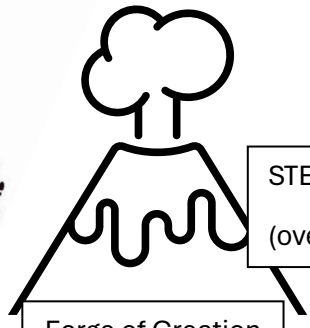


DWARVENPORT WEST
(you are here)



This bad
mothafucka
about halfway



STEZOK
(overrun by orcs)

Forge of Creation
(flooded)



ABOVE GROUND

UNDERDARK LAYER 1
(Duergar Homeland)

UNDERDARK LAYER 2
(Ithilid Sea, now empty)

UNDERDARK LAYER 3
(valley in Fire Giant's land,
partially flooded)

UNDERDARK LAYER 4
(do you even want to know
what's down here?)

Detonate Bomb Here

BOB EXPLAINS THE MISSION

You need to re-light the Moradin's Forge of Creation in Stezok.

To do that, Bob suggests detonating a huge Runepowder Bomb at the bottom of the shaft of water.

This will do two things:

1. Partially collapsing the tunnel, hopefully sealing the Mind Flayers in the UNDERDARK LAYER 3
2. Burst a hole into the UNDERDARK LAYER 4, hopefully causing molten rock to flow once again in the shaft below the Forge of Creation, re-lighting it.

Unfortunately, that means getting a large bomb past:

1. Whatever evil lurks the road to Stezok
2. The Orcs that now inhabit Stezok
3. Down a very long shaft of water, possibly guarded by Mind Flayers