seeds of the Genie's Curse. If either one of us is discovered, it will mean servitude to these despicable humans — if they can still be classified as that. Their red-hued palace is appropriately filled with guardians, traps, and secret doors. However, that is only the beginning. For after you have pushed through, killing two of the four nameless masters along the way, you will still have the unknown plane to explore. It is there that Gruntha and I almost came to the end of our existence. The only words of wisdom I can impart to you are these: use all of your shards and potions in these areas, for there are no more to come.

One more thing. If you have learned any words of weakening, you will have an opportunity to use one before encountering each Nameless Master. There are four masters, and four of these powerful phrases. Be sure to read either forwards or backwards, depending on how the syllables were recorded.

♦ PRIMARY INHABITANTS

Gannat'tak

Location 21 — The Nameless Master retaining the greatest tie to human form is Gannat'tak. He wears the third *necklace of seeing* which allows entrance through every secret door on the level.

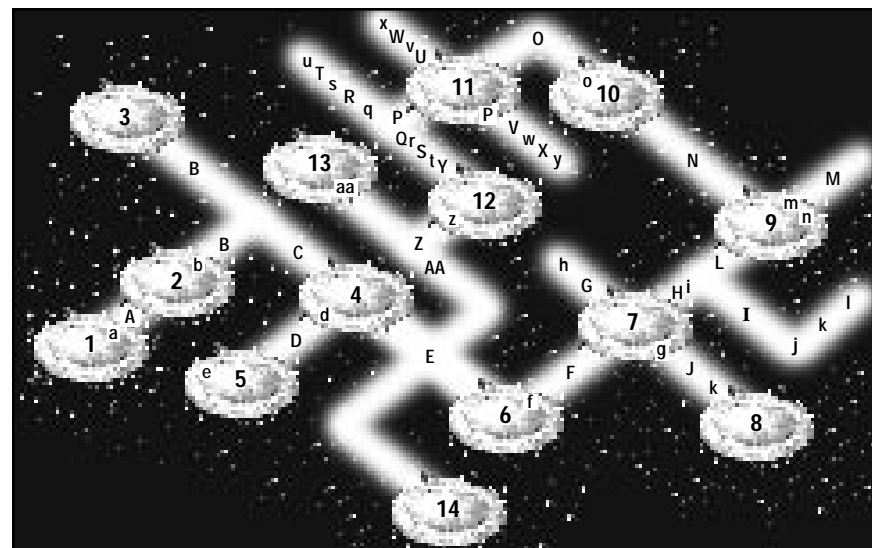
Zorth

Location 9 — Angry and upset, Zorth lives in a room full of wreckage — symbolic to him of his life. Although he is more human than Yanoir or Drackan, he sees in them what he will become and it strikes fear into his evil heart. However, this does not hinder him in fighting you.

♦ LOCATIONS AND EVENTS

- 1 Entrance and Switches. To keep the traps at Location 2 from activating, pull and push each switch one time.
- 2 Flame Jets and Arrows. If these activate, dodge them quickly. The arrows are tipped with poison which causes much more damage than a simple arrow hit.
- 3 Nas Nas Guards.
- 4 Nas Nas Room. These are the barracks for the nas nas. One wears the weakest *necklace of seeing*. It enables the wearer to see and enter some of the region's secret doors (all marked Location 5).
- 5 Secret Door — Level One. These secret doors become visible when you step near them while wearing any of the *necklaces of seeing*. They may not be passed through until they are found.
- 6 Nas Nas Treasure. The chest contains 250 gold pieces, twenty gems, two *potions of healing*, and one *potion of extra-healing*.
- 7 Cyclops Guard.
- 8 Vases. One contains 250 gold pieces, one has fifteen gems, and the last one has a *potion of extra-healing*.
- 9 Nameless Master's Bedroom. This chamber, strewn with wreckage, is home to Zorth. He will fight you to the death.
- 10 Empty Hall.
- 11 Dining Room.
- 12 Cyclops Guard. He carries fifty gems.

- 13** Nameless Master's Bedroom. This was Yanoir's — unused now since he uses his time draining prisoners in the unknown plane. Check the dresser for notes, and the vase for fifteen gold pieces.
- 14** Cyclops' Room. These are the barracks for the cyclops guards. They are a renegade group of desert cyclops who fervently believe that an alliance with the Nameless Masters will end their persecution by humans. One vase holds one hundred gold pieces and a *cone of cold shard*.
- 15** Nas Nas Patrols.
- 16** Halls. Approaching these locations causes the sorcerer at Location 18 to run out and shoot a spell at you, if he has any left.
- 17** Sorcerer's Room. The sorcerer guards of the Nameless Masters live here. While useful information can be found after killing the two inhabitants, do not open their spell books. In the vases you can find 600 gold pieces and a *lighting bolt shard*.
- 18** Hidden Sorcerer. Anytime you approach Location 16, this sorcerer steps out of his hiding place to attack with a spell. Then he steps back in and cannot be reached. However, he needs to be killed to gain the second *necklace of seeing*, which he wears. This allows passage through secret doors marked Location 5 and Location 19.
- 19** Secret Door — Level Two. At least the second *necklace of seeing* is required to see and enter this secret door.
- 20** Arrow Trap. Open the door quickly as arrows fire at your back.
- 21** Nameless Master's Bedroom. This is home to Gannat'tak. As he has had the least to do with the portals used to drain prisoners on the unknown plane, he is still the most human. He wears the third *necklace of seeing*. Search his room for important information.
- 22** Hall.
- 23** Secret Door — Level Three. The most powerful *necklace of seeing* is required to see and enter this secret door.
- 24** Treasure Chest. This contains fifty gems and a *sunscorch shard*.
- 25** Teleport to the Unknown Plane. Do not enter here before you are done in the region; there is no going back.
- 26** Sorcerer Guard.



The Unknown Plane

Our divining powers were useless as we attempted to gaze into this strange plane which the Nameless Masters have tapped into. We had no choice — in order to complete our mission we had to break one of our guidelines and risk becoming intimately involved in the Genie's Curse. Freashara thought we should cap the investigation here, and let you finish this quest without the benefit of our stupendous aid. We disagreed, quite heavily, but my might, er, — argument was sufficient to set her straight. It is ironic that once we broached the plane, it was she who truly broke our orders. Regardless, we infiltrated the Nameless Masters' palace and activated the teleporter in order to enter the unknown plane ourselves. From there we were barely

able to use each other's powers and abilities to avoid conflict with the Nameless Masters; however, that is a tale best left unheard by our masters

Platforms dangle in space, with magical walkways which the Nameless Masters have constructed connecting them. Most of these platforms hold a portal to another dimension. It is in these portals that the most powerful of the Masters' prisoners are drained of their power — their life force directly enters each Master's veins. Some of the victims are also trapped inside the forms of monsters

◆ PRIMARY INHABITANTS

Captain

Location 9 — One of the enchanted platforms at Location 9 is the same as the magic room of the ship, holding the gem which you were unable to completely destroy. Now, however, you are able to break it. After doing so, you are teleported back to the ship where the flesh and blood captain has some good news for you. Enjoy the brief trip and the brisk sea air, as soon you must return to the unknown region and complete your task.

Drackan

Location 14 — The mastermind behind the Nameless Master's plot is also the least human. He has gained more power through the portals than his companions, and has lived in this plane day and night for years. He is currently filling the moonstone stolen from Zaratan with evil power. This additional strength will give him the ability to dominate even the most powerful genies.

Princess Kara

Location 12 — Your bride is trapped behind one of the mirrors at Location 12. She is in the body of a ghul.

Yanoir

Location 11 — This Nameless Master created the portals. He furiously attacks anyone found destroying them.

◆ WALKWAYS

In order to activate the walkway to the next platform, you must walk to certain locations. These are marked on the map with the lowercase letter showing the trigger area and the uppercase letter showing the walkway connected to it. For example, walk to "a" to make the "A" walkway appear.

Note: in order to leave Location 9 you must leave the plane to speak with the captain; to leave Location 12 you must free the princess.

◆ PORTALS

To open one of the portals, strike the central green gem until it breaks. Be careful, as most of the original prisoners were killed by the Masters' life-draining and have been warped into monsters.

◆ LOCATIONS AND EVENTS

- 1 Starting Platform.
- 2 Portal with Desert Cyclops.
- 3 Portal with Ogrima.
- 4 Portal with Mercenary.
- 5 Portal with Mummy. When the mummy is vanquished, a person appears who is too weak to aid you on your quest.
- 6 Portal with Great Ghul.
- 7 The Great Moonstone. Although its goodness is being drained with every passing moment, the stone will still heal you.

- 8 Portal with Ettin. Inside the form of the ettin is another human prisoner.
- 9 Platform from Magic Room. This is the same platform as the portal in your ship's hold. Break the gem with your sword to free the captain from his bondage. You are teleported to the ship, where you can speak with the flesh and blood captain.
- 10 Portal with Ammut.
- 11 Portal with Markeen. A Nameless Master appears when the markeen is slain.
- 12 Portal with the Princess. You found her!

When Freashara saw her, stuck in the visage of a horrible ghul, she broke our commandments and found a way to speak with her: I would have nothing to do with it, but do not be surprised if Kara knows of your quest.

- 13 Empty Platform.
- 14 Drackan. The final master waits for you here, and fights you in a climactic battle. Use everything that you have. Not only will you need it, but this is the final conflict. After killing him, Muliban appears and the quest is completed.

Look for us at your wedding.

ITEM AND TREASURE LISTINGS

Corsair's Testing Grounds

LOCATION	ITEMS
26	Two Oils of Invulnerability, 200 Gold Pieces

Zaratan

LOCATION	ITEMS
6	Sunfire Shard
7	Ten Gems, One Hundred Gold Pieces
27	Sling of Seeking
33	Weakening Word, Water Blast Shard

The Western Desert

LOCATION	ITEMS
2	Purple Berries
6	Magical Locket

The Reef of the Dead

LOCATION	ITEMS
2	Small Key, Forty Gold Pieces
3	Large Key, Sixty Gold Pieces
4	Green Key
10	Piles of Gold

The Rotting Ship's Hold

LOCATION	ITEMS
6	Oil of Air Elemental Invulnerability, Potion of Healing
7	250 Gold Pieces, Five Gems

The Acid Dungeon

LOCATION	ITEMS
1	Twelve Gems
16	Twelve Gold Pieces, Four Potions of Healing
24	Ten Gems, Three Potions of Extra-healing
26	Potion of Healing
28	Two Potions of Healing, Potion of Extra-healing
40	Two Potions of Extra-healing, Five Gems, One Hundred Gold Pieces
44	Five Gems, Fifty Gold Pieces, Potion of Extra-healing
45	Seventy-five Gold Pieces, Two Potions of Extra-healing
47	Eighty Gold Pieces, Potion of Extra-healing
50	Potion of Extra-healing, Two Gems
52	Potion of Extra-healing
58	Four Potions of Extra-healing, Sunfire Shard
62	350 Gold Pieces, Sunscorch Shard

The Sorcerer's Tower — Level Two

LOCATION	ITEMS
2	Mirror, Weakening Word

Bandar al Sa'adat

LOCATION	ITEMS
10	Hottest Coal
12	Wisest Snake
17	Veil
19	Bone Key

The Caliph's Palace

LOCATION	ITEMS
1	Obdel's Note
14	Vizier's Books
18	Secret Room Key
22	2,000 Gold Pieces, Vizier's Journal Page

The Caliph's New Dungeon

LOCATION	ITEMS
2	+1 Ring of Protection, Weakening Word

**The Isle of Shibaz —
First Level**

LOCATION	ITEMS
3	Stone Heart Scroll
4	Seventy-five Gold Pieces, Libraries' Scroll
5	Eighty-four Gold Pieces
6	Tribute Book
8	Enemies' Scroll, Oil of Earth Elemental Invulnerability
9	Eighty-nine Gold Pieces
10	Nine Gems, Water Blast Shard
11	Nineteen Gems, Oil of Fire Elemental Invulnerability
14	Moonstone Shard
18	Eighty-four Gold Pieces

**The Isle of Shibaz —
Second Level**

LOCATION	ITEMS
10	300 Gold Pieces
11	Potion of Giant Strength, Oil of Fire Elemental Invulnerability, Twenty-three Gems
13	Three Potions of Extra-healing, Potion of Giant Strength
14	Sunfire Shard, Ten Gems, 200 Gold Pieces
18	Book of Clues
22	The Magic Carpet
23	Book of the Abyss
25	250 Gold Pieces, Ten Gems
29	Potion of Healing
31	350 Gold Pieces

**The Isle of Shibaz —
Third Level**

LOCATION	ITEMS
4	Casket of Worldly Cares
5	Twelve Gems, 135 Gold Pieces, Ninety-seven Gold Pieces
7	+2 Ring of Protection
8	Casket of Eternal Hopes
10	Genie Lords' Island Location Scroll
12	Fire Arrow Shard
13	Sundazzle Shard

The Isle of Jaza'ir Jiza

LOCATION	ITEMS
Noble Djinni	Sky Jewel
Noble Efreet	Moonstone Shard

The Isle of Senat

LOCATION	ITEMS
2	Sunscorch Shard, Potion of Healing, Ten Gems, One Hundred Gold Pieces
3	Sunfire Shard, Potion of Healing, 300 Gold Pieces
4	Bottle of Emptiness, Singing Scimitar, Sunscorch Shard, Potion of Extra-healing, Ten Gems, One Hundred Gold Pieces

The Old Dungeon

LOCATION	ITEMS
3	Secret Door Key
9	Journal Entry
19	300 Gold Pieces
20	150 Gold Pieces
21	250 Gold Pieces
22	One Hundred Gold Pieces
24	+3 Ring of Protection
25	200 Gold Pieces
27	Fifteen Gems, Sundazzle Shard, 300 Gold Pieces

The Isle of Hajar

LOCATION	ITEMS
3	Weakening Word, Lightning Bolt Shard, Sling Shard, Oil of Elemental Invulnerability, Three Potions of Healing, 250 Gold Pieces
4	Piles of Gold

The Island of Al'Katrax

LOCATION	ITEMS
16	Key to Eastern Shrine
17	Key to Western Shrine

The Dungeon of Al'Katrax

LOCATION	ITEMS
10	Two Potions of Healing, Two Potions of Extra-healing, 175 Gold Pieces, Flame Arrow Shard, Fifteen Gems, Cone of Cold Shard
18	231 Gold Pieces, Twelve Gems
21	160 Gold Pieces, Potion of Extra- healing, Two Potions of Healing
22	160 Gold Pieces
26	Twenty-five Gems, 300 Gold Pieces, Cone of Cold Shard
27	500 Gold Pieces, 500 Gold Pieces, Potion of Invulnerability, Potion of Giant Strength

The Isle of Aballat

LOCATION	ITEMS
4	Potion of Extra-healing, Twenty Gems
5	Potion of Invulnerability, Potion of Extra-healing, 258 Gold Pieces
6	200 Gold Pieces, Twenty Gems
7	143 Gold Pieces
10	Brother's Voice Bottle

**The Nameless Master's
Island of Al-Naqqil**

LOCATION	ITEMS
4	Weakest Necklace of Seeing
6	250 Gold Pieces, Twenty Gems, Potion of Extra-healing
8	250 Gold Pieces, Fifteen Gems
12	Fifty Gems
13	Fifteen Gold Pieces
14	One Hundred Gold Pieces, Cone of Cold Shard
17	600 Gold Pieces, Lightning Bolt Shard
18	Second Necklace of Seeing
21	Third Necklace of Seeing
24	Fifty Gems, Sunscorch Shard

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