

OFFICIAL
Advanced Dungeons & Dragons
2nd Edition
COMPUTER GAME

FORGOTTEN REALMS[®]

MENZOBERRANZAN[™]

GAME

**CLUE
BOOK**



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INTRODUCTION

FORGOTTEN REALMS®: MENZOBERRANZAN™ is a CD-ROM computer role-playing adventure based on the popular AD&D® 2nd Edition games rules and characters found in the New York Times best-selling book *The Legacy*, by R.A. Salvatore. The game invites your characters to explore the world of Drizzt Do'Urden, the most famous of the dark elves. Venture into the Underdark to take on the challenges of Drizzt's homeland. Visit Menzoberranzan, the city of Drizzt's birth, and fight to free captured villagers from their evil, drow captors. With the power of CD-ROM, the land of the drow comes alive. Drizzt speaks, as do over thirty NPCs and opponents, all brought to life by voice actors with the terror of Lolth, the Spider Queen, pounding in their veins. Rich cinematics take your characters from the plains of Icewind Dale to the dark and dangerous passageways of the Underdark, then on to Menzoberranzan where all the power and magic of the drow await. The CD-ROM version provides more monsters, maps, and quests, as well as a larger variety of non-player characters.

Use this clue book as your guide to FORGOTTEN REALMS: MENZOBERRANZAN. It is not only an aid in solving the puzzles and difficult mazes that abound, but it is also a glimpse ahead, a look into the future as your characters make their way ever downward, toward the evil heart of Menzoberranzan.

To Owners of the Disk-Based Game: A special section entitled "Differences Between the CD-ROM and Disk-Based Versions of FORGOTTEN REALMS: MENZOBERRANZAN" is on page 101. It describes what differences to expect if you have not purchased the game on CD-ROM. Unfortunately, owners of the disk-based version of FORGOTTEN REALMS: MENZOBERRANZAN cannot experience all of the characters, cinematics, and effects available with the CD-ROM product. Therefore, some of the NPCs, monsters, and locations mentioned in this clue book may prove unfamiliar to non-CD-ROM users. Though the disk-based version is inherently limited, care has been taken to assure that a quality role-playing experience remains.

The quests needed to win the game are the same in both the CD-ROM and disk-based versions, with the exception of the Cavern of the Myconids and the quests associated with it.

This book is your guide to FORGOTTEN REALMS: MENZOBERRANZAN. It does not, however, describe a path into every chamber nor the location of every object. What it does tell you is the quickest way to get through the game and free the villagers which have been captured by the drow, picking up a variety of treasures and objects along the way. Follow it closely, and success will be yours!





STORY BACKGROUND

The quest begins in a small village near Icewind Dale. The adventurers celebrate their recent victories at a local inn, but their revelry is cut short when calls of “Fire!” draw them out into a dangerous confrontation. Raiders from the Underdark — drow elves — have attacked the village, setting buildings aflame and carrying off many of the town’s inhabitants as prisoners.

“Our enemy has come out of the night! My men are doing what they can, but. . . I have no one to battle the fire. Go, my friends. There are buckets before the tavern. I must stay here. If the drow capture the guardhouse, all is lost!”

— Baldassar, the Captain of the Guard.

The dark elves have come, but it is not the village’s armory in which they take an interest. They search for Drizzt Do’Urden, the only drow to have forsaken the evil ways of his people. Long ago, Drizzt left the city of his birth in the Underdark to live above in the world of light.

The drow reside in great cities built far beneath the surface of the earth. They have long devoted themselves to the pursuits of evil. It is natural, then, for the villagers to blame this turn of events on Drizzt, the one drow who has settled near Icewind Dale. Drizzt, however, learns of the raid and sets off on his own quest to right the wrongs done by his evil brethren.

Vowing to return the captured villagers to their homes, the adventurers set out on a quest for which they are ill-prepared — at first. By interacting with the inhabitants of the surface world and the denizens of the Underdark, the party can acquire infravision, a magical drow artifact, a scroll to transform them into spider shape, various magical gems, and more. Unusual NPCs may join the party along the way, including a centaur, a kenku (bird-man), and Drizzt himself. Both Drizzt’s skill with scimitars and the fighting ability of his companion Guenhwyvar, an otherworldly black panther, are certain to benefit the adventurers.

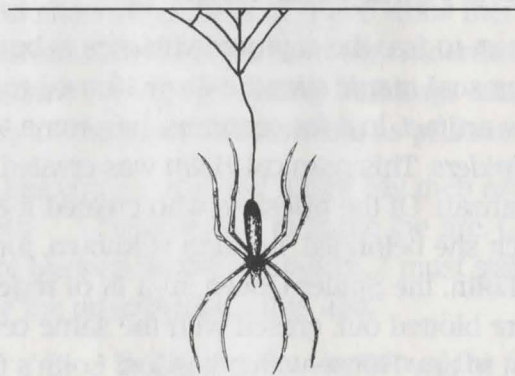
The party’s quest to free the captured villagers is but a part of the tale. An unusual magic stirs the drow Houses to war. A powerful drow artifact, lost for centuries, has come to light. It is the *Helm of Spiders*. This magical *Helm* was created long ago in Menzoberranzan. Of the priestess who created it and of the House to which she belonged, nothing is known, for both were destroyed by Lolth, the Spider Queen, in a fit of rage. Their memories were blotted out, erased with the same certainty as can happen to any House which has lost Lolth’s favor.

Continues...

In creating the *Helm of Spiders*, the nameless priestess of Menzoberranzan hoped to unify the drow under the authority of her House, then lead an assault which would bring both the Underdark and the surface world under her command. Lolth could not abide such terrible ambition, and ordered the rebel House destroyed, its name never to be spoken again.

In the ensuing battle, the *Helm of Spiders* was broken into three components and lost to the drow. By itself, the bare *Helm* provides its wearer with magical protection; however, when the other components are found and added to the *Helm*, the abilities it bestows increase. The *Helm's* full potential can be awakened only by a High Priestess of the drow, and only Lolth knows what that might be.

As the plot unfolds, it becomes clear to the party that they must not only rescue the villagers who have been captured by the drow, but deny House Baenre the *Helm of Spiders* as well. Drizzt himself cannot escape the wrath of the drow, and in the end must rely upon the party's ever-increasing skill to save the day.



OPPONENTS AND MONSTROSITIES

Driders, hook horrors, and rust monsters are but a few of the dangers to be encountered in the Underdark. The warriors and magic wielders among the drow prove less forgiving than a carrion crawler encountered in the depths. The derro dwarves work to surpass them all in acts of cruelty. The following sections contain descriptions of the creatures awaiting any traveller who dares to journey toward Menzoberranzan.

◆ ABOLETH



The aboleth is a fearsome sea beast known to live in the Underground Lake. It lures its victims by means of illusion and mind control. The dwarven miner met in the Descent into the Underdark, Level 2, is under the aboleth's influence. He at first appears mad, but proves to be a reliable party member once the aboleth is destroyed. The party's first sight of the aboleth is an illusion cast by the beast, that of a helpless girl struggling in the water. Upon the party's approach, the aboleth attacks. Its deadly tentacles can do 1–6 points of damage each. In addition, the strike of the aboleth transforms its victim's skin into a clear, slimy membrane, one which can prove both painful and deadly. After defeating the aboleth, the party can cure this affliction by drinking from the fountain located in the Temple of Dumathoin, Level 3. The party should deal as much damage to the aboleth as it can from a distance. The *javelin of lightning* found in Descent into the Underdark, Level 2, as well as the crossbow found in Descent into the Underdark, Level 1, can be used for this purpose. Nevertheless, it is difficult to avoid the disease-dealing strike of the aboleth.

◆ BUGBEAR



Bugbears lurk in the Woods Outside the Village. Good swordsmanship dispatches a bugbear with relative ease, though it is a dangerous creature and should be approached with caution. In the Woods Outside the Village, bugbears are occasionally encountered in the company of gnolls. It is unlikely the creatures act in concert toward a common goal. It is more likely they stay in close proximity only long enough to steal one another's prey when the opportunity presents itself. The party can outrun these creatures and should not allow itself to be surrounded by attacking bugbears.

◆ CARRION CRAWLER



The carrion crawler is found in the Cavern of the Driders, Map 1, where it serves as a scavenger of subterranean areas. Because of its potential to paralyze its victims, spell attacks such as *fireball* are recommended in combat, at least until physical contact becomes inevitable. Should the victim become paralyzed, he or she may be bitten by the crawler, each bite doing 1–2 points of damage. Carrion crawlers provide the same useful, if disagreeable function that jackals, vultures, and crows perform in the food chain. As with many of the larger creatures, ranged attacks against carrion crawlers are recommended. The *blue candle* found in the Cavern of the Galeb Duhr can be used to launch effective *lightning bolts* at the beast.

◆ CLOAKER LORD



Cloaker lords plague the Descent into the Underdark, Level 1; the Cavern of the Driders, Map 1; and the Tower of Sorcere. While no tactical brilliance is necessary to defeat a cloaker lord, a strong sword arm and a sharp blade prove valuable assets, as does the composite bow found in Icewind Dale Plains, Area 2. During its attack, the cloaker lord often subjects its victim to a vicious bite capable of doing 2–8 points of damage per round. Unfortunately, the cloaker lord is resistant to magical attacks.

◆ DERRO DWARF



The derro live in the Dwarven Mines, and the Temple of Dumathoin, Levels 1 and 2, where they appear in large numbers. When necessary, the party should back into a corner or alcove from which it can fight and defeat one opponent at a time. The *white candle* found in the Dwarven Mines provides some protection from the attacks of the derro. The derro take only 1/2 damage from magical attacks, so non-magical weapons are best to use against them in combat. At times it may be possible to lure derro dwarves into dungeon traps, such as the *fireball* trap at location 8 in the Temple of Dumathoin, Level 1.

◆ DERRO DWARF SAVANT



Savant derro are known to exist in the Temple of Dumathoin, Levels 1 and 2. They are formidable magic users, and can defend themselves against magical attacks, taking only 1/2 damage from magical blows. When derro dwarves move in any large numbers, they are accompanied by one or more savant derro. These magic users are adept at casting *fireballs*.

◆ DRIDER



Driders endure their banishment in the Cavern of the Driders, Maps 1 and 2, as well as within Mantle Cavern One. Though they wield ordinary weapons such as swords, some driders maintain spellcasting abilities from before their transforming punishment and may launch *fireballs* at the party. Fortunately, they are few in number and not all driders are inclined to attack the party. Maznafein is the one drider the party cannot do without, because he furnishes the party with a *Scroll of Spider Shape*; without this scroll they cannot cross an impassable chasm.

◆ DROW

Drow Fighter

Drow fighters range across a wide area. They lurk in the Village; Descent into Underdark, Levels 1 and 2; Cavern of the Driders, Map 1; and House Do'Urden Nobles Area, Level 2. Skilled swordsmen, drow fighters can nonetheless be dispatched by the use of non-magical weapons including ranged weapons such as the bow and sling. Few creatures who live upon the surface have ever seen a drow, a member of that race of dark elves long ago banished into the depths of the earth. Once, dark elves were a part of the elven race which roamed the world's forests, but their selfish inclinations and fascination with the ways of evil caused a civil war among the elves. At times it may be possible to lure drow fighters into dungeon traps, such as the *fireball* traps at locations 3 and 4 in the Descent into the Underdark, Level 2.

Drow Priestess

Encountered in the Village; the Descent into the Underdark, Level 2; Cavern of the Driders, Map 1; House Fey Branche; and House Do'Urden Nobles Area, Levels 1 and 2, any drow priestess is a dangerous opponent who can cast *lightning bolts* at the party. In return, ranged spell attacks such as *Acid bolt*, *Agannazar's scorcher*, and *death spell* are all handy weapons for such an encounter. In the matriarchal society of the drow it is the women who have been trained most thoroughly in the ways of magic. Occasionally an angry drow priestess can be used to the party's advantage by luring drow fighters or other opponents between the party and the priestess. In this way, the *lightning bolts* cast by the priestess can destroy her own allies.

◆ DROW

Malice Do'Urden

The party encounters Malice in House Do'Urden Nobles Area, Level 1. In combat with Malice, powerful, high level spells such as *disintegrate* and *harm* are recommended, though the latter requires the priestess be touched for the spell to take effect. Other useful weapons found in the Tower of Sorcere are the *potion of giant strength* and the *wand of fireballs*. In House Do'Urden Nobles Area, Level 1, is a *wand of magic missiles* and a cleric *scroll of cause critical wounds*.

Rizzen Do'Urden

First met in Carpathian's Tavern, Rizzen is essentially a drow fighter and can be defeated by the same tactics used to overcome the raiders fought in the Village. Nevertheless, *Rizzen at first* proves himself a useful ally and must be treated as such. It is only late in the scheme of things that Rizzen's treacherous nature comes to light and the party must be on guard against his attack. When Rizzen is defeated, the party will find a chest that holds a key to Malice's chambers.

Vierna Do'Urden

On the lookout for intruders in House Do'Urden Nobles Area, Level 1, Vierna is the daughter of Matron Malice of House Do'Urden. She is a powerful priestess and casts *lightning bolts* at the party. Ranged spells such as *death spell* and *venom bolt* both engage the priestess in battle while keeping the party at a safe distance.

◆ FUNGI SKELETONS



Fungi skeletons roam the Cavern of the Myconids. These are not undead creatures, but are guards brought to life by the powers of the myconid King Feerus. They possess natural defenses against spells of *cold*, *fear*, *hold*, and *paralyze*. Bladed weapons are less than effective. Attacking with their bony claws, these creatures can do from 1–3 points of damage in defense of the myconid territory. The skeleton cannot be turned by priests, and it always strikes last in a round. Fungi skeletons are most dangerous in numbers, and characters can outrun these creatures or fight with spells such as *lightning bolt*, *Otiluke's freezing sphere*, or *claws of the umber hulk*.

◆ GNOLL



Gnolls find their prey in the Woods Outside the Village; Icewind Dale Plains, Area 1; and Descent into Underdark, Levels 1 and 2. They seek to overwhelm their opponents by their sheer numbers so are rarely encountered alone. It is also possible to outrun a pack of foraging gnolls. Though dangerous, they can be defeated by non-magical means. The broad sword and war hammer found in Icewind Dale Plains, Area 1, make effective weapons against gnolls. At times it may be possible to lure gnolls into dungeon traps, such as the *fireball* traps at locations 3 and 4 in the Descent into the Underdark, Level 2.

◆ HOOK HORROR



Hook horrors hunt in the Dwarven Mines and the Temple of Dumathoin, Level 3. Their great weight and size makes them moderately difficult to defeat. Though they can be beaten using non-magical weaponry, it is advisable for characters engaging a hook horror in battle to employ defensive spells such as *armor* or *stoneskin*. Hook horrors automatically inflict 2–12 points of damage with each strike of their beaks. Generally, hook horrors consider other creatures as no more than a source of fresh meat, though they may avoid a strong party rather than foolishly expose themselves to danger. Luckily for the adventurers, a creature with hooks for hands is severely restricted in its ability to manipulate objects, and hook horrors neither use weapons nor amass treasures. At times it may be possible to lure hook horrors into a dungeon trap, such as the *fireball* trap at location 9 in the Dwarven Mines.

◆ LEUCROTTA



Leucrotta are found in the Leucrotta's Lair and the Descent into the Underdark, Level 2. Intelligent and resourceful, the leucrotta may speak with the party before engaging them in combat. The average beast stands 7 feet tall at the shoulder and can reach a length of 9 feet in its mature form. It uses mimicry to trick its prey into approaching within attacking distance. A bite from a leucrotta does 3–18 points of damage, and its dreaded back kick can do 1–6 points of damage with each hoof. If wise, the party uses the composite bow found in the guardhouse and the crossbow found in the Woods Outside the Village to fight the leucrotta from a distance.

◆ MYRLOCHAR



Myrlochar, or "soul spiders," scuttle through the shadows of the Tower of Sorcere; House Fey Branche; and House Do'Urden Nobles Area, Level 2. Area effect spells such as *cloudkill*, *fireball*, and *lightning bolt* can be an effective means of defeating several attacking myrlochar. Engaging them with sword and shield is also a possibility, though the magical bite of a myrlochar does 2–12 damage. Myrlochar are surprisingly agile and have been known to *levitate* to enhance their attack. Soul spiders are not undead and cannot be turned, but they do share with the undead immunities to *charm*, *hold*, and *sleep* related spells. They are immune to all poisons.

◆ NIGHT HUNTER



Night hunters fly throughout the Temple of Dumathoin, Level 1; the Cavern of the Myconids; the Cavern of the Driders, Map 1; the Underground River; House Fey Branche; and Mantle Cavern Two. Dangerous in numbers, night hunters can often be more of a nuisance than a threat. Relatively easy to defeat with bladed weapons, the night hunter is one of the four known species of "deep bats." Active at any time in the gloom of the Underdark, night hunters venture out only after sunset when hunting above ground. Night hunter packs, known as "swoops," dip down to slash for 1–6 points of damage or stab for 3–12 points of damage with their dexterous, triangular-shaped, razor-sharp tails.

◆ OCHRE JELLY



Ochre jellies inhabit the Descent into Underdark, Level 2, and the Cavern of the Myconids. In many instances, ochre jellies can simply be avoided. Where that is not possible, the careful use of ranged weapons can dispatch a jelly without exposing the party. Seeping through darkened corridors, through cracks, and under doors, the ochre jelly resembles nothing so much as a giant amoeba. The secretions of the ochre jelly can poison the party.

◆ OSQUIP



Osquip inhabit the Descent into the Underdark, Level 1. Most dangerous when attacking in numbers, osquips can be dealt deadly blows with most weapons and spells which damage several monsters at once are advisable. The *potion of oil of fiery burning* found in the Descent into the Underdark, Level 1, makes an effective weapon. A typical osquip swarm can do 1–4 points of damage per round.

◆ ROPER



Ropers can be found in the Temple of Dumathoin, Level 1, and the Cavern of the Galeb Duhr. *Immunity to adherence* is a useful spell to avoid the roper's sticky pseudopods. Ropers defend against spells of *cold* and *lightning*. A nasty hit from a roper strand has been known to sap the victim of half its Strength.

◆ RUST MONSTER



Living in the Cavern of the Driders, Map 1, these subterranean creatures are the bane of fighters everywhere. These unique creatures possess an appetite for all sorts of metals, particularly the fine and durable alloys often used in forging various types of armor. They are placid by nature, but become excited by the scent of metal and immediately dash toward the source. Should the long, prehensile antennae of the rust monster touch a fighter's armor, the armor rusts. Affected metal corrodes immediately, leaving behind pieces for the rust monster to gobble up hungrily.

◆ **SHRIEKER**

Growing in the Cavern of the Myconids, shriekers are more dangerous because of the creatures they draw to them with their horrid cries than for any innate attacking ability of their own. They are easily destroyed with most weapons. Light within 30 feet, or movement within 10 feet causes a shrieker to emit a piercing shriek that lasts for 1–3 rounds. Nearby denizens of the Underdark are likely to arrive quickly on the scene, sensing that any wanderer that has blundered into a shrieker may be easy prey.

◆ **SPITTING CRAWLER**

Spitting crawlers lay in wait for their victims in the Temple of Dumathoin, Level 3. Pests of the Underdark which can be dispatched with relative ease, spitting crawlers can nevertheless prove dangerous with their spitting attack. Slings and arrows may be the safest means of dealing with these beasts. The bite of a spitting crawler causes 1–2 points of damage, but if it is accompanied by the acrid discharge which gives the spitting crawler its name, the party's armor may be corroded. At times it may be possible to lure spitting crawlers into dungeon traps, such as the *magic missile* traps at locations 3, 4, and 16 in the Temple of Dumathoin, Level 3.

◆ **STIRGE**

Flying throughout the Icewind Dale Plains, Area 2, and the Underground River, stirges are known as relatives of the vampire bat. A well-placed sword or staff blow is sufficient to knock the average stirge from the air. When the stirge attacks, its proboscis inflicts 1–3 points of damage with each hit. Even the slightest gap in armor or protective leathers is enough for a stirge to sense weakness and fly to the attack.

◆ **TROGLODYTE**

Hopping to the attack across Icewind Dale Plains, Area 2, and Descent into Underdark, Level 2, troglodytes are reptilian in nature. Ordinary weapons and a strong sword-arm are all that are needed to do battle with these beasts of low intelligence. The long sword and two-handed sword found in Icewind Dale Plains, Area 2, are useful against these creatures. Troglodytes prefer to wait in ambush along well-trodden paths, attacking unsuspecting passersby with tooth and claw.

◆ **UMBER HULK**

Terrorizing peaceful myconids in the Cavern of the Myconids, as well as lurking about the Approach to Menzoberranzan, umber hulks make formidable adversaries. Fortunately, because of their size, umber hulks are relatively slow and can be beaten down with ranged attacks before a face-to-face confrontation occurs. Their iron-like claws allow them to burrow through solid stone in search of prey. UMBER HULKS are therefore tremendously strong and stand nearly eight feet tall and five feet wide. The mage spell *claws of the umber hulk* can be used with ironic effect against this towering monster.

◆ **UROPYGUS**

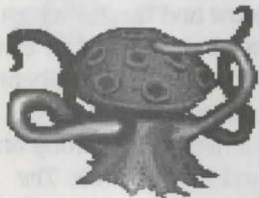
The uropygus presents a danger in the Cavern of the Driders, Map 1, as well as in the Approach to Menzoberranzan. A hit from one of the pincers can do from 1–8 points of damage, while the bite does 2–8. When not tamed by the drow, uropygi are far-wandering hunters who roam fearlessly in search of food, establishing no territories and heedless of foes. They team up to face opponents or prey larger than themselves. By using the *potion of flying* found in the Cavern of the Driders, Map 1, the party can avoid contact with some of these creatures.

◆ VERBEEG GIANT



Known as "human behemoths," these giants roam the Icewind Dale Plains, Area I, and the Cavern of the Galeb Duhr. Though challenging opponents, verbeeg can be defeated with non-magical weapons; nevertheless, characters may use defensive spells such as *armor* and *magical vestment* before entering a verbeeg's club range. Slowing a verbeeg down with ranged weapons before coming into melee combat is also advisable. Usually these giants wear furs and hides with pieces of metal armor stitched into strategic places. In a typical attack the verbeeg can do from 1–6 points of damage, with a Strength bonus of at least +3, depending upon the Strength of the giant.

◆ VIOLET FUNGUS



Found growing in the Cavern of the Myconids, violet fungi can be avoided if given a wide berth. Otherwise, a ranged weapon or spell attack can often defeat the creature before it can assault the party. Though they move slowly, each fungus has from one to four branches with which it can flail out at any animal which comes within range. The excretion from these branches can rot flesh in one round unless a *cure disease* spell is used.

◆ YOCHLOL



Yochlol are found in House Fey Branche and House Do'Urden Nobles Area, Level I. They can be severely damaged by using the powers of the assembled *Helm of Spiders*, more specifically the *gust of wind* spell that the *Helm of Spiders* bestows upon its wearer. Because they take great pleasure in dominating and inflicting cruelty on lesser creatures, yochlol are not above taking on a disguised form to lure a party into danger. One such yochlol, disguised as Azarell the elf, awaits the party in the Dwarven Mines. Only magic weapons are of use against a yochlol.

ADVENTURERS MET ALONG THE WAY

Up to eight fellow adventurers await the party along the trail to Menzoberranzan.



AZARELL

Sex: Female

Race: Elf

Class: Fighter

Alignment: Neutral Good

Armor Class: 5

Current Hit Points: 48

Maximum Hit Points: 48

Level: 6

Experience Points: 20,000

Ability Scores:

Strength: 18(50)	Wisdom: 15
Constitution: 14	Intelligence: 15
Dexterity: 17	Charisma: 12

Equipment: Bow, arrows and quiver, long sword, elven chain mail, and a *potion of extra healing*.

Spells Learned: *Cure light wounds*. (This is an innate ability of yochlols. Its use should make the party suspicious of the spell-wielding fighter.)

Status: Alive and uninjured. Apparently separated from her parents.

Original Meeting Place: Dwarven Mines.

Whereabouts after Leaving Party: Leaves permanently.

Description: Though Azarell appears as a helpless young elf, she proves to be a formidable fighter and has a hidden and deadly agenda of her own.



BALDASSAR

Sex: Male

Race: Human

Class: Fighter

Alignment: Lawful Good

Armor Class: 6

Current Hit Points: 26

Maximum Hit Points: 30

Level: 4

Experience Points: 8,500

Ability Scores:

Strength: 17	Wisdom: 14
Constitution: 14	Intelligence: 12
Dexterity: 13	Charisma: 11

Equipment: Studded leather armor, metal shield, long sword, and a dagger.

Spells Learned: None.

Status: First met near the end of the drow raid on the village, Baldassar is slightly wounded and battle weary.

Original Meeting Place: Outside of the village guardhouse.

Whereabouts after Leaving Party: Baldassar returns to the guardhouse.

Description: Baldassar is a loyal man-at-arms and is willing to stay with the party all the way to Menzoberranzan if necessary.

**BORENORAK****Sex:** Male**Race:** Dwarf**Class:** Cleric**Alignment:** Neutral**Armor Class:** 10**Current Hit Points:** 22**Maximum Hit Points:** 28**Level:** 4**Experience Points:** 8,000**Ability Scores:**

Strength: 17 Wisdom: 16
 Constitution: 16 Intelligence: 11
 Dexterity: 13 Charisma: 14

Equipment: Pickaxe, war hammer, cleric *scroll of spiritual hammer*, and a cleric *scroll of draw upon holy might* – DEX.

Spells Learned: None.

Status: Met wandering through the Descent into the Underdark, Level 2, Borenorak appears slightly mad. His speech is wild and seems to make no sense.

Original Meeting Place:

Descent into the Underdark, Level 2.

Whereabouts after Leaving Party:

Unknown.

Description: When first met, Borenorak is under the control of an aboleth. Once the beast is destroyed, Borenorak proves himself a valuable party member.

**DRIZZT DO'URDEN****Sex:** Male**Race:** Drow**Class:** Ranger**Alignment:** Chaotic Good**Armor Class:** -3**Current Hit Points:** 89**Maximum Hit Points:** 92**Level:** 15**Experience Points:** 2,200,000**Ability Scores:**

Strength: 13 Wisdom: 17
 Constitution: 15 Intelligence: 17
 Dexterity: 20 Charisma: 14

Equipment: Drizzt's chain mail, the scimitars *Twinkle* and *Icingdeath*, a green robe, and the Guenhwyvar figurine.

Spells Learned: None.

Status: Saves the party from the attack of a verbeeg giant.

Original Meeting Place:

Icwind Dale Plains, Area 1.

Whereabouts after Leaving Party:

Drizzt is captured by the forces of House Do'Urden.

Description: The only dark elf to have forsaken the evil ways of the drow.

**MANAHATH****Sex:** Male**Race:** Human**Class:** Fighter**Alignment:** Neutral**Armor Class:** 3**Current Hit Points:** 47**Maximum Hit Points:** 52**Level:** 5**Experience Points:** 21,000**Ability Scores:**

Strength: 18(52) Wisdom: 15
 Constitution: 17 Intelligence: 14
 Dexterity: 14 Charisma: 13

Equipment: One *potion of extra healing*, two-handed sword, dagger, pouch, composite bow, arrows, quiver, chain mail, and *bracers of protection*.

Spells Learned: None.**Status:** Alive and well.**Original Meeting Place:**

Descent into Underdark, Level 1.

Whereabouts after Leaving Party:

Unknown.

Description: A powerful warrior, Manahath is anxious to repay the treachery of drow who cheated him out of a fair profit for his labors.

**MEALDITHAR****Sex:** Male**Race:** Centaur**Class:** Ranger**Alignment:** Neutral Good**Armor Class:** 5**Current Hit Points:** 28**Maximum Hit Points:** 28**Level:** 4**Experience Points:** 11,000**Ability Scores:**

Strength: 16 Wisdom: 12
 Constitution: 15 Intelligence: 11
 Dexterity: 18 Charisma: 13

Equipment: Centaur armor, composite bow, arrows and quiver.

Spells Learned: None.**Status:** Alive and well.**Original Meeting Place:**

Woods Outside the Village.

Whereabouts after Leaving Party:

Woods Outside the Village.

Description: A skilled archer, but not one easily impressed with an average party of adventurers. He joins the party if asked, but only so long as the party remains above ground.



VLAKVERDLING

Sex: Male

Race: Deep Gnome

Class: Thief

Alignment: Chaotic Good

Armor Class: 1

Current Hit Points: 31

Maximum Hit Points: 31

Level: 6

Experience Points: 22,000

Ability Scores:

Strength: 10 Wisdom: 15
 Constitution: 16 Intelligence: 12
 Dexterity: 17 Charisma: 15

Equipment: Lock picks, leather helm, leather armor, sling, sling stones, and a short sword.

Spells Learned: None.

Status: Captured and imprisoned by the derro dwarves. A slow acting poison courses through his veins.

Original Meeting Place: Temple of Dumathoin, Level 2.

Whereabouts after Leaving Party: Unknown.

Description: A gnome captured by the drow and turned over to the derro dwarves as a present of sorts. He may know the location of a precious and magical stone.



VONAR

Sex: Male

Race: Kenku

Class: Fighter/Mage/Thief

Alignment: Neutral Good

Armor Class: 4

Current Hit Points: 25

Maximum Hit Points: 34

Level: 5/4/4

Experience Points:
 18,000/12,000/5,500

Ability Scores:

Strength: 16 Wisdom: 11
 Constitution: 15 Intelligence: 13
 Dexterity: 18 Charisma: 11

Equipment: Scimitar, quarterstaff, lock picks, and kenku armor.

Innate Kenku Spell Abilities:
magic missile, web, shocking grasp.

Status: Wounded, one wing injured to the point where flight is impossible.

Original Meeting Place: Icewind Dale Plains, Area 2.

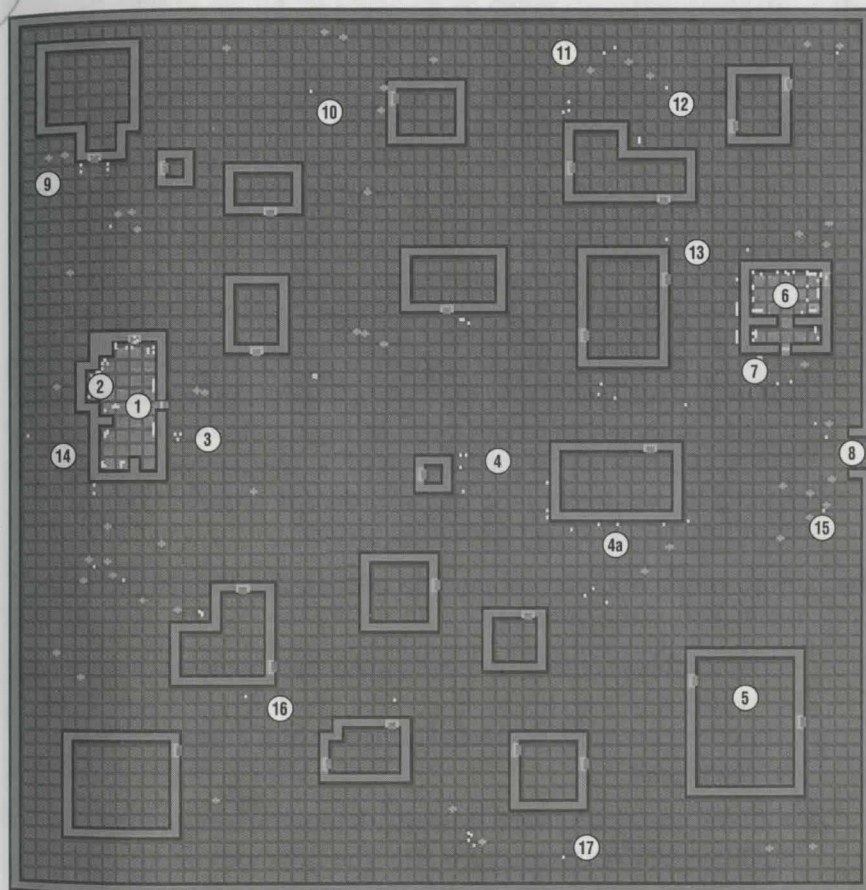
Second Meeting: If Vonar is not with the party when it reaches Cavern of the Driders, Map 2, a second meeting with the kenku takes place in which Vonar can be asked to join the party.

Whereabouts after Leaving Party: Unknown.

Description: A birdman, Vonar has been brought down from the sky by a magic blast from a returning drow patrol. Angered, he has sworn vengeance for his injuries.

ADVENTURERS' GUIDE TO THE UNDERDARK

◆ The Village



Synopsis

The party arrives at the local inn for a celebration, but the place is empty and quiet. As the adventurers question the innkeeper about the mysterious silence, a drow raid begins. The winter storehouse has been set aflame, and there is nothing to do but race into the night to combat both the drow and the fire.

Opponents: Drow fighters and priestesses carry out a swift and merciless assault on the village.

Location Descriptions

- 1 The party moves a few paces west from its starting location to talk with the innkeeper.
- 2 The innkeeper. He informs the party that a strange stillness has overcome the town, and everyone has sought safety behind locked doors. Shouts of "Fire!" from outside draw the party out into the night and into the middle of a drow raid.

The innkeeper urges the party to do what they can, but to return before the night is over. Later, he will have prepared a reward for their heroic actions.
- 3 Buckets of water. Place these into the characters' inventory and move on to the east toward the center of the village.
- 4 The well. Near the well, to the east and west, lay several buckets. Unfilled buckets can be filled by placing them in the characters' hands and clicking on the buckets while the characters stand directly before the well. As many buckets as possible should be filled before attempting to put out the fire.
- 4a More empty buckets and buckets of water are located along the south side of the building.
- 5 In the southeast corner of the village a storehouse of goods for the winter has been set on fire by the drow. With buckets filled with water, the party proceeds to the fire and attempts to save the storehouse.

With the party standing before the flames, click on a filled in-hand bucket to extinguish the fire. The fire rages on all sides of the building, and it may require another trip to the well before enough water is available to save the storehouse.
- 6 The guardhouse.

- 7 Standing before the guardhouse is Baldassar, the captain of the guard. He informs the party that many townsfolk have been taken prisoner by the drow. If asked, he joins the party in an attempt to rescue the villagers. In either case, Baldassar urges the party to take advantage of the weapons within the guardhouse.

The guardhouse interior consists of two rooms containing the following items: composite bow, quiver, throwing knife, spear, leather armor, shield, mace, and battle axe.

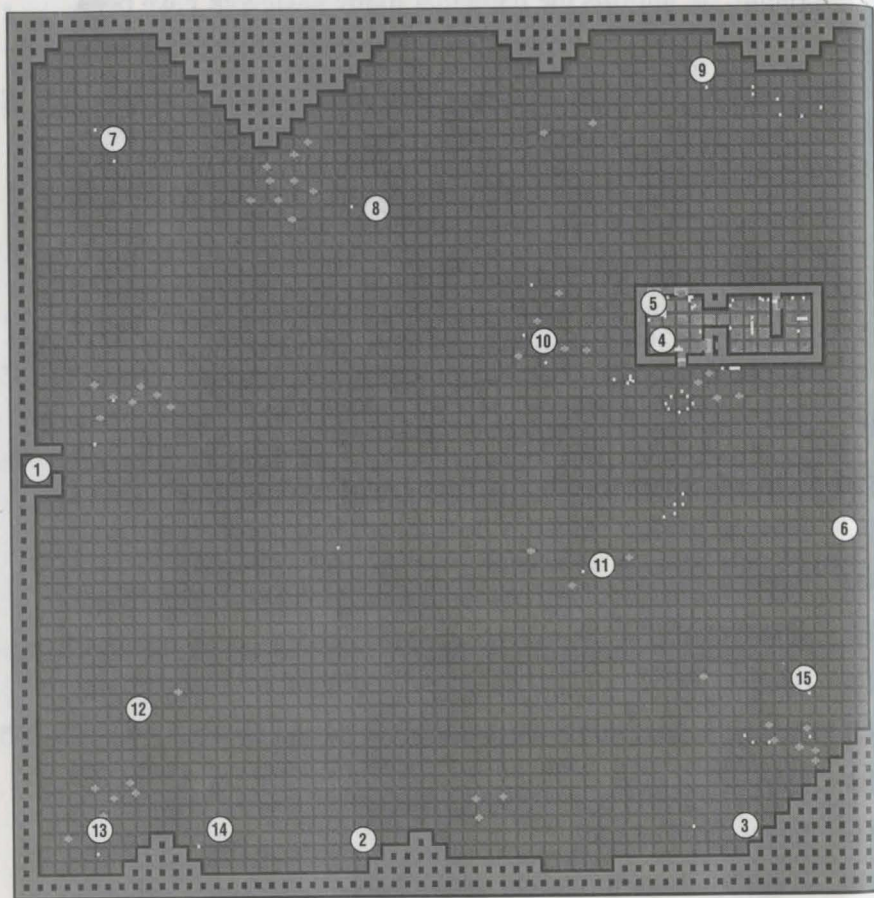
After putting out the fire and talking with Baldassar, the party must return to the inn and speak with the innkeeper. He has secured for the party a magical *Helm* which he hopes will keep the party safe on its journey to rescue the villagers.

- 8 The party exits the region at this location.

Other items of interest on this level are:

- 9 Padded armor.
- 10 Spear.
- 11 Quarterstaff.
- 12 Spear.
- 13 Empty buckets and buckets filled with water.
- 14 Ivory scroll case.
- 15 Mage scroll of light.
- 16 Dagger; a bucket of water rests slightly to the east.
- 17 Shield.

◆ Woods Outside the Village



Synopsis

A wounded drow raider has made his way to the south. By pursuing him, the party learns the reason for the drow raid. Vermulean's cottage is nearby, and Vermulean himself holds information vital to continuing the quest.

Opponents: Bugbears and gnolls plague the Woods Outside the Village.

Location Descriptions

- 1 The party enters the region at this location.
- 2 A wounded drow fighter separated from the raiding party has made his way to this location. By talking with the drow fighter the party learns the true purpose of the drow raid. The raiders sought to capture Drizzt, a traitorous son of House Do'Urden. The only dark elf ever to forsake the evil ways of the drow, Drizzt has lived above ground in the area of Icewind Dale for years.
- 3 East of the drow raider, a centaur named Mealdithar is keeping his eye on things. He is aware of the drow raid and has slain several of the raiders himself. If asked to join the party, he adds his skill with the bow to the party's capabilities. Mealdithar's main interest lies in protecting his family, however, and he remains with the party only as long as they remain aboveground.
Just west of the centaur is a mage *scroll of comprehend languages*.
- 4 Vermulean's cottage lies to the north of the centaur's location. Previously, guard captain Baldassar informed the party that Vermulean may offer valuable advice regarding the quest. The party proceeds north and enters Vermulean's cottage.
A powerful druid, Vermulean occasionally sells enchanted gems to explorers making their way into the Underdark.
- 5 Vermulean himself sits in the northwest corner of the cottage, reading a book. He explains the nature of the Underdark to the party and informs them that the darkness of the underworld and the radiations which emanate from beneath the earth can both be deadly adversaries in and of themselves. Yet he is not insensitive to the party's quest and offers to enchant four gems so that the party might safely continue their pursuit of the drow.
On a table just east of Vermulean's location rests a mage *scroll of armor* and a mage *scroll of hold person*. In the cottage, to the southeast of Vermulean, lies Vermulean's parchment (please see the next page).
- 6 The party can exit the region anywhere along the region's east border.

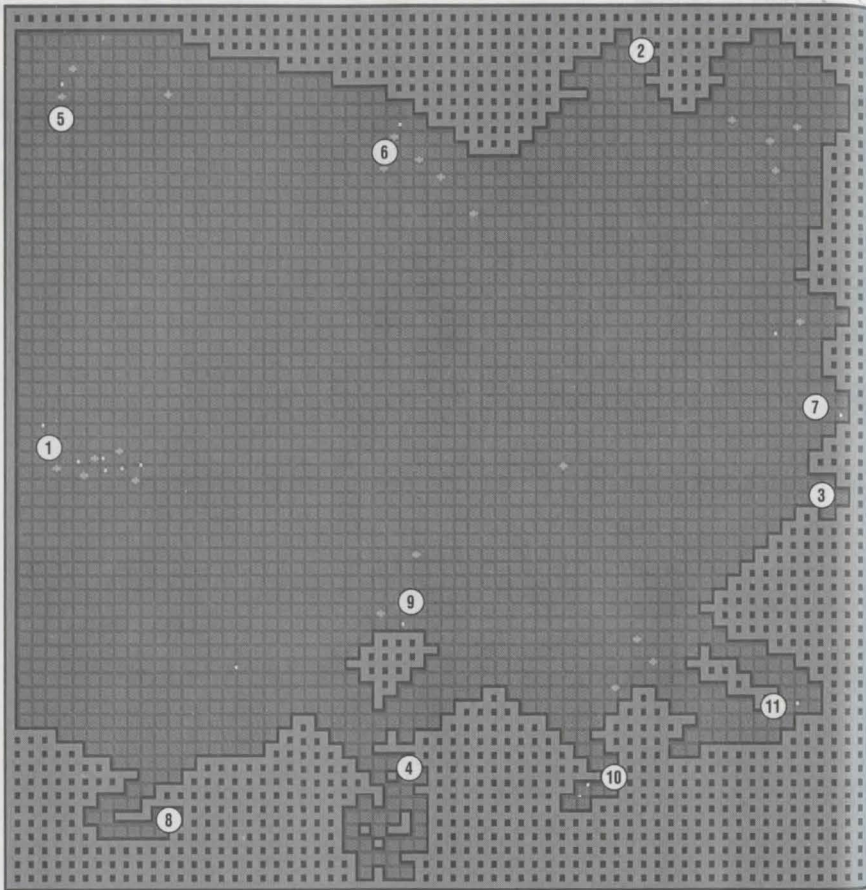
Vermulean's Parchment

Formed from the blood of the god Corellon Larethian, all elves were once a single people. As in every society, some worked for good and others for evil. There were elves who lusted for power and those who sought to live in harmony with one another. In time, the Spider Queen Lolth used her teachings to gather together all those who embraced hatred, evil, and distrust. They were called drow. Lolth led them against their innocent brothers in a war which raged for decades and tore the old cities apart. In the end, the god Corellon Larethian did not allow the evil ones to win. With the aid of his companions, he banished Lolth into the depths of the earth. Of their own free wills, the drow followed and forever took upon themselves the darkness of the shadows.

Other items of interest on this level are:

- 7 Pair of stones.
- 8 One stone.
- 9 Halberd.
- 10 Cleric scroll of cause light wounds, mage scroll of chill touch, and a mage scroll of shield.
- 11 Mage scroll of magic missile.
- 12 One stone.
- 13 Crossbow.
- 14 A sack containing one jar of Keoghtom's ointment and six crossbow bolts.
- 15 Lock picks.

◆ Icewind Dale Plains, Area 1



Synopsis

In this area, the party explores both Drizzt's Shelter and the Leucrotta's Lair. Of primary importance are the gems to be found, for these are the gems Vermulean enchants to aid the party in its exploration of the Underdark.

Once the party acquires the four gems that can be found in the Leucrotta's Lair, the gems must be returned to Vermulean to be enchanted. These gems, once enchanted, provide the party with *infravision* and protection from the radiations known to emanate from the Underdark. By keeping the four enchanted gems, the party always has one for each potential party member.

Upon returning from Vermulean's Cottage to the Icewind Dale Plains, Area 1, the party proceeds to the south. Here the party speaks with Drizzt and may ask him to join the party if so desired. After speaking with Drizzt, the party continues south to Icewind Dale Plains, Area 2.

Opponents: Gnolls and verbeeg giants stalk the region.

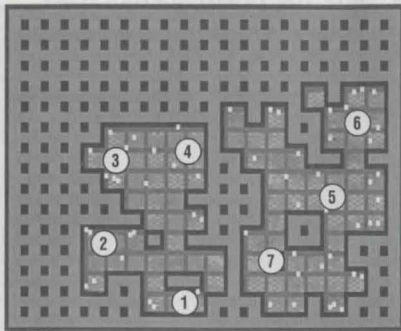
Location Descriptions

- 1 The party enters the region anywhere along the region's western border. A war hammer rests nearby.
- 2 The entrance to Drizzt's Shelter.
- 3 The entrance to the Leucrotta's Lair.
- 4 Upon returning from Vermulean's Cottage to the Icewind Dale Plains, Area 1, the party speaks with Drizzt and may ask him to join the party if so desired. After speaking with Drizzt, the party continues south to Icewind Dale Plains, Area 2. At this location, Drizzt rescues the party from a verbeeg giant.

Other items of interest on this level are:

- 5 Cleric scroll of flame blade.
- 6 Shield.
- 7 Cleric scroll of protection from evil, cleric scroll of detect magic, and a mage scroll of immunity to adherence.
- 8 Ring of feather fall and ring mail.
- 9 Potion of giant strength.
- 10 Broad sword.
- 11 Sack containing five coins, a *potion of healing*, and a *potion of fire resistance*.

◆ Drizzt's Shelter



Synopsis

Though Drizzt himself is not in this cave when the party arrives, evidence is found of the cave's inhabitant. More importantly, a parchment upon which Drizzt has written some of his private thoughts gives the party insight into the nature of this mysterious dark elf.

Opponents: None.

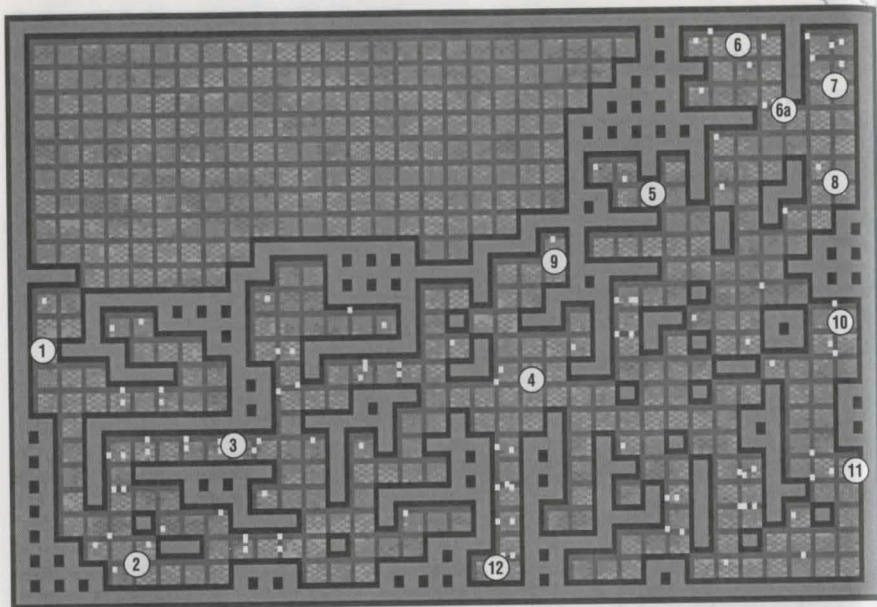
Location Descriptions

- 1 The party enters Drizzt's Shelter. Heading first north and then west, the party comes to location 2.
- 2 A piwafwi cloak, a sure sign of drow habitation. Only the drow possess this distinctive garb.
- 3 An empty sack.
- 4 Pressing this button opens a way to the eastern side of Drizzt's Shelter.
- 5 The way lies open for the party to proceed south and pick up Drizzt's parchment, a document which provides insight into the nature of this mysterious dark elf (see next page).
- 6 A valuable scimitar.
- 7 A button which opens the way west and allows the party to make its way toward the exit of Drizzt's Shelter at location 1.

Drizzt's Parchment

No drow word for love. How can the idea survive, when the language holds it silent? Goodness too is not something for a drow to ponder. Am I weak for thinking of goodness and love, or is that my strength, a strength which separates me from all other drow? Station and power are everything to my people. Gained through acts of treachery and deceit, there is no rank a drow might achieve, but that he must always watch his back. Compassion has no place in Menzoberranzan, the city of my birth. Honor and the harmony of working together are unknown there. A chaotic waste! I vow to raise my scimitars only in defense, in defense of my life, or of the lives of others who cannot defend themselves!

◆ Leucrotta's Lair



Synopsis

Dangerous and intelligent creatures, the leucrotta have ambushed several caravans which have passed through their territory. Within the lair can be found four valuable gems. These are the gems Vermulean has promised to enchant for the party, and without which the party cannot venture safely into the Underdark.

Opponents: *Within these caves lurk a number of leucrotta, large and dangerous creatures which can inflict significant damage by using their powerful back kick. Indeed, one of the beasts awaits the party immediately north of where they enter the region.*

Location Descriptions

- 1 The party enters the region at this location.
- 2 A *potion of jump* which exposes the party to its first taste of levitation ability. It should not be drunk until needed at location 3.
- 3 To go through the opening on the second level, the party must use the *potion of jump*. Place the potion in one of the party member's hands and left-click for the party to use the potion.
- 4 Shield.
- 5 Gem.
- 6 To reach the gem at this location, the party must use a *potion of jump* from location 9 to jump through a second level opening at location 6a.
- 6a Opening to the second level.
- 7 Gem.
- 8 Gem.

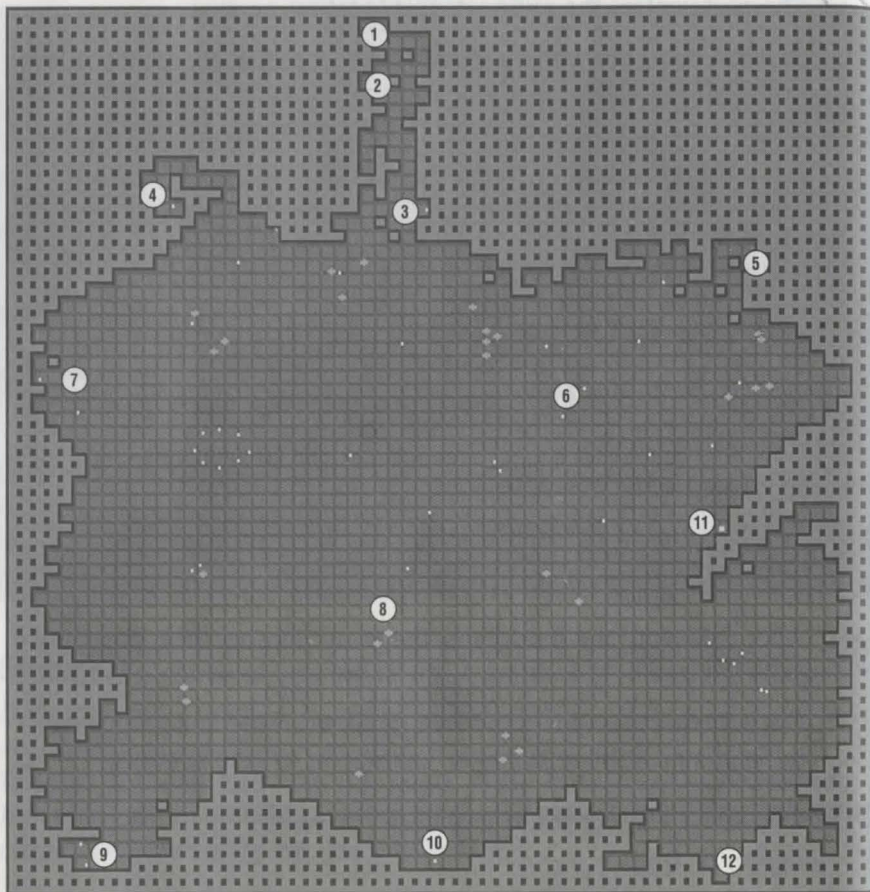
After collecting the four gems, the party retraces their steps and exits the region at location 1, the same way in which it entered.

Once the party acquires the four gems from the Leucrotta's Lair, the gems must be returned to Vermulean to be enchanted.

Other items of interest on this level are:

- 9 *Potion of jump*.
- 10 *Ring of protection* and *mage scroll of burning hands*.
- 11 Two *potions of healing*.
- 12 *Helm of disguise* (a helmet to disguise the identity of elves from their drow enemies).

◆ Icewind Dale Plains, Area 2



Synopsis

The party meets a kenku, a birdman, brought down from the sky by drow magic. The kenku's name is Vonar, who, though wounded, has vowed revenge upon the dark elves who dared injure him. He is more than willing to join the party on its descent into the Underdark.

Opponents: Troglodytes and stirges attack the party in this region.

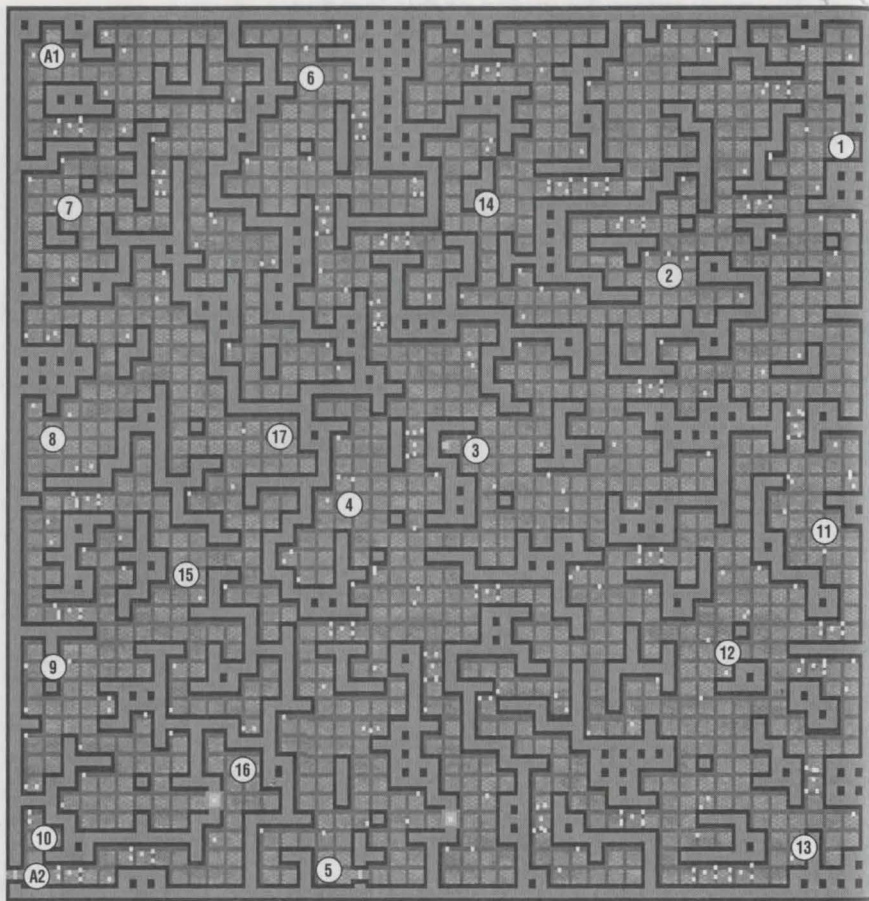
Location Descriptions

- 1 The party enters the region at this location.
- 2 Sling and sling pouch.
- 3 Cleric scroll of *cure light wounds*.
- 4 A two-handed sword lies on the ground for the taking, though two troglodytes await the party nearby.
- 5 Composite bow.
- 6 Cleric scroll of *bles*.
- 7 Long sword, and a mage scroll of *feather fall*.
- 8 Mage scroll of *dispel magic*.
- 9 *Potion of extra healing* and mage scroll of *Melf's acid arrow*.
- 10 Cleric scroll of *faerie fire*, cleric scroll of *detect evil*, and a mage scroll of *protection from evil, 10' radius*.
- 11 Wounded by a blast of drow magic, a kenku named Vonar tends his wounds and binds his injured wing. If asked by the party, he will join them on their descent into the Underdark.
- 12 The exit from Icewind Dale Plains, Area 2. From here the party rides a platform down an inclined plane to the level below. Once the party exits the platform, the platform returns to its location at the top of the incline. Now trapped below ground, the party has no choice but to continue its descent into the Underdark.

Other items of interest on this level are:

One of the troglodytes wandering this level carries a *javelin of lightning*.

◆ Descent into the Underdark, Level 1



Synopsis

The Descent into the Underdark is a labyrinth with twists and turns enough to confuse the most adept adventurers. By moving along the numbered locations marked on the maps of these levels and following the instructions the party may quickly navigate its way through the levels.

Opponents: Gnolls, cloaker lords, osquip, and drow fighters challenge the party's every move on Descent into the Underdark, Level 1.

Location Descriptions

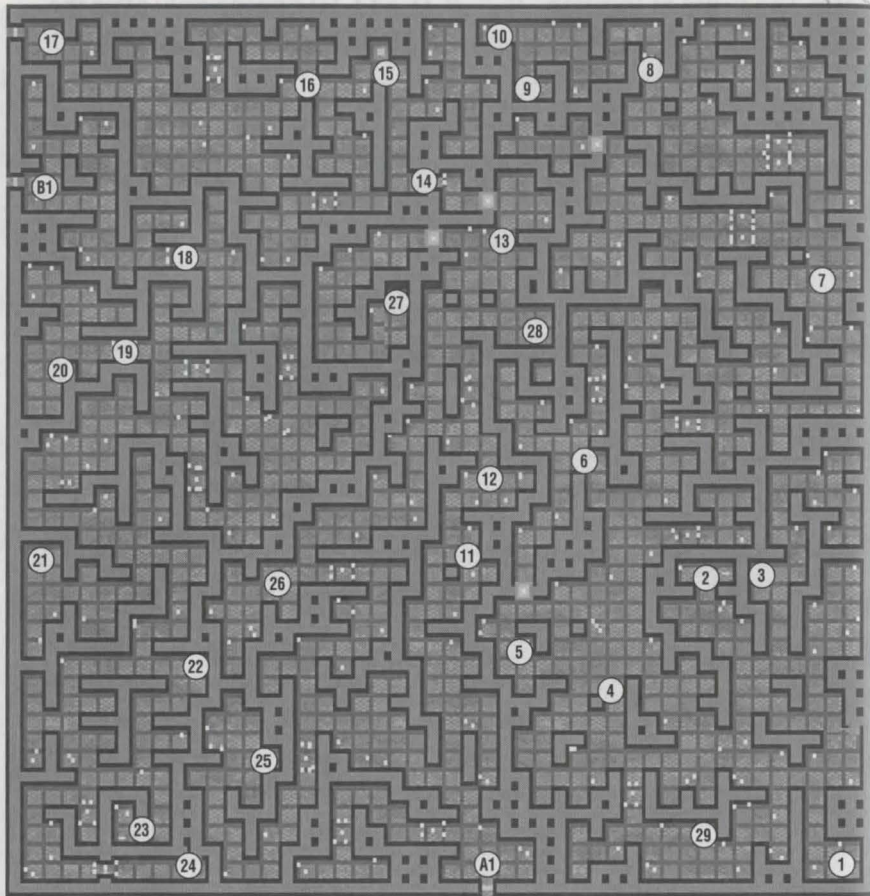
Note: The items at locations 6, 7, 8, 9, and 10 appear only after the party has ventured to Descent into the Underdark, Level 2, and returned to Level 1, on its west side.

- 1 The party enters the Descent into the Underdark, Level 1, from this location in the northeast. The party then turns south and west to 2.
- 2 Crossbow.
- 3 Manahath the Barbarian.
Manahath has already been to Menzoberranzan with a caravan of goods, foods, and spices meant for the tables of the drow. Unfortunately, he and his partners were cheated in their payment by House Do'Urden. Manahath has lost contact with the others involved in his caravan, though if offered the opportunity to join the party he accepts. In either case, Manahath possesses a map of the Underdark which he is willing to give to the party. After speaking with Manahath, the party moves to location 4.
- 4 Mage scroll of spook.
- 5 The ladder leading to Descent into the Underdark, Level 2.

Other items of interest on this level are:

- 11 Cleric scroll of passweb, scroll of slow poison, and a mage scroll of blur.
- 12 Mage scroll of invisibility, 10' radius.
- 13 Cleric scroll of hold person.
- 14 A spell trap which causes a magic missile to shoot at the party from the northeast.

◆ Descent into the Underdark, Level 2



Synopsis

The twisting maze continues through the Descent into the Underdark, Level 2.

Opponents: Troglodytes, drow fighters, gnolls, and ochre jellies threaten the party's progress of Descent into the Underdark, Level 2.

Note: The party must use *potions of passweb* only when necessary. Should the party use a *potion of passweb* and then either REST or continue to explore until the effects of the potion wear off, then the party may encounter a webbed door beyond which they cannot pass.

- 1 The party enters the Descent into the Underdark, Level 2, at this location.
- 2 The party moves north and finds a *potion of passweb*.
- 3 Mage *scroll of fireball*. From this location, the party continues southwest into a spell trap.
- 4 A spell trap which fires a *magic missile* at the party from the north. The party then moves west to location 5.
- 5 *Potion of extra healing*.
- 6 Mage *scroll of passweb* and a *potion of flying*. From here the party steps east and takes the first turn to the south. A short distance south, the party takes the first turn to the east, then the first turn north. A short distance north, the party turns east and uses the *potion of flying* to go through a second level opening to the east. Taking the first turn north and then turning immediately to the east, the party travels to the end of an eastbound corridor, turning north to location 7.
- 7
- 8 A webbed door requiring a spell of *passweb* for the party to pass through to the west.
- 9 Mage *scroll of shocking grasp*.
- 10 At this location the party finds a second level opening taking them back to Descent into the Underdark, Level 1.



◆ Return to Descent into the Underdark, Level 1

Note: For map and location information, refer also to the "Descent into the Underdark, Level 1" section on page 37.

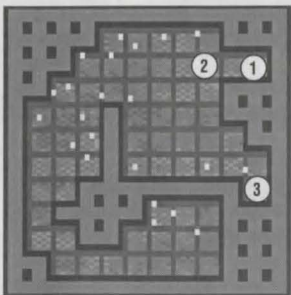
- A1 The party reappears at this location.
- 6 *Potion of oil of fiery burning.*
- 7 Piwafwi cloak.
- 8 *Sling of seeking.*
- 17 *Cleric scroll of true seeing* and a *mage scroll of true seeing.*
- 15 A spell trap which fires a *lightning bolt* at the party.
- 16 *Potion of flying.*
- 9 South of location 15, the party finds a spear. From here, the party proceeds south and east through an illusionary wall. From the illusionary wall, the party moves west to location A2.
- 10 Pickaxe.
- A2 The ladder leading back to the Descent into the Underdark, Level 2.

◆ Return to Descent into the Underdark, Level 2

Note: For map and location information, refer also to the "Descent into the Underdark, Level 2" section on page 39. A word of caution: the party must use *potions of passweb* only when necessary. Should the party use a *potion of passweb* and then either REST or continue to explore until the effects of the potion wear off, then the party may encounter a webbed door beyond which it cannot pass.

- A1 The party returns to Descent into the Underdark, Level 2, at this location.
 - 11 North of A1, the party finds a mace. Continuing north, the party reaches location 12.
 - 12 *Mage scroll of passweb.*
 - 13 North of 12 lies a trap. Drow fighters appear behind the party and are joined by a drow priestess in their assault. From here the party goes north and west through an illusionary wall to 14.
 - 14 A webbed door requiring a spell or *potion of passweb* to enter.
 - 15 A dwarven miner named Borenorak. He appears mad, his face disfigured as if he suffers from some disease. Unknown to the party, Borenorak is under the control of an evil sea beast, an aboleth which the party must confront on the next level, the Underground Lake. The party may ask Borenorak to join it at this time, or the party may return for him after the aboleth has been destroyed and Borenorak released from its control. Even when the aboleth is destroyed, however, the disease afflicting Borenorak can be cured only by the healing water found at a fountain in the Temple of Dumathoin, Level 3.
 - 16 Shield.
 - 17 The opening leading to the Underground Lake.
- The party will once again return to this level after visiting the Underground Lake.

◆ The Underground Lake



Synopsis

On this level an aboleth waits to ambush the party. It projects the illusion of a young girl struggling in the water, crying for help. As the party approaches to help the girl, the aboleth dispels its illusion and attacks. Any party members stricken by the aboleth develop a skin disease which, in time, may

prove fatal. A Fountain of Healing Waters found in the Temple of Dumathoin, Level 3, can cure this affliction.

Opponents: No creatures other than the aboleth inhabit The Underground Lake.

Location Descriptions

- 1 The party enters the region at this location.
- 2 A formidable sea beast, the aboleth, awaits the party. At first it presents the illusion of a young girl struggling in the water and crying out for help. Refer to the "Opponents and Monstrosities" section on page 6 for hints on how to efficiently dispatch this creature.

Between locations 2 and 3, the party comes across a suit of elf-ghost plate mail armor.
- 3 The party exits the region at this location and returns to Descent into the Underdark, Level 2.

◆ A Second Return to the Descent into the Underdark, Level 2

Note: For map and location information, refer also to the "Descent into the Underdark, Level 2" section on page 39.

- B1** For the second time, the party returns to this level after exploring the Underground Lake.

Heading south and east through an arch at location 18, the party moves south and west to another arch at location 19.

- 18** Stone arch along the way to location 20.

- 19** Stone arch along the way to location 20.

- 20** *Potion of extra healing*, cleric scroll of *spiritual hammer*, and a mage scroll of *darkness*.

Returning east through the arch at location 19, the party moves south and west to location 21.

- 21** *Potion of passweb*.

- 22** Scimitar.

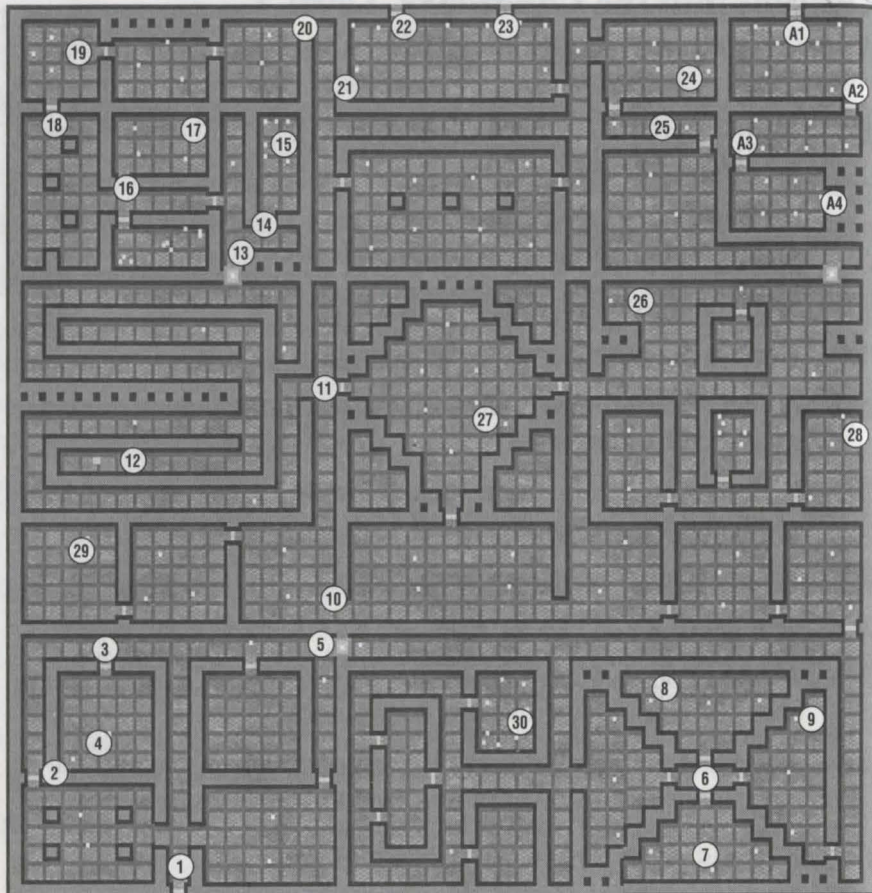
- 23** *Potion of passweb*. From here the party loops back north, south, and east, through the webbed door at location 24.

- 24** A webbed door requiring a spell or *potion of passweb* for the party to enter. It leads from this level to the Dwarven Mines.

Other items of interest on this level are:

- 25 Adamantite chain mail.
- 26 Mage scroll of *protection from evil*, 10' radius.
- 27 Cleric scroll of *venom immunity*.
- 28 *Potion of passweb*.
- 29 *Javelin of lightning*.

◆ Dwarven Mines



Synopsis

On this level the party encounters a door emblazoned with dwarven runes. The runes form a riddle the party must solve in order to complete their journey through the levels ahead, especially the three levels of the Temple of Dumathoin.

Opponents: Hook horrors and derro dwarves lay in wait for the party throughout the many twists and turns of this level.

Location Descriptions

- 1 The party enters the region in the southwest corner.
- 2 A pull-chain opening a door to the north. At the end of the northern corridor, the party turns east to another pull-chain at location 3.
- 3 A pull-chain opening a door to the south.
- 4 Two *potions of healing*.
- 5 This door holds vital information in the form of dwarven runes which can be read using a *scroll of comprehend languages*, or the language ability of one of the party members, depending upon the composition of the party. A quiver containing eight arrows lies just south of location 5.

Riddle of the Dwarven Doors

The fountain stands below. Gates
unyielding. Hold ye the Symbol and
Chalice, you may pass.
Symbol of Dumathoin, Silver Mountain
and Mountain's Gem. In the head of the
right hand hammer, the Symbol hides.
Sound the horn. Free the Chalice of
Healing Waters from Dwarven hands.
For a gem, the fountain speaks. All praise
to Dumathoin!

From location 5, the party heads east to the first southbound turn, continuing south to the first eastbound opening, leading into an area surrounded by four doors at location 6.

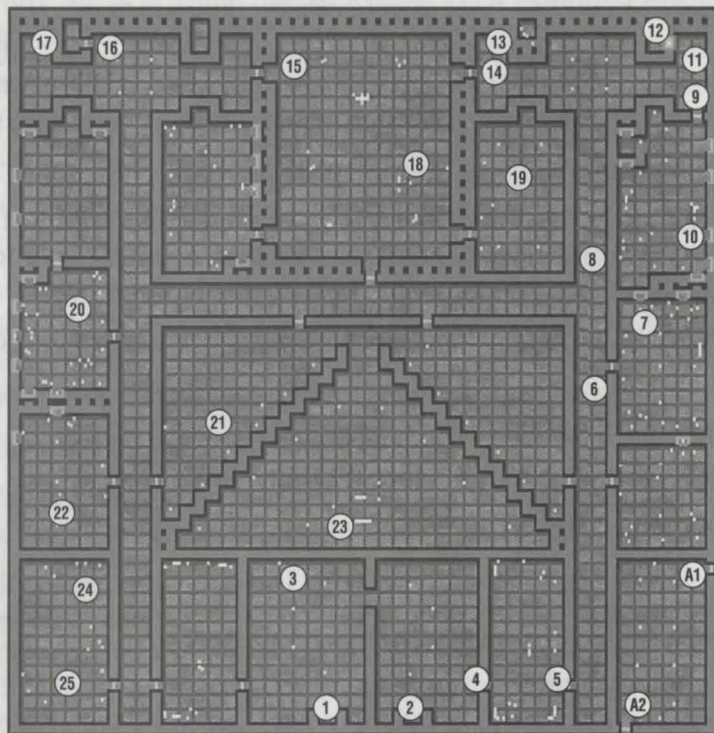
- 6** A derro dwarf awaits the party within this set of four doors. The party enters by using the pull-chains to the north and south of the eastbound door.
- 7** *Wand of paralyzation*. Upon entering the chamber containing the *wand of paralyzation*, *fireballs* shoot at the party from the east.
- 8** *Cleric scroll of flame blade*. After picking up the scroll, the party retraces its steps to location 6, then heads west, north, and east to location 9.
- 9** A hidden button deactivating a *fireball* spell trap. Moving to the door just northeast of location 9, the party opens the door by using the pull-chain on the eastern wall. From here the party goes west through two doors operated by pressure plates.
- 10** The party turns north at this location.
- 11** The party turns west and winds its way through the labyrinthine corridors to location 12.
- 12** Here a yochlol, disguised as a young female elf named Azarell, hopes to infiltrate the party. She appears to be a valuable party member and will join in on the adventure if asked; however, this elf is likely to turn against the party at the worst possible moment. It is not recommended that she be spoken to or permitted to join the party. On the way to location 13, the party finds a *shield of lightning protection*.
- 13** From here the party winds its way north through an illusionary wall.
- 14** A pull-chain on the south end of the wall opens doors to the north and west.
- 15** *Mage scroll of stonesskin* lies in the room to the west. From here the party moves south, west, and north to location 16.

- 16** A door opened by a pull-chain to the right of the door. The party moves north to 17.
- 17** *Long sword+2*. After acquiring the *long sword+2*, the party retraces its steps to location 16. Just west of 16 is a spell trap which fires *lightning bolts* from the south.
- 18** A door operated by a pressure plate.
- 19** *Mace*. Near this location is also a door to the east operated by a pressure plate. Continue east through a similar door to location 20.
- 20** A door operated by a pull-chain located just north of the door.
- 21** A pull-chain opening the door to the chamber which contains two exits from this level.
- 22** A door leading to the Temple of Dumathoin, Level 1.
- 23** A door leading to the Temple of Dumathoin, Level 1.

Other items of interest on this level are:

- 24** *White candle*.
- 25** *Piwafwi cloak*.
- 26** *Short sword+1*.
- 27** *Sling*, *cleric scroll of dispel magic*, and a *mage scroll of flying*.
- 28** *Cloak of protection*.
- 29** *Mage scroll of backlash*.
- 30** *Potion of speed*.

◆ Temple of Dumathoin, Level I



Synopsis

The Holy Symbol of Dumathoin awaits the party on this level, an object without which the party will find itself unable to enter the third and final level of the Temple. In the east of the region, by spying through a hole in the wall, the party can overhear a conversation between a derro savant and a drow priestess. While not critical to the quest, this information helps further set the scene and demonstrate the treacheries unfolding among the Houses of the drow.

Opponents: Beware of derro dwarves with daggers on this level.

Location Descriptions

- 1&2** The party enters at either of these locations.
- 3** Mage scroll of *cloudkill*.
- 4** A button opening a door to the east. Continuing east through the guards' chamber, the party comes to location 5.
- 5** A button opening another door to the east. From here the party turns north and proceeds along a corridor to location 6.
- 6** The spell trap at this location launches *fireballs* from south to north along the corridor. Just north of 6 is a button which opens a door to the east. Within this chamber is the *Silver Moon Key*.
- 7** *Silver Moon Key*. Just north of the key is a peephole. Looking through it, the party witnesses a confrontation between a derro savant and a drow priestess. After leaving this room, the party continues its progress north along the corridor.
- 8** A spell trap causes *fireballs* to be launched from north to south along the corridor. Continuing north into the room with four columns, the party turns east and then south to location 9.
- 9** The door which the *Silver Moon Key* opens. Within this chamber is a derro who holds the *Silver Star Key*. The party defeats the derro in battle and gains the key.
- 10** Two dwarven books and a drow parchment, the text of which appears on the next page.

These books offer valuable hints as to how the party must proceed to successfully navigate the levels of the Temple of Dumathoin. On the level below, a dwarven statue holds a *Chalice of Healing Waters*, which it shall turn over to the party when they stand before the statue and use the *Dwarven Horn* found on the same level. The door to the third and last level of the Temple of Dumathoin opens only when the party approaches it with the *Chalice of Healing Waters* and the *Holy Symbol of Dumathoin*. The gem mentioned is a diamond which is to be found on the third and final level of the temple. When this diamond is sacrificed to a fountain on the third level, the fountain speaks and summons forth the spirit of the last of the Black Axe Clan.

Dwarven Book One

We honor the "Grave Beards" of the Black Axe Clan, those of our ancestors who first stood – unyielding – before the drow. Merciless in battle, the dark elves would have overwhelmed the clan. Yet, in the Cavern of Cloven Heads, a handful of dwarves stood their ground, allowing the rest to flee. As those heroes fell, they dealt a blow by which half the forces of the drow were felled. The last dwarf to fall sank slowly into the stones and was gone. His essence came here, where even now he stands on the level below, a statue holding the Chalice of Healing Waters, waiting for the call of the battle horn.

Dwarven Book Two

Honor and praise to Dumathoin, protector of the mountain dwarves. He hides the secrets of the earth until they are ready to be uncovered by the diligent and deserving. Of these secrets, we hold three. First is the head of the hammer, leading to the Holy Symbol of Dumathoin. Second is the honor and virtue of the dwarves, reflected in the Chalice of Healing Waters. Third is the gemstone, sacrificed to the fountain in honor of Dumathoin. The symbol and the chalice open the way, while the gem brings forth the voice of the fountain. The chalice alone serves up the waters of the ancient sacrifice.

Drow Parchment

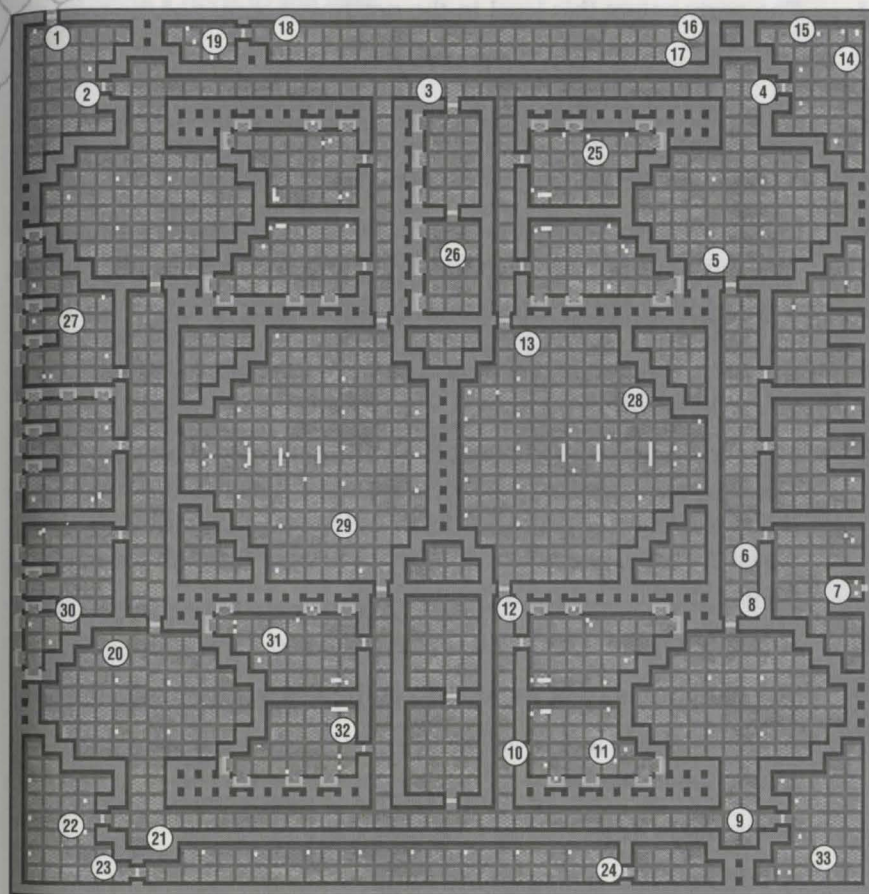
Let it be known that a certain house of the city of Menzoberranzan, known to be in conflict with House Barrison Del Armgo has this day entered into a pact with certain derro, known to be occupying a Dwarven Temple once the property of the Black Axe Clan. Here-to-tell: never could the derro have defeated the dwarves and occupied said temple without the aid of drow warriors loyal to the house in conflict with Barrison Del Armgo. In fulfillment of this agreed upon contract, it is hereby understood that the derro shall, upon request, immediately and forcefully launch an attack against House Barrison Del Armgo in payment for the help they received against the dwarves from the enemies of Barrison Del Armgo.

- 11** The party makes its way past a pair of spinner traps and west through an illusionary wall to 12.
- 12** A hidden button on the west wall which opens a way to the *Holy Symbol of Dumathoin* at location 13.
- 13** Retracing its steps from 12 into the chamber, the party goes to location 13 and enters a now open secret chamber from the east. The party must retrieve the *Holy Symbol of Dumathoin*, for without it they cannot enter the third and final level of the Temple of Dumathoin. Also in this room are a chain helm, chain mail, and a *war hammer+1*.
- 14** After retrieving the *Holy Symbol of Dumathoin*, the party moves west through a door operated by a button at this location. Crossing the Great Dining Hall to the west, the party goes to 15.
- 15** A button opening a door to the west.
- 16** The door opened by the *Silver Star Key*. The keyhole is directly north of the door. This door leads to the Temple of Dumathoin, Level 2.

Other items of interest on this level are:

- 17** Shield.
- 18** Two torches.
- 19** Two buckets and a cleric *scroll of fortify*.
- 20** Cleric *scroll of protection from evil*.
- 21** Scale helm and a figurine.
- 22** Dagger.
- 23** Cleric *scroll of free action*.
- 24** Broad sword, crossbow, and war hammer.
- 25** Battle axe, pickaxe, short sword.

◆ **Temple of Dumathoin, Level 2**



Synopsis

In the Temple of Dumathoin, Level 2, the party finds the Dwarven Horn that the party uses before the statue of the dwarven hero which holds a chalice which releases the chalice from the statue. This chalice, known as the Chalice of Healing Waters must be in the party's possession (along with the Holy Symbol of Dumathoin) in order for the party to enter the third and final level of the temple. Also on this level an enslaved gnome awaits the party's rescue.

Opponents: On this level the danger of the derro dwarves is increased by the presence of derro savants, magic wielding derros more than ready to unleash the power of their dark arts against the party.

Location Descriptions

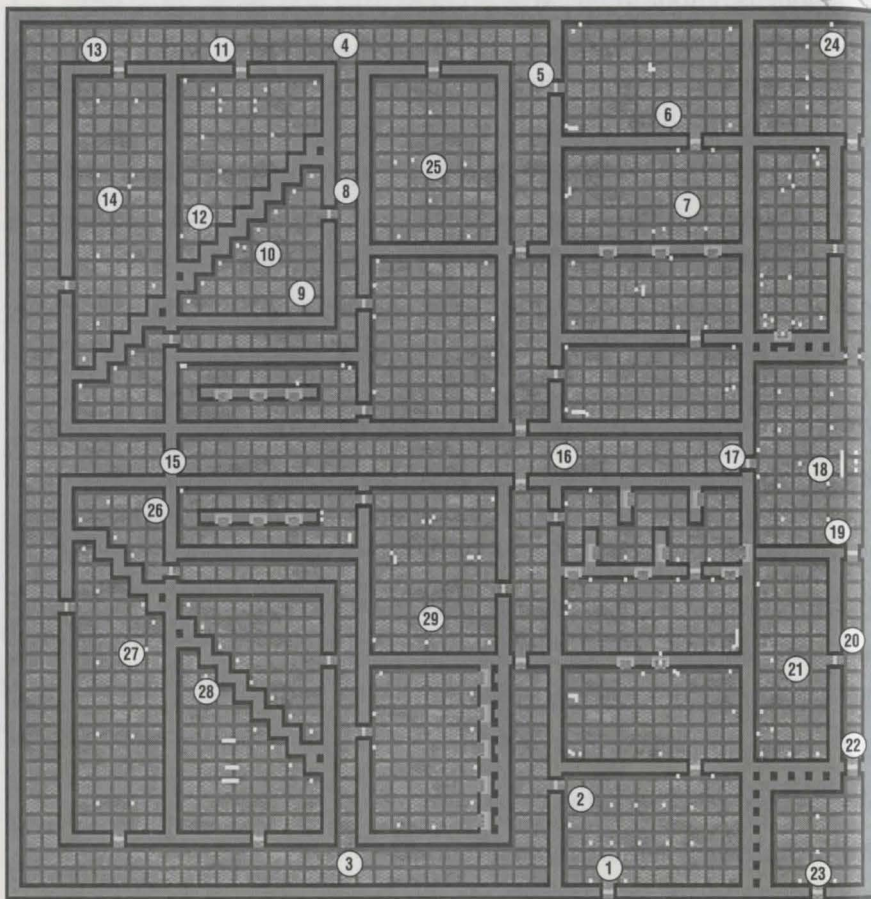
- 1 The party enters this level in the northwest corner of the region.
- 2 A button which opens a door to the east.
- 3 A spinner trap. When the party reaches the spinner trap and is spun about, a few backward steps take the party past the spinner, after which the party turns and continues east.
- 4 The party turns south down a long corridor, one which opens into a room of many columns. The party continues south.
- 5 A button opening a door to the south.
- 6 A button which opens a door into a small room to the east where the svirfneblin named Vlakverdling is imprisoned.
- 7 The deep gnome (also called svirfneblin) named Vlakverdling. If asked to join the party, Vlakverdling eagerly lends his strength to the quest. Unfortunately, a poison courses through the deep gnome's veins, one which can be cured only through the use of a fungus grown by the myconids.
- 8 A button on the south wall opens a door to the south.
- 9 The party turns west, then north at the first northbound corridor.
- 10 A button opens a door to the east, into a chamber where the *Silver Circle Key* lies.
- 11 *Silver Circle Key*.
- 12 A button opens a door to the north.
- 13 A button opens a door to the north. The party continues north, then east to location 4. Just past location 4 is a button on the north wall which opens a door to the east.
- 14 A cleric *scroll of cause critical wounds* and a white robe.
- 15 A keyhole on the north wall is activated by the *Silver Circle Key*, which removes a wall to the west. Stepping west into the new opening, the party is teleported to location 16.
- 16 The party appears at the east end of a long corridor, down which two umber hulks charge towards the party.
- 17 A button on the south wall of the corridor which activates the button at location 18.

- 18 The button on the north wall which, once activated and pressed, opens a door to the west.
- 19 A *battle axe+2*, *chain mail+2*, and the *Dwarven Horn*. In the northwest corner of the room in which these objects are found, a teleporter takes the party to location 20.
- 20 The location the party is teleported to upon leaving location 19.
- 21 A button on the south wall opens a door to the west. The party circles west and south to the statue of the Dwarven Hero.
- 22 The statue of the Dwarven Hero. Standing before the statue, the party uses the *Horn* and is thereby given the *Chalice of Healing Waters* by the statue.
- 23 A button on the north wall opens a door to the east.
- 24 The door which opens only if the party holds the *Chalice of Healing Waters* and the *Holy Symbol of Dumathoin*. This door leads to the Temple of Dumathoin, Level 3.

Other items of interest on this level are:

- 25 Shield.
- 26 Mage *scroll of lich touch*.
- 27 *Yellow candle*.
- 28 Cleric *scroll of light*.
- 29 *Gauntlets of stone giant strength*.
- 30 Cleric *scroll of harm*.
- 31 Sling pouch and sling.
- 32 War hammer.
- 33 *Potion of giant strength* and a *potion of extra healing*.

◆ Temple of Dumathoin, Level 3



Synopsis

On this level the party finds the Fountain of Healing Waters, and before which the Chalice of Healing Waters may be put to good use. Standing before the Fountain, with the Chalice of Healing Waters in one of the characters' hands and activating the Chalice heals the party of the disease inflicted upon them by the attack of the aboleth. If the dwarven miner is with the party, he is healed as well. By sacrificing a diamond to the waters of the Fountain, the spirit of the fountain is called forth, and the Axe of Hurling is given to the party.

Opponents: Spitting crawlers and hook horrors threaten the party on this level.

Location Descriptions

- 1 The party enters this level near the southwestern corner of the region.
- 2 Using this lever on the west wall opens a door to the west. The party proceeds first south and then west along a westbound corridor at the southern edge of the region.
- 3 A spell trap which causes *magic missiles* to shoot from west to east along the corridor.
Continuing to the west, the party turns north at the end of the corridor and proceeds to the end of the northbound corridor. At the end of the corridor the party turns east and proceeds along the northern edge of the region, past location 4 to reach location 5.
- 4 This spell trap causes *magic missiles* to shoot from west to east along the corridor.
- 5 Using this lever on the east wall opens a door to the east.
- 6 Entering the chamber and using the lever opens a door to the south, leading into a chamber where the *Silver Axe Key* lies.
- 7 *Silver Axe Key*.
The party retraces its steps to location 4, then turns south down the first southbound corridor.
- 8 Using the lever opens a door to the west, leading into a small triangular room where a diamond can be released from the wall by a pickaxe. (If the party has accepted the dwarven miner as one of its members, he boasts a pickaxe as part of his inventory. If not, a pickaxe was available on the first level of the Temple of Dumathoin at location 25.)
- 9 A diamond mounted in the wall. The diamond is essential as a sacrifice to the *Fountain of Healing Waters*, also found on this level.
- 10 A *shield of lightning protection*, useful against spell traps on this level.
With the diamond in its possession, the party returns to the corridor and heads north. At the end of the corridor, the party turns west and moves to location 11.
- 11 Using the lever opens a door to the south and a room in which the *Iron Circle Key* lies.

12 *Iron Circle Key.*

13 A lever opens a door to the south.

14 *Halberd+I.*

Returning to the westbound corridor, the party continues west to the end of the corridor, then turns south until it reaches the first eastbound corridor.

15 The party enters an eastbound corridor, opening the door at location 15 by using the *Silver Axe Key*.

16 A spell trap shoots *magic missiles* eastbound along the corridor.

17 Continuing down the eastbound corridor to its end, the party opens the door at 17 with the *Iron Circle Key*.

18 The *Fountain of Healing Waters*. By sacrificing the diamond (found at location 9) to the *Fountain*, both the spirit of the *Fountain* and that of a dwarven hero speak with the party.

Words of the Fountain

"Ah, the gift brightens the waters and brings forth my voice and, with it, my welcome. Welcome to the place of the healing waters. Drink! Stand before me and, using the chalice, partake of my purest waters. May the waters heal you!"

"Welcome, for here the spirit of the Black Axe Clan resides. He who stood against the drow bids you welcome. He who sank into the stones awakes; he who stood with the Brave Beards knows that you have come and asks of you an audience. Listen now. . . . He awakes!"

Words of the Dwarven Hero

"Hear me! Long ago we fought the drow, and failed. Driven from our homes, we came here, only to meet the same fate again in later years. The renewed ambitions of the drow have stolen everything from us! Everything! You who hold both the Chalice of Healing Waters and the Holy Symbol of Dumathoin, take up our fight! Avenge the dwarven warriors slain in battle by the dark elves."

"Near the fountain lies a weapon. The Axe of Hurling. In loyalty it shall return to he who wields it. Thrown in battle, it circles back to the hand of its master. A voice cannot wield it, and for so long I have been nothing more than a voice. Take it. In memory of the Black Axe Clan and the cavern of the cloven heads, unleash its anger. Unleash it against the drow!"

After the dwarven hero speaks, the *Axe of Hurling* appears near the fountain, ready for the party's use.

- 19 Using the lever on the south wall opens a door which leads down a narrow corridor to location 20.
- 20 A lever on the west wall opens a door which leads into a treasure room.
- 21 Treasure room. Within this treasure room lies a cleric scroll of *draw upon holy might* – DEX, a battle axe, two *potions of extra healing*, and a *ring of regeneration*.

22 A lever opens a door to the south, leading the party into a chamber at the south end of which lies an entrance leading back to Temple of Dumathoin, Level 1.

23 The entrance returning to Temple of Dumathoin, Level 1.

Other items of interest on this level are:

24 Cleric scroll of *remove paralysis*.

25 Shield.

26 Mage scroll of *claws of the umber hulk*.

27 Plate mail.

28 Cleric scroll of *magical vestment*.

29 *Potion of fire resistance*.

◆ **Return to Temple of Dumathoin, Level 1**

Note: For map and location information, refer to the "Temple of Dumathoin, Level 1" section on page 49.

A1 The party returns to Temple of Dumathoin, Level 1, at this location.
A roper and rust monster lie in wait for the party.

A2 The party exits this level, returning to the Dwarven Mines.

◆ **Return to the Dwarven Mines**

Note: For map and location information, refer to the "Dwarven Mines" section on page 45.

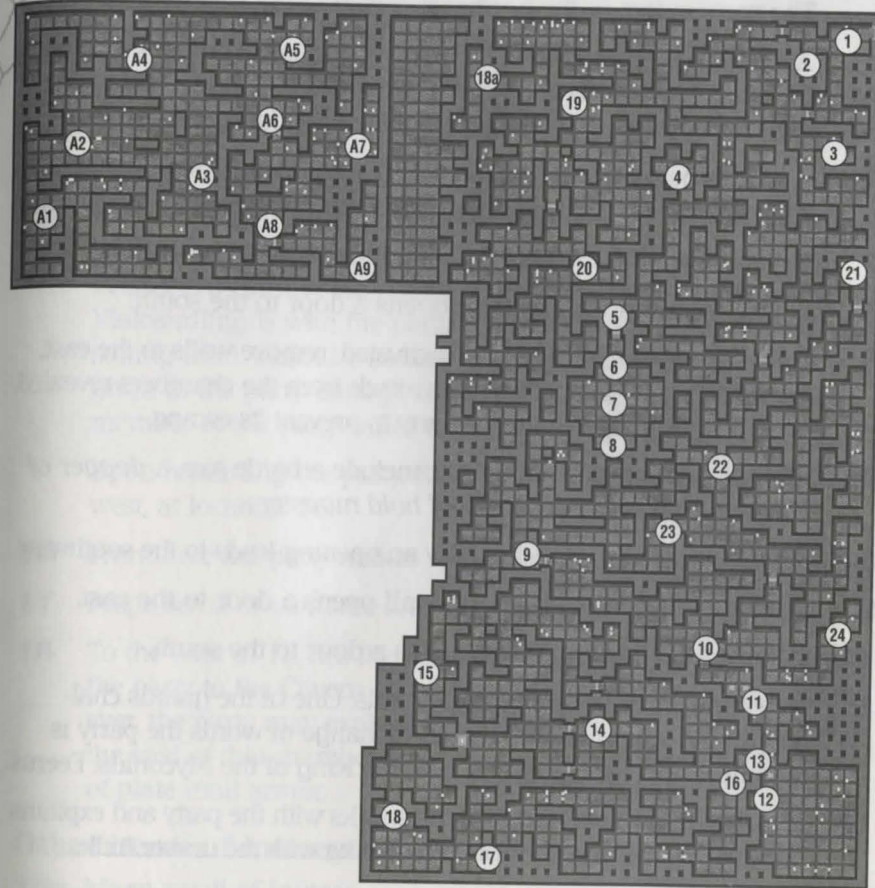
A1 The party returns to the Dwarven Mines from the Temple of Dumathoin, Level 3, at this location.

A2 An ambush occurs. Unseen drow fighters cast globes of darkness, blinding the party long enough for Drizzt to be taken captive. A door immediately to the south of A2 opens via a pressure plate before the door.

A3 Another door opened by a pressure plate.

A4 An entrance leading to a mining cart ride, one which goes astray and ends in a crash, cutting the party off from the levels above.

◆ **Cavern of the Myconids**



Synopsis

In the Cavern of the Myconids, the party meets the myconid King Feerus and learns that an umber hulk plagues his land, destroying the fungus that is grown by the myconids. This fungus has achieved fame throughout the Underdark as a curative for various poisons. It can cure the deep gnome, if he is with the party; but the party must trade their services for the fungus. The trade required is for the party to rid the myconids' land of the rampaging umber hulk.

Opponents: *The Cavern of the Myconids can be a dangerous place, a level infested by violet fungi, fungi skeletons, ochre jellies, shriekers, and night hunters. At the request of the myconid king, the party must also deal with a dreaded umber hulk.*

Location Descriptions

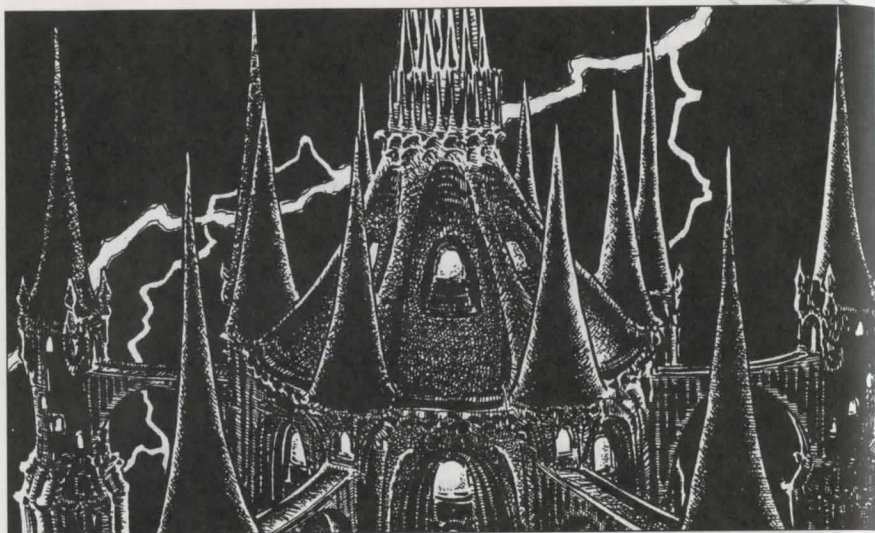
- 1 The party enters in the northeast corner of the region.
- 2 A *Jade Spider*. Unknown to the party, this magical object is actually the *Crest of the Helm of Spiders*. If attached to the *Helm* in the party's possession, it gives the ability to fire *lightning bolts* once per day.
- 3 A hidden button on the south wall opens a door to the west. The party heads west and south, looping north to the alcove at location 4.
- 4 Adamantite chain helm. From here the party moves south.
- 5 A pull-chain on the east wall opens a door to the south.
- 6 Invisible pressure plates, when activated, remove walls to the east, west, and south. Fungi skeletons attack from the chambers revealed. A wall is dropped behind the party to prevent its escape.
- 7 Objects of interest in this room include a battle axe, a *dagger of throwing*, and a *mage scroll of hold monster*.
- 8 A wall once stood here, but now an opening leads to the southwest.
- 9 A hidden button on the north wall opens a door to the east.
- 10 A button on the south wall opens a door to the south.
- 11 The party encounters myconid guards. One of the guards challenges the party, but after a brief exchange of words the party is permitted to pass and speak with the King of the Myconids, Feerus.
- 12 The myconid King Feerus. Feerus speaks with the party and explains the problem his people have had dealing with the umber hulks.

"Though I stand before you in stern majesty, my people are a folk of quiet lives. They know simple times and pleasures, gathering in circles to meld, release their spores, and enjoy myconid company. So it is that when an umber hulk tears up our fungus patches, I find little will to send my people to their dooms. If you would trade for our fungus, then rid my land of this unwelcome terror. Take the dangers of the umber hulk upon yourselves, then return for your reward."

- 13 King Feerus causes a wall to vanish, allowing the party to pass through this location.
- 14 A button on the north wall opens a door to the west.
Moving north and then looping south, the party comes to location 15. UMBER hulks can be found lurking in this general area.
- 15 *Mage scroll of haste*.
After finding and dispatching the umber hulks, the party returns to King Feerus for their reward. The fungus offered by King Feerus is a curative for poisons. If the deep gnome named Vlakverdling is with the party, the fungus cures him of the poisoning from which he suffers. Several doses of the fungus are given to the party, enough to be used at later times should a member of the party suffer from poisoning.
Upon rewarding the party, King Feerus opens another wall to the west, at location 16.
- 16 From here the party makes its way west to locations 17 and 18.
- 17 *Mage scroll of vampiric touch*.
- 18 To the west of 18 lies the exit from this level, one which leads the party to the Cavern of the Galeb Duhr. Before leaving, however, the party may explore the chamber north of location 18. In the east of this chamber lies a *two-handed sword+2* and a suit of plate mail armor.

Other items of interest on this level are:

- 18a *Mage scroll of levitate*.
- 19 Four arrows and a quiver.
- 20 *Ring of protection*.
- 21 *Cleric scroll of magical stone*.
- 22 Adamantite plate helm.
- 23 *Cleric scroll of flame strike*, *cleric scroll of protection from evil*, *10' radius*, and a *mage scroll of stop*.
- 24 *Wand of enemy detection*.

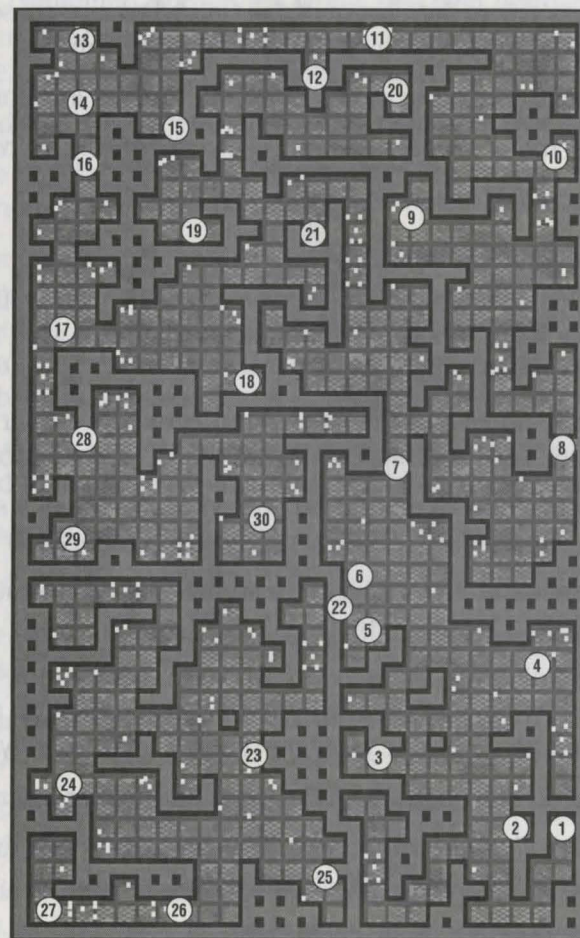


◆ Cavern of the Myconids – A Side Quest

Note: For map and location information, refer to the “Cavern of the Myconids” section on page 62. As you may have noticed, the party did not venture into the northwest corner of the Cavern of the Myconids where the locations are marked A1 through A9. It is never necessary to visit this area in order to complete the game; however, for those who would like to explore it, the following directions are provided:

- A1** The party's starting location, having entered this level from the Cavern of the Driders, Map 1, location 26a.
- A2** Cleric scroll of *draw upon holy might* – STR.
- A3** Halberd.
- A4** Adamantite plate mail.
- A5** *Potion of levitation*.
- A6** A pull-chain on the north wall opens a door to the south.
- A7** Mage scroll of *passweb*.
- A8** A hidden button opens a door to the east.
- A9** The exit from this level to the Cavern of the Driders, Map 1.

◆ Cavern of the Galeb Duhr



Synopsis

On this level the party finds its way blocked, with no way to proceed to the next level until a creature of the walls, the galeb duhr, appears before the party and announces its willingness to aid the adventurers. In return for finding a lost necklace for the creature, the galeb duhr melts a wall blocking the party from reaching the next level.

Opponents: Verbeeg giants and ropers bide their time in the Cavern of the Galeb Duhr, waiting for the occasional, inexperienced party to wander through as victims.

Location Descriptions

- 1 The party enters the Cavern of the Galeb Duhr in the southeast corner and proceeds south and north to location 2.
- 2 Plate helm. The party moves north and west to location 3.
- 3 Cleric *scroll of darkfire* and a mage *scroll of cone of cold*.
- 4 Mage *scroll of wizard eye* and a *potion of flying*.
- 5 *Potion of passweb*.
- 6 The galeb duhr. This creature appears on the west wall at this location. After speaking with the wall creature, a wall is opened to the north at location 7.
- 7 The wall removed by the galeb duhr. Turning a corner and heading south, east, and then north, the party comes to location 8.
- 8 A webbed door. It can only be passed by the use of a spell or *potion of passweb*. The party moves north to location 9.
- 9 *Potion of oil of fiery burning*. From here the party moves east and north to location 10.
- 10 Mage *scroll of spider cloak armor*. From this location the party makes its way north and west to an opening high on the wall, one through which the party must either levitate or fly.
- 11 An opening through which the party must either levitate or fly.
- 12 Cleric *scroll of aid*. From here, the party travels west and north to the resting place of the galeb duhr's lost necklace.
- 13 The lost necklace of the galeb duhr.
- 14 White robe.
- 15 *Potion of flying* and a *potion of passweb*.
- 16 A webbed door. It can only be passed by the use of a spell or *potion of passweb*. The party moves south to location 17.
- 17 *Potion of passweb*. From here, the party goes east to location 18.

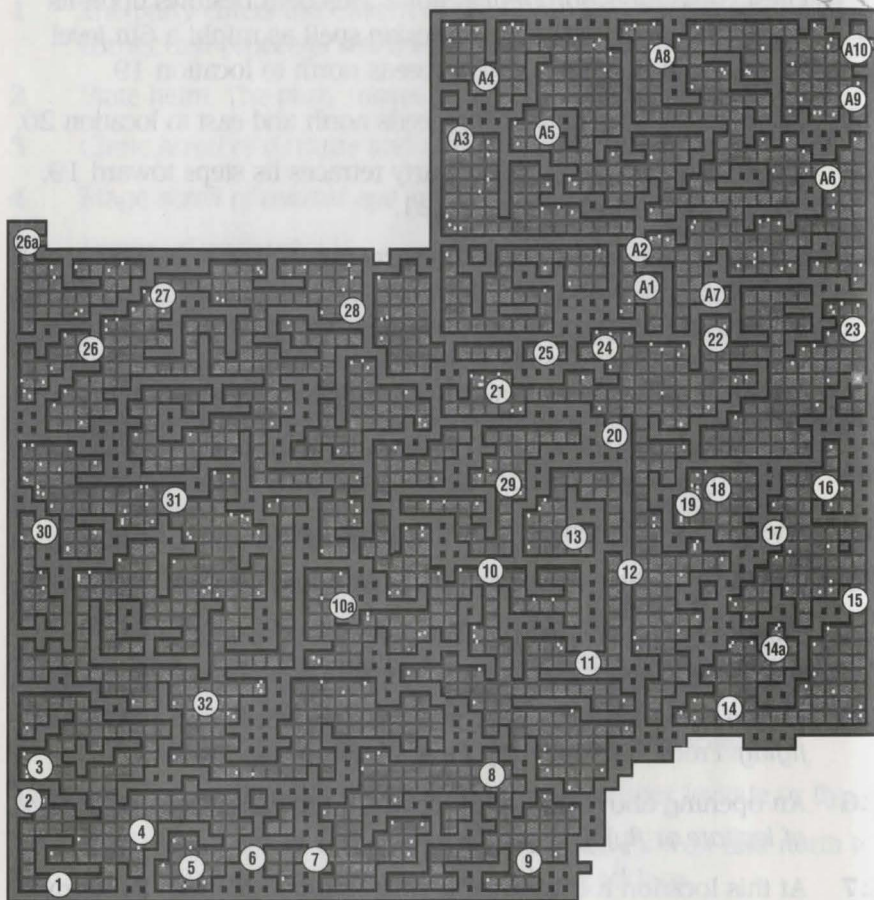
- 18 A magical *blue candle* capable of firing *lightning bolts* and a chest containing *Borgonar's Stone*. This gem bestows upon its owner the ability to cast a *stoneskin* spell as might a 6th level mage. From here the party proceeds north to location 19.
- 19 *Broad sword+1*. The party proceeds north and east to location 20.
- 20 Mage *scroll of acid bolt*. The party retraces its steps toward 19, but then turns east to location 21.
- 21 *Potion of flying*. From here the party moves north, looping around a corner and then down a southbound corridor. A *potion* or *spell of levitate* or *flying* must be used by the party to make its way past openings above ground level. The party makes its way back to locations 7 and 6, returning to the galeb duhr.

Once the necklace is returned to the galeb duhr, a second wall is dissolved by the stone creature, allowing the party to move southwest.
- 22 The second wall removed by the galeb duhr.
- 23 Shield. From here the party moves west and south to location 24.
- 24 Mage *scroll of disintegrate*. The party moves southeast to location 25.
- 25 A blue gem, necessary later in the party's quest, and a *potion of flying*. From here the party travels west to location 26.
- 26 An opening above ground level which requires a spell or *potion of levitate* or *flying* to pass.
- 27 At this location a cave-in occurs. The ground beneath the party splits, and the party falls into the level below, the Cavern of the Driders, Map 1. The way behind them is no longer accessible.

Other items of interest on this level are:

- 28 Mage *scroll of enchant weapon*.
- 29 Cleric *scroll of prayer*.
- 30 Quiver with eight arrows.

◆ Cavern of the Driders, Map 1



Note: To successfully complete this level, the party must move from Cavern of the Driders, Map 1, to Cavern of the Driders, Map 2, and back again before finally making its way to the next level.

Synopsis

In the Cavern of the Driders, Map 1, the party's main goal is to make its way through a labyrinthine maze stalked by a variety of deadly creatures. Making it alive to the Cavern of the Driders, Map 2, is its own reward.

Opponents: A dangerous labyrinth, the Cavern of the Driders, Map 1, hosts a variety of deadly creatures, including cloaker lords, drow fighters, driders, rust monsters, and night hunters. A uropygus and a carrion crawler also endanger the party on this level.

Location Descriptions

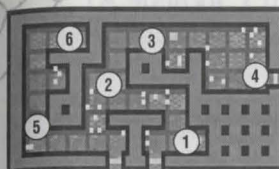
- 1 The party enters this level in the southwest corner of the region.
- 2 *Potion of flying.*
- 3 *Potion of passweb* and a cleric scroll of *cure serious wounds*.
- 4 Cleric scroll of *passweb*.
- 5 *Potion of flying.*
- 6 A tunnel leading to the east.
- 7 Cleric scroll of *cure disease*, mage scroll of *dragon scales*. A button on the north wall opens a spinning web door.
- 8 An ivory scroll case rests just to the east.
- 9 A blue gem. The party must have at least two blue gems in inventory later in its descent into the Underdark. From here the party returns to location 8, moving through a webbed door just north of 8. This door requires a spell or *potion of passweb* to open.
- 10 Mage scroll of *lightning bolt*. The party continues south and west to location 10a.
- 10a *Rod of antilevitation*.
- 11 Retracing its steps south and east to this location, the party finds a button which opens a spinning web door to the east.
- 12 Carrion crawler. The party must engage and defeat this huge creature in order to continue on to the north. Directly north of where the party engaged the carrion crawler, a button on the west wall opens a spinning web door to the north.
- 13 A teleporter taking the party to location 14.
- 14 The location at which the party arrives after exiting the teleporter. From here the party moves north.
- 14a *Potion of passweb*. The party returns to location 14, then moves east and north to 15.
- 15 A button on the west wall opens a spinning web door to the north.
- 16 Mage scroll of *ice storm*. From here the party moves south to location 17.

- 17** A webbed door requiring a spell or *potion of passweb* to open. From here the party makes its way west to location 18.
- 18** The lair of the uropygus. After defeating the uropygus, the party can pick up a *wand of magic missiles*.
- 19** In this location in the lair of the uropygus is a teleporter which takes the party to location 20.
- 20** The location to which the party is teleported from location 19. From here the party moves north and west to location 21.
- 21** Adamantite chain mail. From here the party moves east and north to location 22.
- 22** *Potion of flying*. From here the party moves east and north to location 23.
- 23** Cleric scroll of *fireseed*. The party travels south and then west to location 24.
- 24** A button on the north wall opens a spinning web door to the west.
- 25** The party enters a tunnel to the north, one which takes it to the Cavern of the Driders, Level 2.

Other items of interest on this level are:

- 26** *Mage scroll of slow*. A button on the wall west of the door opens the way to 26a.
- 26a** Entrance to the Cavern of the Myconids – A Side Quest.
- 27** Plate mail.
- 28** *Potion of flying*.
- 29** Cleric scroll of *cure critical wounds*.
- 30** *Javelin of lightning*.
- 31** Blue gem.
- 32** *Mage scroll of ice knife*.

◆ Cavern of the Driders, Map 2



Synopsis

In the Cavern of the Driders, Map 2, the party comes across a drider named Maznafein. Essential to the party's continued success, Maznafein holds a Scroll of Spider Shape,

one which enables the party to take on spider form and cross a chasm using a web bridge. Without the scroll, movement across the chasm would be impossible. In return, Maznafein asks the party, on their honor, to contact a merchant known as Ssar Tarell, and with her help find a way to return him to his normal, drow form.

Opponents: Two driders are encountered in this region, one of which is Maznafein, the drider who holds a Scroll of Spider Shape essential to the party's progress. If encountered, the second drider also proves willing to speak with the party. When asked about the prisoners taken from the surface, the second drider replies:

"Ah yes, prisoners. Sacrificed to Lolth or marched ahead of warriors in battle, their fate will be the same. The shadows fall. Even here the rumors come, tales of a great artifact returning to drow hands after many ages. It stirs the Houses to war. Malice schemes to capture and sacrifice Drizzt, hoping Lolth will be pleased and deliver the artifact into her hands."

This reply gives the party another clue into the forces at work in Menzoberranzan. What is this drow artifact over which the drow Houses may be willing to go to war?

Location Descriptions

- The party enters the region at this location. It then travels north and west to 2.
- Throwing knife. (Also, if Vonar the kenku has not joined the party up to this point, a second opportunity to allow Vonar into the party occurs just north of location 2.) The party continues north and east to the location of the drider Maznafein.
- Maznafein the drider. As previously described, the drider provides the party with a *Scroll of Spider Shape*. To the east of the encounter lies a *mage scroll of stinking cloud* and a pair of *gauntlets of stone giant strength*.

Moving past Maznafein, the party travels south and east to location 4, the exit from this level.

- 4 The exit from the Cavern of the Driders, Level 2. This leads the party back to the Cavern of the Driders, Map 1, location A1. (Near this location an enchanted *gem of infravision* can be found. If Vonar the kenku joins the party on this level, he needs this gem to avoid the effect of the radiations in the Underdark.)

Other items of interest on this level are:

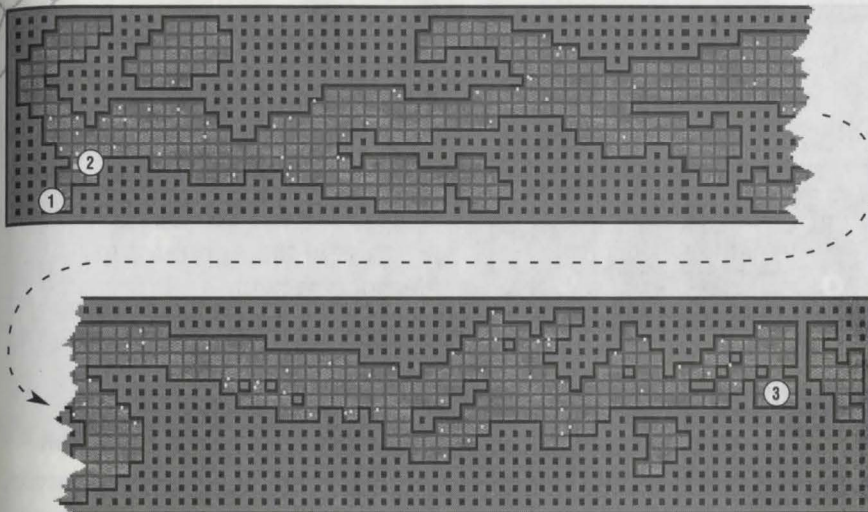
- 5 *Mage scroll of spider venom immunity.*
6 *Black candle.* This magical taper creates darkness in a 15' radius, blinding all those who enter the affected area.

◆ Return to Cavern of the Driders, Map 1

Note: For map and location information, see the "Cavern of the Driders, Map 1" section beginning on page 69.

- A1** After returning to Cavern of the Driders, Map 1, location A1, the party moves north to location A2.
A2 A button on the west wall opens a spinning web door to the north. From here the party moves west and north to A3.
A3 Here the party crosses the impassable chasm using a *Scroll of Spider Shape*. The journey across is shown as a cinematic which is activated by the party's attempt to move through the tunnel.
A4 The party's location after travelling across the chasm. From here, the party moves north, east, and south to location A5.
A5 *Potion of flying.* The party moves south and west along a winding path to location A6.
A6 *Cleric scroll of flame strike.* From here the party moves south, west, and south again to location A7.
A7 A blue gem. The party must have at least two blue gems in inventory later in its descent into the Underdark. From here the party retraces its steps to location A6. From A6 the party moves west, north, and west again to location A8.
A8 *Potion of giant strength.* From this location the party takes a winding course, south, east, north, east, and southeast to location 9.
A9 A blue gem. The party must have at least two blue gems in inventory later in its descent into the Underdark. From here the party moves north to location A10.
A10 An east wall entrance leads to the next level, the Underground River.

◆ Underground River



Synopsis

On this level the party meets a skeletal ferryman and pays him two blue gems in order to use his boat on their continued journey toward Menzoberranzan. If the two blue gems have not been acquired prior to this point, the party must turn back. Several such gems lie in the Cavern of the Driders, Map 1.

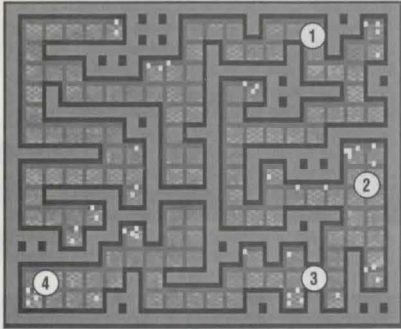
Opponents: The threats encountered upon the river are flying creatures, stirges and night hunters which swoop down upon the party from the heights of the cavern.

Location Descriptions

- 1 The party enters the Underground River in the southwest corner of the region.
- 2 After talking to the skeletal ferryman and trading two blue gems for the use of the boat, the party boards the boat and rides down river toward Menzoberranzan. At the end of the trip, the party exits the boat and moves to the exit of the Underground River.
- 3 The exit of the Underground River level.

There are no objects on this level.

◆ Approach to Menzoberranzan



Synopsis

This level serves as a transition from the Underground River to the city of Menzoberranzan.

Opponents: Umber hulks and uropygi impede the party's progress in the Approach to Menzoberranzan.

Location Descriptions

- 1 The party enters this level in the northeast corner of the region and winds its way south and then northeast to location 2.
- 2 Banded mail. From here the party moves southwest to location 3.
- 3 At this location the party turns west. Continuing on, the party turns north at the first available turn to the north, then swings southwest to location 4.
- 4 The Menzoberranzan City Interface. From this screen the various locations in the city of Menzoberranzan can be chosen, including:

The Merchants' Bazaar

Tower of Sorcere

Carpathian's Tavern

Gollvelius' Tavern

House Fey Branche

House Do'Urden

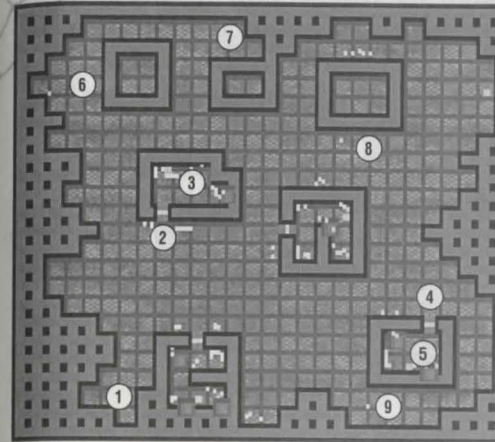
Mantle Cavern One

Mantle Cavern Two

House Baenre

Note: House Baenre does not appear as a choice until the party has secured the *Scroll of Drider Wish* from the Spider Mage in the Tower of Sorcere. Refer to your Menzoberranzan rule book, page 27 for this map.

◆ Merchants' Bazaar



Synopsis

Two merchants, one with valuable information, and the other with an important trade to make, await the party on this level. In time, the party finds it necessary to return on several occasions to speak with Ssar Tarell, for she commands a web of contacts and communications second to none in

Menzoberranzan. Only through her contacts and advice can the party proceed on its quest.

Opponents: No creatures attack the party on this level. Indeed, the bazaar is strangely quiet, with few customers and only the bravest merchants still manning their trading tents. The tents can be entered by simply walking through their doors.

Location Descriptions

- 1 Entering at this location, the party makes its way to "Galentha's Goods," a tent in the central western area of the region.
- 2 Galentha's Goods.
- 3 Galentha offers to trade the party a *Music Box* and two *magical candles* in return for the *Helm* given to the party by the innkeeper at the start of the adventure. The party accepts the offer and makes the trade. Upon leaving Galentha, the party moves into the southeastern corner of the region to location 4.

Note: If the party refuses to trade away the *Helm* in its first encounter with Galentha, a second opportunity is available after visiting Jalynfein the Spider Mage. The party can return to Galentha and once again be offered a trade. Should the party refuse to trade the *Helm*, a third opportunity presents itself. Galentha is willing to trade the *Music Box* for *Tricinia's Gauntlets*, the gauntlets themselves known to be lost somewhere in the mantle caverns about the city. This last offer is a red-herring, as it distracts the party from a more direct course to the heart of the quest. Should the party wish to retrieve *Tricinia's Gauntlets* (which act as *gauntlets of dexterity*), it must search for them in Mantle Cavern One.

4 The tent of the merchant Ssar Tarell.

5 Ssar Tarell.

In the party's first encounter with Ssar Tarell, the merchant indicates that she knows or can find out where the prisoners from the surface are being held. In return for this information, she desires that Maznafein, the drider met by the party in the Cavern of the Driders, Level 2, be returned to his normal form. Maznafein was the love of Ssar Tarell, and she believes no other drow had the right to punish him by cursing him with drider form.

Ssar Tarell urges the party to seek out Jalynfein, the Spider Mage, in the tower of Sorcere. Jalynfein, she informs them, possesses a magic scroll capable of returning Maznafein to his normal form. Only after this feat has been accomplished will Ssar Tarell share the information she possesses concerning the prisoners taken from the surface.

1 After speaking with Ssar Tarell, the party exits the region at this location. The view returns to the Menzoberranzan City Interface.

Other items of interest on this level are:

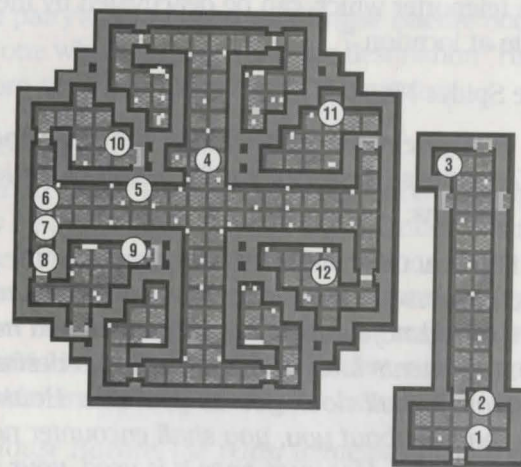
6 Long sword.

7 Cleric scroll of cure serious wounds.

8 Potion of levitation.

9 Potion of healing.

◆ Tower of Sorcere



Synopsis

Jalynfein, the Spider Mage, resides in the Tower of Sorcere. He possesses a Scroll of Drider Wish, one capable of transforming the drider Maznafein to his normal, drow form. The trade Jalynfein requires in exchange for the scroll is a Music Box known to be in the possession of Galentha the merchant. If the party has the Music Box, the trade may take place. Otherwise, the party must return to Galentha in order to make a trade for the Music Box.

Opponents: Cloaker lords and myrlochar haunt the halls of the Tower of Sorcere.

Location Descriptions

- 1 The party both enters and exits the level at this location.
- 2 A button on the north wall opens a door to the north. From here the party continues north to location 3.
- 3 A levitation tube which takes the party to location 4.
- 4 From here the party moves south and east to location 6.
- 5 Avoid this spinner trap.
- 6 At this location the party turns south and moves on to location 7.
- 7 Invisible pressure plate. The party must step forward and then back. This action deactivates a teleporter just before the door to Jalynfein's chamber. The party can then move forward to location 8.

- 8 A button on the west wall opens a door to the south. Just before the door is a teleporter which can be deactivated by the invisible pressure plate at location 7.
- 9 Jalynefein, the Spider Mage.

In speaking to Jalynefein, the Spider Mage, the party finds that it must trade Galentha's *Music Box* for the *Scroll of Drider Wish*. As Jalynefein explains:

"I am providing you with a scroll. Use it thusly: in the presence of the throne of House Baenre, activate the scroll. Its magic will free the spirit of Maznafein from imprisonment, and he will transform but moments later to the shape he so desires. So powerful is the scroll, it shall cloak you as you enter House Baenre, and with its magics about you, you shall encounter no difficulty in reaching the throne. However, once it is used, your presence will be noticed. That could prove dangerous."

Other items of interest in Jalynefein's chambers include a blue robe, a *potion of giant strength*, and a *potion of healing*.

After speaking with Jalynefein, the party retraces its steps to location 4 and uses the levitation tube to return to location 3. From 3, the party travels south and exits the region at location 1.

Other items of interest on this level are:

- 10 Mage scroll of Agannazar's scorchers and a mage scroll of flame arrow.
- 11 Mage scroll of venom bolt.
- 12 Wand of fireballs.

Note: The teleporter defense encountered in attempting to reach Jalynefein's chamber is the same for each of the four branches of the Tower of Sorcere.

◆ House Baenre

Note: The party's journey through House Baenre occurs as a cinematic interlude, one which begins when the destination "House Baenre" is chosen from the Menzoberranzan City Interface.

Synopsis

Upon entering House Baenre, the party moves quickly, hidden from drow eyes by the powers of the Scroll of Drider Wish. As if the scroll has led them to the spot, the adventurers soon reach the throne and activate the scroll. Upon doing this, one imprisoned spirit is seen to escape from the throne. It soars through the Underdark, swiftly reaching Maznafein in the Cavern of the Driders, whereupon the curse of being a drider is removed. Maznafein returns to his normal, drow form.

While in House Baenre, the party witnesses an exchange of words between the Matron Mother of Baenre and the innkeeper, the friend from the surface who bestowed the gift of the Helm upon the party.

It becomes clear that the innkeeper was working for Baenre, his gift no more than a trick, a way to have the party bring the Helm to Menzoberranzan so that he need not take on the risk of transporting so valuable an artifact. By this point it becomes obvious that the Helm is at least one part of the drow artifact known as the Helm of Spiders.

With the scroll used and its cloaking powers no longer hiding the party from drow eyes, the party is quickly noticed. When it is discovered that the Helm has been traded to the merchant Galentha in exchange for the Music Box, the Matron Mother commands the party to retrieve the Helm. Her last words strike the party with the coldness of a steel blade:

"If I must send agents of my own House to retrieve it, then you shall pay the cost of their efforts with your blood. Go; go without a word; go without looking back; go!"

Location Description

The encounter in House Baenre takes place as part of a cinematic, and no actual level map exists for the party to explore. Once commanded by Matron Baenre to retrieve the helmet she seeks, the party returns to the Menzoberranzan City Interface.

◆ A Second Meeting with Galentha

Note: For map information, refer to “Merchants’ Bazaar” on page 76.

Synopsis

When the party returns to Galentha’s tent the merchant is stricken by an assassin’s blade. A chase ensues, one which ends when the assassin levitates into the safety of House Do’Urden. With the threat of death from Matron Baenre hanging over their heads, the adventurers should seek out Ssar Tarell.

Location Description

Choosing “Merchants’ Bazaar” from the Menzoberranzan City Interface returns the party to the region near the merchant Galentha’s tent.

◆ A Second Meeting with Ssar Tarell

Note: For region information, refer to “Merchants’ Bazaar” on page 76.

Synopsis

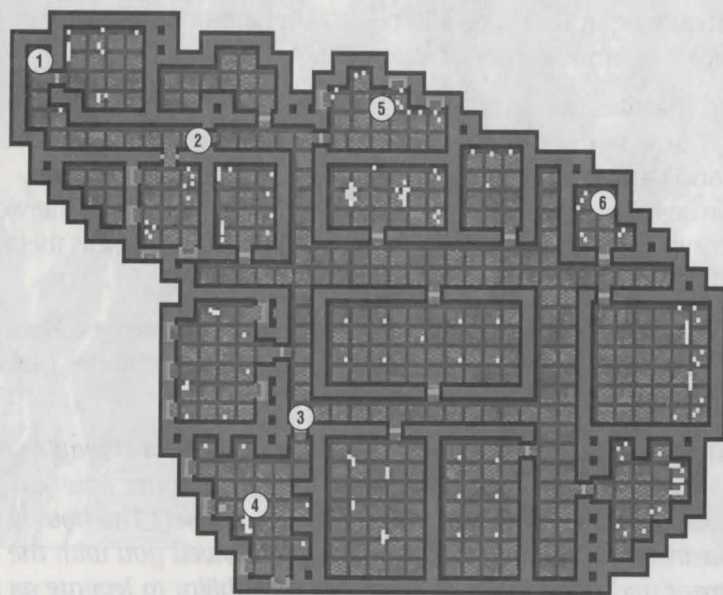
Upon returning to Ssar Tarell, the party finds that not only does the merchant know the spirit of Maznafein has been freed from the throne of House Baenre, but that he himself now stands by her side. He offers his thanks to the party, “You have kept your word, and I am free of the drider’s curse! Though the words sound strange to say, I am grateful. It is not something a drow is trained to say. For your trouble, know this: the prisoners you seek to free are being held in House Do’Urden. Seek them out in the commoner’s area, where the slaves are kept.”

Now the party has its first solid piece of information as to the whereabouts of the prisoners taken from the surface. House Do’Urden is also where the assassin fled to, taking the precious Helm with him. The party realizes it must somehow infiltrate House Do’Urden and asks Ssar Tarell for her advice. She makes the following offer, “Another of my contacts may be of help. Seek out Grumsznar, the House Fey Branche wizard. I have spoken to him often, using my magics, and he will know what to do. But take care, for he is often lost in thought and handles interruptions badly.”

Location Description

Choosing “Merchants’ Bazaar” from the Menzoberranzan City Interface returns the party to the region where the tent of the merchant Ssar Tarell stands.

◆ House Fey Branche



Synopsis

To their surprise, the party finds that Grumsznar, the House Fey Branche wizard does not require a trade of any sort in return for what help he can provide the party. Though this is true, Grumsznar does not work with the party out of the goodness of his heart, but rather out of self-interest and for the good of House Fey Branche. He believes the party’s attempt to enter House Do’Urden will provide just the diversion his own people need to launch an attack on House Do’Urden.

Opponents: Myrlochar and night hunters provide the danger on this level.

Location Descriptions

- 1 Entering the region in the northwest corner, the party proceeds to the south, turning east to location 2.
- 2 The button on the north wall opens a door to the east. The party travels east, then south to location 3.
- 3 The button on the west wall opens a door to the south, entering upon a chamber where the Fey Branche wizard awaits the party.

- 4 The Fey Branche wizard. Without meaning to, Grumsznar reveals an important piece of information, "The crest and the helmet may already be in Do'Urden's hands. Lolth cannot allow *them* to gain the gem as well – and if she will not, I will not!"

Grumsznar next advises the party to seek out Rikken Do'Urden, a spy now in the employ of House Fey Branche. From Rikken's hands the party is to receive a region of House Do'Urden. Grumsznar informs the adventurers that by the use of the word "sanctuary," Rikken will know that Grumsznar has sent them. Rikken awaits the party in Carpathian's Tavern.

As a final, devious action, Grumsznar transforms the adventurers, giving each party member the appearance and abilities of the drow. "Why?" the party asks. "How?"

He responds, "*The why is because you asked for a way to enter House Do'Urden. Well how better than as you are now: disguised as a drow patrol from that very house!? The how is my business, a spell which has not only endowed you with the grace and good looks of drow, but our ability to levitate as well. Infravision is also granted, though it seems you could see well enough before. Now go; cause Do'Urden trouble and you will be aiding me in ways you cannot imagine!*"

After speaking with the House Fey Branche wizard, the party retraces its steps to location 1, where it exits the region and returns to the Menzoberranzan City Interface.

Other encounters of interest on this level are:

- 5 A yochlol who speaks with the adventurers before engaging them in combat.
- 6 A drow priestess.

Neither encounter is recommended unless the party is anxious to battle the forces of the drow at every opportunity.



◆ A Third Meeting with Ssar Tarell

Note: For region information, refer to the "Merchants' Bazaar" section on page 76.

Synopsis

Upon returning to Ssar Tarell for a third time, the party seeks information about the gem mentioned by Grumsznar, the Fey Branche wizard. Ssar Tarell has spoken of communicating by magic, and the favor asked is for Ssar Tarell to open a way for the party to communicate with Vermulean on the surface.

Ssar Tarell agrees, and by talking with Vermulean the party learns that one of the gems in their possession contains an image of Lolth herself. It is the Gem of Lolth which will complete the artifact known as the Helm of Spiders, the Helm and Crest of which are in the possession of House Do'Urden.

Location Description

Choosing "Merchants' Bazaar" from the Menzoberranzan City Interface returns the party to the region where the tent of the merchant Ssar Tarell stands. Upon leaving the region, the party returns to the Menzoberranzan City Interface.

◆ Carpathian's Tavern



Synopsis

Here the party speaks with Rizzzen Do'Urden, the spy working for House Fey Branche. Before Rizzzen deals with the party, he extracts a promise that the party will make every effort to retrieve the Helm of Spiders from House Do'Urden. In return for this promise, Rizzzen provides a region of House Do'Urden and the password by which the party might make its way past the House Do'Urden Guards.

Opponents: None.

Location Descriptions

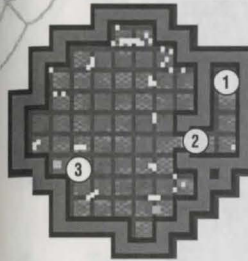
- 1 Entering at this location, the party proceeds to location 2.
- 2 The door to the second chamber within the tavern. Click on this door to open it.
- 3 Here Rizzzen Do'Urden awaits the party. He provides the party with the password which enables it to enter House Do'Urden, as well as a region of the House itself. Further, he advises the party of the need for a Do'Urden House insignia. This, Rizzzen tells the party, can be obtained from Jarlaxle, leader of the Bregan D'Aerthe.

As a parting gesture, Rizzzen enlightens the party about the true nature of the *Helm of Spiders* originally given to them by the innkeeper. He tells them:

"The Helm of Spiders holds a spider crest, which you have not seen. When the Gem of Lolth is placed upon the crest, and the crest upon the helmet, the entire device might give one House power over all others. That is, were it in the possession of a High Priestess. Yet even in its present state, it will have powers enough to get you out alive."

Retracing their steps to location 1, the party exits the region and returns to the Menzoberranzan City Interface.

◆ Gollvelius' Tavern



Synopsis

Advised by Rizzzen Do'Urden to seek out Jarlaxle of the Began D'Aerthe, the party finds this curious character in Gollvelius' Tavern. Jarlaxle sets the party off in search of a precious necklace, under the pretense that he will provide the House insignia the party needs in return for the necklace. Unfortunately, Jarlaxle betrays the party at the last moment. The House insignia, it seems, can be acquired only by the party's defeat of a drow patrol from House Do'Urden itself.

Opponents: None.

Location Descriptions

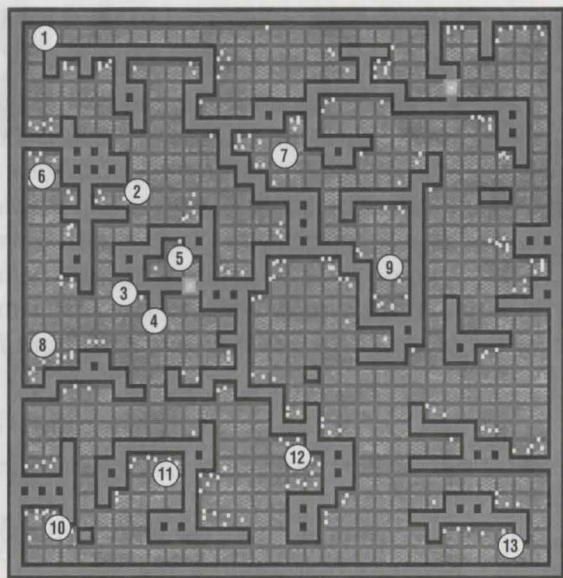
- 1 Entering the region at this location, the party turns south and proceeds through a door at location 2.
- 2 A door leading into the chamber where Jarlaxle awaits the party. Click on this door to open it.
- 3 Jarlaxle of the Bregan D'Aerthe. In return for a necklace to be found somewhere in the mantle caverns about the city, Jarlaxle promises to acquire for the party the needed House Do'Urden insignia. The necklace of which he speaks is hidden within a chest in Mantle Cavern Two.

When the party returns with the necklace, Jarlaxle shows his true colors and betrays the party. He does not have the insignia, but is willing to tell the party how such insignia might truly be acquired. He informs the party: *"It has come to my attention that a patrol of young drow nobles from House Do'Urden is making its way through the mantle caverns, even now. If you catch them unawares and prove their betters in open combat, then the insignia they bear is yours. Go, to the Mantle Caverns northeast of House Baenre, above the dark expanse of Donigarten lake."*

The caverns of which Jarlaxle speaks are in Mantle Cavern One.

Retracing its steps, the party returns to location 1 and exits the region, returning to the Menzoberranzan City Interface.

◆ Mantle Cavern Two



Synopsis

In Mantle Cavern Two, the party searches for Jarlaxle's necklace. In finding the necklace and returning it to Jarlaxle, the party hopes to gain from the leader of the Bregan D'Aerthe the insignia of House Do'Urden. After fulfilling this mission, the party finds itself betrayed by Jarlaxle, yet the mission remains an important one. Although Jarlaxle himself does not turn over the insignia to the party, he does inform the party where a patrol from House Do'Urden can be intercepted and the insignia taken from them in combat.

Note: If the party does not return the necklace to Jarlaxle, the House Do'Urden patrol never appears. Only by Jarlaxle's devious efforts is the patrol arranged, and the House Do'Urden insignia made available for the party to win in battle.

Opponents: Night hunters and drow fighters seek out the party on this level.

Location Descriptions

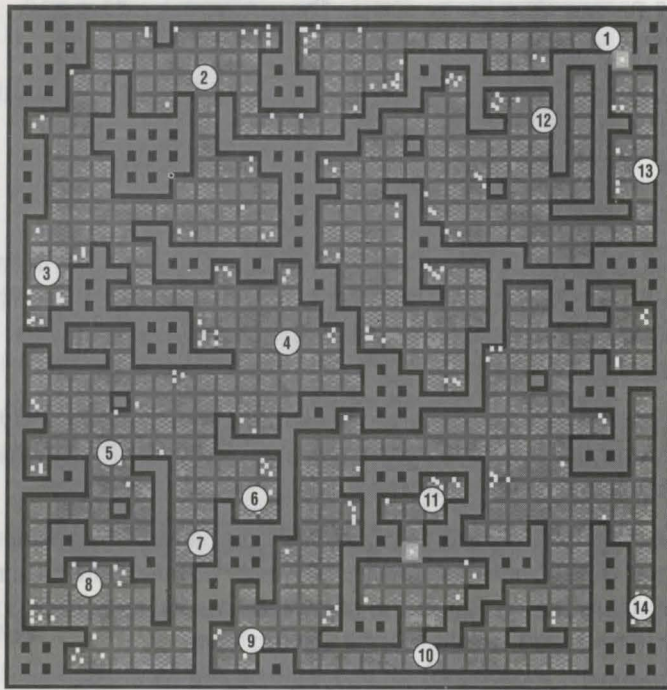
- 1 The party enters the region in the northwest corner and moves south.
- 2 Mace. From here, the party makes its way south to a hidden button at 3.
- 3 A hidden button deactivating one of two spell traps at location 4.
- 4 Two invisible pressure plates. One launches *fireballs* from the south, while the other launches *fireballs* from the west. The button at location 3 deactivates the trap which launches *fireballs* from the south.

By arcing slightly south and then directly north, the party passes through an illusionary wall and avoids the spell trap which launches *fireballs* from the west.
- 5 The chamber in which a chest contains Jarlaxle's necklace. A *wand of fireballs* also awaits the party in this room. After acquiring the necklace, the party retraces its steps back to location 1 and leaves Mantle Cavern Two.

Other items of interest on this level are:

- 6 *Ring of wizardry* and a throwing knife.
- 7 Cleric scroll of *cause critical wounds*.
- 8 Mage scroll of *wizard eye*.
- 9 Lock picks.
- 10 Two-handed sword.
- 11 Adamantite chain mail.
- 12 Pouch containing four light pellets.
- 13 Cleric scroll of *heal*.

◆ Mantle Cavern One



Synopsis

After returning to Jarlaxle with the necklace found in Mantle Cavern Two, the party learns that it has been betrayed by the leader of the Bregan D'Aerthe. Jarlaxle does not turn over the insignia of House Do'Urden, but he does inform the party where they can intercept a patrol from that house and, with luck, acquire the insignia needed by defeating the patrol in combat. It is also possible that a side quest may occur on this level. If the party refused to trade the Helm to Galentha the merchant, but instead agreed to find for Galentha a pair of magic gauntlets known as Tricinia's Gauntlets, then those gauntlets are to be found in Mantle Cavern One.

Opponents: Driders and drow fighters await the party in the shadows of Mantle Cavern One. In addition, the party randomly encounters a roper and a drow priestess on this level.

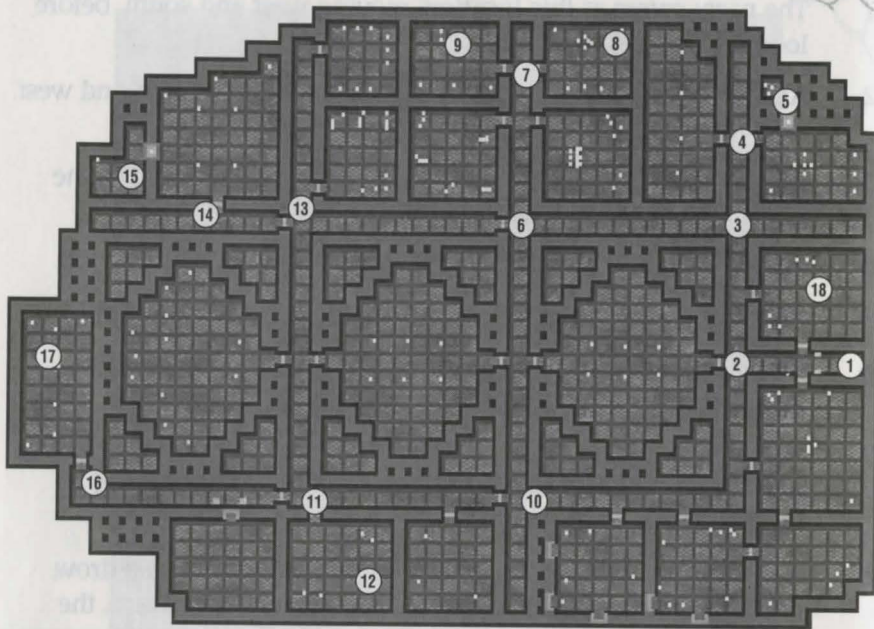
Location Descriptions

- 1** The party enters at this location, moving west and south, before looping north to location 2.
- 2** At this location the party turns south, proceeding south and west to location 3.
- 3** *Javelin of lightning*. From here the party turns back and to the north, taking the first southeast turn to location 4.
- 4** The party turns to the southwest at this location.
- 5** Plate mail. From here the party turns southeast to location 6.
- 6** Cleric *scroll of blade barrier*. The party loops to the south to location 7.
- 7** The party comes across two tunnel openings, side by side, at this location. If the party is hunting the drow patrol mentioned by Jarlaxle, it takes the tunnel on the right.
- 8** A drow patrol awaits the party. Here the party fights the drow, gaining the insignia by defeating the warriors. Afterward, the party retraces its steps and leaves Mantle Cavern One the same way it entered. (A shield is also found at location 8.)

If the party is after *Tricinia's Gauntlets*, it takes the left tunnel opening at 7. From there the party makes its way to 9.
- 9** Mage *scroll of freezing sphere*, mage *scroll of death*.
- 10** From here the party continues north through an illusionary wall and into a chamber at location 11.
- 11** The chamber in which *Tricinia's Gauntlets* lie, along with a *potion of extra healing* and a *long sword+1*.

The party retraces its path from this point and exits Mantle Cavern One at location 1.
- 12** Sack containing eight crossbow bolts.
- 13** *Red candle*.
- 14** Banded Helm.

◆ House Do'Urden Commoners' Area



Synopsis

Upon entering the levels of House Do'Urden, the party has begun a course of action leading to the climax of the adventure. In House Do'Urden, the prisoners sought by the party are being held behind locked doors; Drizzt is about to be sacrificed; and the Helm of Spiders awaits full assembly, an action which will evoke tremendous power. Using the Helm of Spiders, Matron Malice may gain control over both the Underdark and the surface world, unless stopped by the party.

Opponents: Bugbears and uropygi threaten the party on this level.

Location Descriptions

- 1 The party enters the region at this location and proceeds a short distance west to the end of the corridor, where a guard challenges the party.

Only if the password has been obtained from Rikken will the party be able to pass this point. Both the password and the insignia of House Do'Urden are necessary if the party hopes to enter House Do'Urden safely without being destroyed by the protective glyphs of the drow House.
- 2 After passing the guards, the party turns north at this location.
- 3 The spell trap at this location causes *fireballs* to shoot at the party from the north.
- 4 A button on the east wall opens a door to the east. Entering the room and passing through an illusionary wall in the north of the room, the party moves to location 5.
- 5 Immediately after passing through the illusionary wall, the party presses a button on the east wall. This button removes a wall which reveals the objects awaiting the party at location 5. In a chest is a *ring of wizardry* and a *long sword+1*. A shrieker acts as an alarm in this secret room.

The party retraces its steps to 3, then continues west to location 6.
- 6 The party turns north at this location. *Fireballs* shoot down this corridor at the party.
- 7 A button on the east wall opens a door to the east.
- 8 The *Gold Key with Red Gem*. After retrieving the key, the party returns to location 7.
- 7 The party finds a button on the west wall which opens the door to the west.
- 9 Pouch containing light pellets. The party exits the chamber and proceeds south to 10.

- 10** This door to the west is opened by the *Gold Key with Red Gem*. The keyhole is on the west wall, just north of the door.
- 11** The button on the south wall opens a door to the south.
- 12** *Gold Key with Green Gem*. After acquiring the key, the party returns to location 11 and continues north.
- 13** The keyhole for the *Gold Key with Green Gem*. When used, the key opens a door to the west.
- 14** The button on the north wall opens a door to the north. From here the party moves through an illusionary wall on the west wall and into the chamber at location 15.
- 15** *White Circle Key*. The party retraces its steps to location 11. The *White Circle Key* is guarded by an ochre jelly.
- 11** Using the *Gold Key with Green Gem*, the party opens the door to the west at this location. The keyhole is on the west wall.

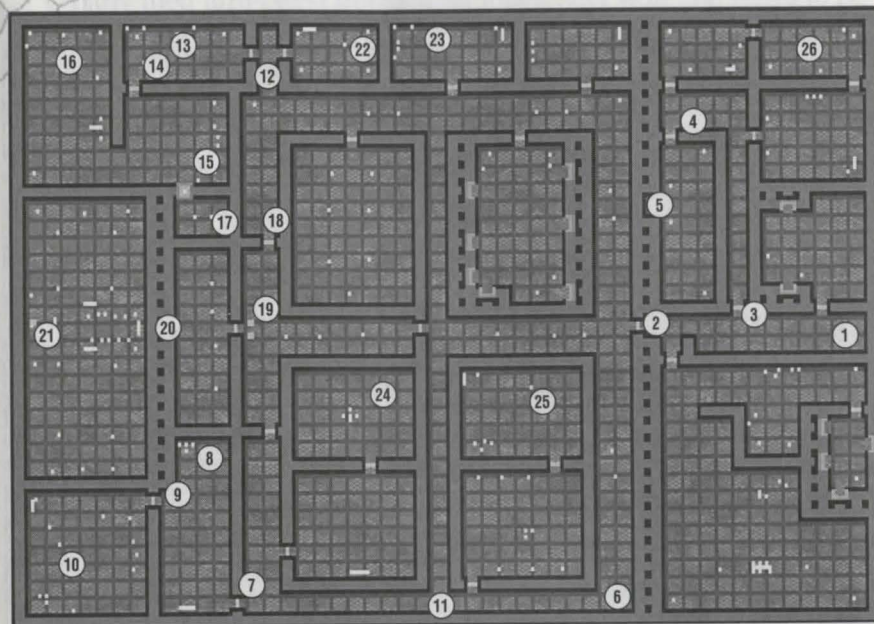
The party passes the guards standing before the cells where the prisoners are being held. The drow guards before the cell inform the party that Drizzt is soon to be sacrificed to Lolth, and that the prisoners may soon suffer a similar fate. The party cannot free the prisoners at this time.

- 16** The keyhole on the west wall which opens a door to the north. Here the party uses the *White Circle Key*.
- 17** The doors leading to House Do'Urden Nobles Area, Level 1.

Other items of interest on this level are:

- 18** The guards' chamber, in which can be found a crossbow, two sets of drow adamantite armor, a scimitar, a short sword, and a sack containing six crossbow bolts.

◆ House Do'Urden Nobles Area, Level 1



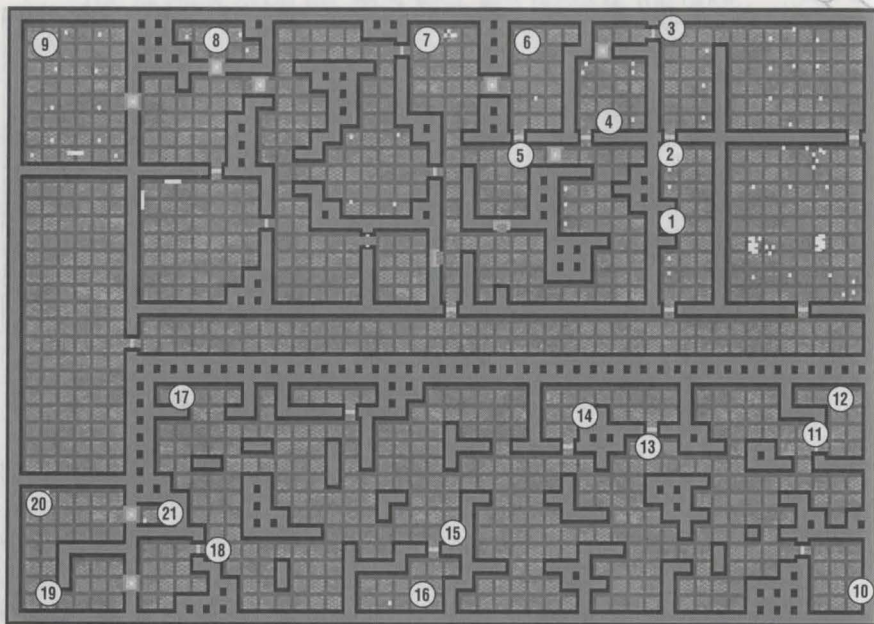
Synopsis

The party's first experience on this level is a short venture to reach the level below, House Do'Urden Nobles Area, Level 2.

Location Description

- 1** The party enters the region from the east, proceeding down a corridor to a door which is under House guard. The guard informs the party that only the key in the possession of Rikken Do'Urden can open the door at location 2.
- Without Rikken's key in its possession, the party proceeds to 3.
- 3** The lever on the north wall opens a door to the north. The party moves north to 4.
- 4** The lever on the south wall opens a door to the south, into a room where a levitation tube stands at location 5.
- 5** The levitation tube transports the party to House Do'Urden Nobles Area, Level 2.

◆ House Do'Urden Nobles Area, Level 2



Synopsis

On this level, the party finds the Helm of Spiders and gains a key from Rizzo which enables the party to return to the Nobles Area, Level 1. There they can confront Malice, and rescue Drizzt and the imprisoned villagers.

Opponents: Uropygi, myrlochar, and drow priestesses challenge the party's progress on this level.

Location Descriptions

- 1 The party enters this level via the levitation tube from the Nobles Area, Level 1, then proceeds north to location 2.
- 2 The button on the west wall opens a door to the north. The party continues north to location 3.
- 3 The button on the north wall opens a door to the west. The party turns south through an illusionary wall and into a chamber.

- 4 The button on the south wall opens a door to the south. The party then turns west through an illusionary wall and north to 5.
- 5 A door to the north. This door is opened by clicking on it.
- 6 Drow adamantite armor. From here the party moves through an illusionary wall to the west to location 7.
- 7 This button opens a door to the west. From here the party travels through an illusionary wall southwest of 7. An immediate turn to the north after the first illusionary wall brings the party through a second illusionary wall and to location 8.
- 8 *Potion of speed* and a *music box of healing*. The party exits the chamber and passes through an illusionary wall west of location 8.
- 9 A teleporter takes the party into the southeast corner of House Do'Urden Nobles Area, Level 2.
- 10 The location at which the party arrives after entering the teleporter at location 9. A door in the northwest corner of this chamber is opened by pressing a hidden button on the south wall in the southwest corner of the room.
- 11 The button on the east wall opens a door to the east.
- 12 *Mage scroll of flame arrow*. The party moves west to 13.
- 13 The button on the north wall opens a door to the north.
- 14 *Potion of extra healing*. Upon exiting this chamber, the party continues west and south to location 15.
- 15 The button on the south wall opens a door to the south.
- 16 *Bracers of protection*. The party exits this chamber and continues northwest to location 17.
- 17 *Cleric scroll of cause serious wounds*. The party moves south to 18.
- 18 The button on the west wall opens a door to the west. The party moves west through an illusionary wall to location 19.
- 19 The party turns north at this location.
- 20 The *Helm of Spiders* rests on a table in the north of the room. As the party approaches the *Helm of Spiders*, it disappears.

21 The helmet has actually been transported into a nearby trapped chest located at location 21. To reach this chest, the party passes through an illusionary wall and enters a small room east of the table upon which the *Helm of Spiders* was originally seen. The chest also contains the *Gold Key with Black Gem*. This is the key that was in Rikken's possession. It is needed to open a locked door at location 2 in House Do'Urden Nobles Area, Level 1.

Note: Once the *Helm of Spiders* is in the party's possession, the *Gem of Lolth* is added to the *Crest of the Helm*, adding to its powers a *gust of wind* spell which makes the *Helm of Spiders* an effective weapon against the powerful yochlol to be encountered later in Malice's company. The *Gem of Lolth* is actually one of the infravision gems used by the party since the beginning of the game, but identified by Vermulean only upon the party's last visit to Ssar Tarell.

Before the party makes off with the *Helm of Spiders*, Rikken Do'Urden, along with a priestess and drow fighters, appears to challenge the party. As it turns out, Rikken is loyal to House Do'Urden and has used the party as a pawn in his plan to prove that loyalty. *"There stands our enemy! House Fey Branche has sent its tentacles into the very heart of Do'Urden. But I have sought out the foe. You will see, all of you, I am of great value to House Do'Urden. Yes, we must respond to this attack by House Fey Branche!"*

Once the *Helm of Spiders* and the *Gold Key with Black Gem* are in the hands of the party, the party moves to the teleporter located in the chamber at location 21, just beyond the trapped chest. This teleporter takes the party to location 3. From location 3, the party retraces its steps to location 1 (the levitation tube) and exits this level to return to House Do'Urden Nobles Area, Level 1.

◆ A Return to House Do'Urden Nobles Area, Level 1

Note: For region information, refer also to the "House Do'Urden Nobles Area, Level 1" section on page 94.

Synopsis

The quest nears its conclusion, for now the party has in its possession a key (Gold Key with Black Gem) which opens a door leading to Malice's chambers and the chapel antechamber in which Drizzt is soon to be sacrificed to Lolth. Malice herself holds the key to the chamber in which the townsfolk are held captive.

Opponents: *Drow fighters and a drow priestess guard this level.*

Location Descriptions

The levitation tube from Nobles Area, Level 2, returns the party to Nobles Area, Level 1, at location 5.

The party retraces its steps from location 5 to location 4, south to 3, and west from 3 to location 2.

2 The door to the west requires Rikken's key (*Gold Key with Black Gem*). The keyhole is on the north wall at this location. Once past the door at 2, the party turns south to 6.

6 The party turns west at this location.

7 The lever on the west wall opens a door to the west.

8 *Gold Circle Key.*

9 The lever on the north wall opens a door to the west and into a chamber containing several useful items.

10 The items in this chamber are: a *javelin of lightning* and Drizzt's scimitars, *Icingdeath* and *Twinkle*.

The party retraces its steps to location 7, then east to 11.

11 At this location the party turns north, continuing to the end of the corridor. At the end of the corridor, the party turns west and then north to location 12.

12 A keyhole on the west wall requires the *Gold Circle Key*. It opens a door to the west.

13 Items of interest in this chamber include: a *black candle*, two jars of *Keoghtom's ointment*, a *potion of extra healing*, and a *potion of fire resistance*.

- 14 The button on the south wall opens a door to the south.
- 15 Cleric scroll of cause critical wounds and cleric scroll of harm.
- 16 Piwafwi cloak and a *short sword*+2.
- 17 A *ring of wizardry*, a *wand of magic missiles* and the *Gold Key with Blue Gem* lie hidden behind an illusionary wall. A shrieker acts as an alarm system for these valuable items. From here the party retraces its steps to location 12, and from there proceeds to location 18.
- 18 A keyhole on the south wall requires the *Gold Key with Blue Gem* to open the door to the south.
- 19 The button on the west wall opens a door to the west. In the chamber beyond, drow priestesses attack the party.
- 20 The entrance to the antechamber where Malice is about to sacrifice Drizzt to the Spider Queen, Lolth.
- 21 The location of the altar where Malice and a yochlol prepare to sacrifice Drizzt. Shocked, Malice challenges the interruption, not at all pleased by the party's appearance at so crucial a moment. "Who dares interrupt this ceremony? The eyes of Lolth are upon you, and you must pay with your lives! This Secondboy of House Do'Urden must end his life for Lolth to see. But what remains in her sight for a day, shall dim in yours but moments hence. Kill the intruders!"

With the aid of a yochlol, one of the powerful handmaidens of Lolth, Malice battles the party, knowing the survival of House Do'Urden hangs in the balance. Using all of its hard won abilities, the party engages Malice and the yochlol in battle. With the aid of the *gust of wind* spell from the completed *Helm of Spiders*, the party defeats the yochlol. The *Helm's* armor class bonus and ability to unleash *lightning bolts* also aids in the battle against Malice.

In defeating Malice, the party unintentionally opens the way for the fall of House Do'Urden, for the forces of House Fey Branche have been waiting, ready to attack at Do'Urden's weakest moment. Magically appearing in the chamber, a priestess of House Fey Branche and her warriors attack the party, but not before congratulating the adventurers for their remarkable feat.

"A wonderful feat, the destruction of Malice Do'Urden! I congratulate you. Now the *Helm of Spiders* shall belong to House Fey Branche. Prepare to die!"

Though the party must defeat the House Fey Branche priestess and her warriors before escaping, it is certainly not the party's task to defend House Do'Urden from the overwhelming assault about to fall upon it. Upon freeing Drizzt, the party and Drizzt together make their way to the room where the prisoners are held. Using Malice's key to open the prison door, the villagers are freed and both the party and the villagers make their way to the surface, relying on Drizzt's vast knowledge of the Underdark to guide them quickly home.

Behind them, in Menzoberranzan, House Do'Urden falls.

CONGRATULATIONS, THE PARTY WINS!

Other items of interest on this level are:

22-25 Piwafwi cloaks.

26 A second parchment written by Drizzt.

"You will never believe these words, and indeed, I may never find the opportunity to deliver them. Nevertheless I commit them to parchment in an effort to ease the troubled turnings of my own spirit. The raid upon your village was not my doing. Or perhaps it was, but not in the way you think. I led no drow warriors out of the Underdark to burn your homes and take your people hostage. Oh, no, I was not their leader, nor was I among them. But cause rests with me, I am certain. Place the blame upon my shoulders if you will. For the drow may have come in search of me as much as for any other gain. Yes, they searched for me. And, not finding me, they turned their anger upon you."

DIFFERENCES BETWEEN THE CD-ROM AND DISK-BASED VERSIONS OF THE GAME

As previously stated, owners of the disk-based version of FORGOTTEN REALMS: MENZOBERRANZAN cannot experience all of the characters, cinematics, and effects available with the CD-ROM product. Therefore, some of the NPCs, monsters, and locations mentioned in this clue book may prove unfamiliar to disk version users. Though the disk version is inherently limited, care has been taken to assure that a quality role-playing experience remains.

Players of the disk-based game will find less variety in the wall sets used and in the types of creatures set to oppose the party. No voices accompany the disk-based game, and sound effects have been reduced to but a few of those found in the CD-ROM game. The reason for these limitations rests in the vast difference between the capacity of floppy disks and the amount of data which can be stored on a CD.

The quests needed to win the game are essentially the same in both versions, with the exception of the myconid level and the quests associated with it.

There are, however, the following differences.

- ◆ In the disk-based game, Vierna Do'Urden and Malice Do'Urden look alike, as do Rikken Do'Urden and the average drow fighter.
- ◆ Among the NPCs, the centaur appears only in the CD-ROM version of Menzoberranzan.
- ◆ The svirfneblin named Vlakverdling also appears only in the CD-ROM version.
- ◆ Both the svirfneblin and the entire quest involving the Myconid King and the myconid level are missing from the disk-based game.

In the disk-based game, the following changes in creatures have been made:

- ◆ Umber hulks are replaced by hook horrors.
- ◆ Night hunters are replaced by cloaker lords.
- ◆ Spitting crawlers are replaced by osquip.
- ◆ Bugbears are replaced by gnolls.
- ◆ Violet fungi are replaced by shriekers.
- ◆ Ropers are replaced by uropygi.
- ◆ Leucrotta are replaced by verbeeg giants.
- ◆ Fungi skeletons do not appear in the disk-based game.
- ◆ Derro savants *look* exactly like the regular derro, but they do cast spells as savants.



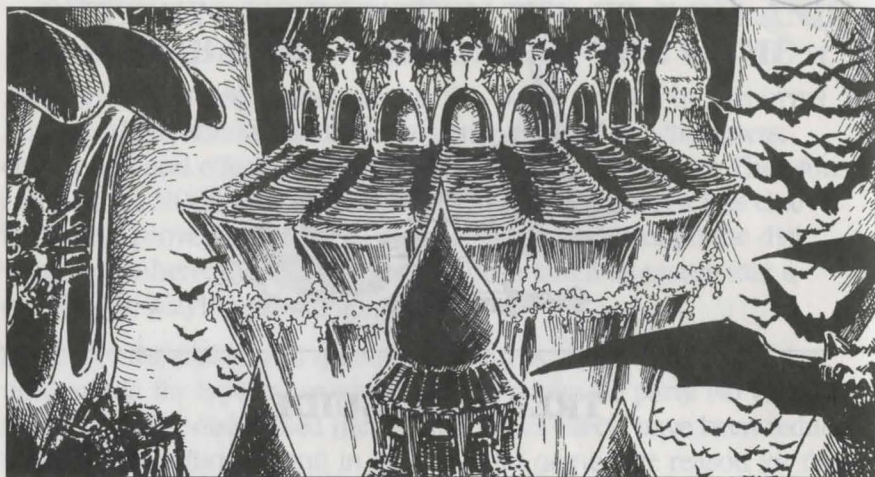
TREASURE GUIDE

The Village

LOCATION	ITEM(S)
3	Buckets of water
4	Buckets are found here, to the east and west of the well
4a	More buckets and buckets of water along the south side of the building
7	Composite bow, quiver, throwing knife, spear, leather armor, shield, mace, and battle axe
9	Padded armor
10	Spear
11	Quarterstaff
12	Spear
13	Empty buckets and buckets filled with water
14	Ivory scroll case
15	Mage scroll of light
16	Dagger (a bucket of water rests to the east)
17	Shield

Woods Outside the Village

LOCATION	ITEM(S)
3	Mage scroll of comprehend languages
5	Mage scroll of armor and scroll of hold person (near this location to the southeast lies Vermulean's parchment)
7	Pair of stones
8	One Stone
9	Halberd
10	Cleric scroll of cause light wounds, mage scroll of chill touch and scroll of shield
11	Mage scroll of magic missile
12	One Stone
13	Crossbow
14	A sack containing one jar of Keoghtom's ointment and six crossbow bolts
15	Lock picks



Icewind Dale Plains, Area 1

LOCATION	ITEM(S)
5	Cleric scroll of flame blade
6	Shield
7	Cleric scroll of protection from evil, scroll of detect magic, and mage scroll of immunity to adherence
8	Ring of feather fall and ring mail
9	Potion of giant strength
10	Broad sword
11	Sack containing five coins, potion of healing, and potion of fire resistance

Drizzt's Shelter

LOCATION	ITEM(S)
2	Piwafwi cloak
3	Sack
5	Drizzt's Parchment
6	Scimitar

Leucrotta's Lair

LOCATION	ITEM(S)
2	Potion of jump
4	Shield
5	Gem
6	Gem
7	Gem
8	Gem
9	Potion of jump
10	Ring of protection and mage scroll of burning hands
11	Two potions of healing
12	Helm of disguise (a helmet to disguise the identity of elves from their drow enemies)

Icewind Dale Plains, Area 2

LOCATION	ITEM(S)
2	Sling and sling pouch
3	Cleric scroll of cure light wounds
4	Two-handed sword
5	Composite bow
6	Cleric scroll of bless
7	Long sword and mage scroll of feather fall
8	Mage scroll of dispel magic
9	Potion of extra healing and mage scroll of Melf's acid arrow
10	Cleric scroll of faerie fire, scroll of detect evil, and mage scroll of protection from evil, 10' radius

Descent into the Underdark, Level 1

LOCATION	ITEM(S)
2	Crossbow
4	Mage scroll of spook
6	Potion of oil of fiery burning
7	Piwafwi cloak
8	Sling of seeking
9	Spear
10	Pickaxe
11	Cleric scroll of passweb, scroll of slow poison, and mage scroll of blur
12	Mage scroll of invisibility 10' radius
13	Cleric scroll of hold person
16	Potion of flying
17	Cleric scroll of true seeing and mage scroll of true seeing

Descent into the Underdark, Level 2

LOCATION	ITEM(S)
3	Mage scroll of fireball
5	Potion of extra healing
6	Mage scroll of passweb, potion of flying
7	Potion of levitation
9	Mage scroll of shocking grasp
11	Mace
12	Mage scroll of passweb
16	Shield
20	Potion of extra healing, cleric scroll of spiritual hammer, and mage scroll of darkness
21	Potion of passweb
22	Scimitar
23	Potion of passweb
25	Adamantite chain mail
26	Mage scroll of protection from evil, 10' radius
27	Cleric scroll of venom immunity
28	Potion of passweb
29	Javelin of lightning

The Underground Lake

LOCATION	ITEM(S)
2 & 3	Between these locations lies a suit of elf-ghost plate mail armor

Dwarven Mines

LOCATION	ITEM(S)
4	Two <i>potions of healing</i>
5	Quiver containing eight arrows
7	<i>Wand of paralyzation</i>
8	Cleric scroll of <i>flame blade</i>
12-13	Between these locations is a <i>shield of lightning protection</i>
15	Mage scroll of <i>stoneskin</i>
17	<i>Long sword+2</i>
19	Mace
24	<i>White candle</i>
25	Piwafwi cloak
26	<i>Short sword+1</i>
27	Sling, cleric scroll of <i>dispel magic</i> , and a mage scroll of <i>flying</i>
28	<i>Cloak of protection</i>
29	Mage scroll of <i>backlash</i>
30	<i>Potion of speed</i>

Temple of Dumathoin, Level 1

LOCATION	ITEM(S)
3	Mage scroll of <i>cloudkill</i>
7	<i>Silver Moon Key</i>
13	Chain helm, chain mail, <i>Holy Symbol of Dumathoin</i> , and <i>war hammer+1</i>
17	Shield
18	Two torches
19	Two buckets, cleric scroll of <i>fortify</i>

Temple of Dumathoin, Level 1, continued

LOCATION	ITEM(S)
20	Cleric scroll of <i>protection from evil</i>
21	Scale helm
22	Dagger
23	Cleric scroll of <i>free action</i>
24	Broad sword, crossbow, and war hammer
25	Battle axe, pickaxe, short sword

Temple of Dumathoin, Level 2

LOCATION	ITEM(S)
11	<i>Silver Circle Key</i>
14	Cleric scroll of <i>cause critical wounds</i> and a white robe
19	<i>Battle axe+2</i> , <i>chain mail+2</i> , <i>Dwarven Horn</i>
22	<i>Chalice of Healing Waters</i> (held by statue of Dwarven Hero)
25	Shield
26	Mage scroll of <i>lich touch</i>
27	<i>Yellow candle</i>
28	Cleric scroll of <i>light</i>
29	<i>Gauntlets of stone giant strength</i>
30	Cleric scroll of <i>harm</i>
31	Sling pouch and sling
32	War hammer
33	<i>Potion of giant strength</i> and <i>potion of extra healing</i>

Temple of Dumathoin, Level 3

LOCATION	ITEM(S)
7	<i>Silver Axe Key</i>
9	Diamond
10	<i>Shield of lightning protection</i>
12	<i>Iron Circle Key</i>
14	<i>Halberd+1</i>
18	<i>Axe of Hurling</i> (after sacrificing a diamond to the <i>Fountain of Healing Waters</i>)
21	Cleric scroll of <i>draw upon holy might</i> – DEX, a battle axe, two <i>potions of extra healing</i> , and a <i>ring of regeneration</i>
24	Cleric scroll of <i>remove paralysis</i>
25	Shield
26	Mage scroll of <i>claws of the umber hulk</i>
27	Plate mail
28	Cleric scroll of <i>magical vestment</i>
29	<i>Potion of fire resistance</i>

**Cavern of the Myconids**

LOCATION	ITEM(S)
2	<i>Jade Spider</i>
4	Adamantite chain helm
7	Battle axe, <i>dagger of throwing</i> , and mage scroll of <i>hold monster</i>
15	Mage scroll of <i>haste</i>
17	Mage scroll of <i>vampiric touch</i>
18	<i>Two-handed sword+2</i> , suit of plate mail armor (in the eastern portion of the chamber to the north)
18a	Mage scroll of <i>levitate</i>
19	Four arrows and a quiver
20	<i>Ring of protection</i>
21	Cleric scroll of <i>magical stone</i>
22	Adamantite plate helm
23	Cleric scroll of <i>flame strike</i> , scroll of <i>protection from evil</i> , 10' radius, and mage scroll of <i>stop</i>
24	<i>Wand of enemy detection</i>
A2	Cleric scroll of <i>draw upon holy might</i> – STR
A3	Halberd
A4	Adamantite plate helm
A5	<i>Potion of levitation</i>
A7	Mage scroll of <i>passweb</i>

Cavern of the Galeb Duhr

LOCATION	ITEM(S)
2	Plate helm
3	Cleric scroll of darkfire, mage scroll of cone of cold
4	Mage scroll of wizard eye and a potion of flying
5	Potion of passweb
9	A potion of oil of fiery burning
10	Mage scroll of spider cloak armor
12	Cleric scroll of aid
13	The lost necklace of the galeb duhr
14	White robe
15	Potion of flying and a potion of passweb
17	Potion of passweb
18	Blue candle and, hidden in a chest, Borgonar's Stone
19	Broad sword+1
20	Mage scroll of acid bolt
21	Potion of flying
23	Shield
24	Mage scroll of disintegrate
25	Blue gem and a potion of flying
28	Mage scroll of enchant weapon
29	Cleric scroll of prayer
30	Quiver containing eight arrows

Cavern of the Driders, Map 1

LOCATION	ITEM(S)
2	Potion of flying
3	Potion of passweb and a cleric scroll of cure serious wounds
4	Cleric scroll of passweb
5	Potion of flying
7	Cleric scroll of cure disease, mage scroll of dragon scales
8	Ivory scroll case (just east)
9	Blue gem
10	Mage scroll of lightning bolt
10a	Rod of antilevitation
14a	Potion of passweb
16	Mage scroll of ice storm
18	Wand of magic missiles
21	Adamantite chain mail
22	Potion of flying
23	Cleric scroll of fireseed
26	Mage scroll of slow
27	Plate mail
28	Potion of flying
29	Cleric scroll of cure critical wounds
30	Javelin of lightning
31	Blue gem
32	Mage scroll of ice knife
A5	Potion of flying
A6	Cleric scroll of flame strike
A7	Blue gem
A8	Potion of giant strength
A9	Blue gem



Cavern of the Driders, Map 2

LOCATION	ITEM(S)
2	Throwing knife
5	Mage scroll of spider venom immunity
6	Black candle

Approach to Menzoberranzan

LOCATION	ITEM(S)
2	Banded mail

Merchants' Bazaar

LOCATION	ITEM(S)
6	Long sword
7	Cleric scroll of cure serious wounds
8	Potion of levitation
9	Potion of healing

Tower of Sorcere

LOCATION	ITEM(S)
9	Blue robe, a potion of giant strength, and a potion of healing
10	Mage scroll of Agannazar's scorcher and a mage scroll of flame arrow
11	Mage scroll of venom bolt
12	Wand of fireballs

Mantle Cavern One

LOCATION	ITEM(S)
3	Javelin of lightning
5	Plate mail
6	Cleric scroll of blade barrier
8	Shield
9	Mage scroll of freezing sphere, scroll of death
11	Tricinia's Gauntlets, long sword+1, and a potion of extra healing

Mantle Cavern Two

LOCATION	ITEM(S)
2	Mace
5	Chest containing Jarlaxle's necklace and a <i>wand of fireballs</i>
6	<i>Ring of wizardry</i> and a throwing knife
7	Cleric scroll of <i>cause critical wounds</i>
8	Mage scroll of <i>wizard eye</i>
9	Lock picks
10	Two-handed sword
11	Adamantite chain mail
12	Pouch containing four light pellets
13	Cleric scroll of <i>heal</i>

House Do'Urden Commoners' Area

LOCATION	ITEM(S)
5	Chest containing a <i>ring of wizardry</i> and a <i>long sword+1</i>
8	<i>Gold Key with Red Gem</i>
9	Pouch containing light pellets
12	<i>Gold Key with Green Gem</i>
15	<i>White Circle Key</i>
18	Crossbow, two sets of drow adamantite armor, a scimitar, short sword, and a sack containing six crossbow bolts

House Do'Urden Nobles Area, Level 1

LOCATION	ITEM(S)
8	<i>Gold Circle Key</i>
10	<i>Javelin of lightning</i> , Drizzt's scimitars, <i>Icingdeath</i> and <i>Twinkle</i>
13	<i>Black candle</i> , two <i>Keoghtom's ointments</i> , a <i>potion of extra healing</i> , and a <i>potion of fire resistance</i>
15	Cleric scroll of <i>cause critical wounds</i> and a cleric scroll of <i>harm</i>
16	Piwafwi cloak and a <i>short sword+2</i>
17	<i>Ring of wizardry</i> , <i>wand of magic missiles</i> , <i>Gold Key with Blue Gem</i> (all hidden behind an illusionary wall)
22-25	Piwafwi cloaks
26	The second parchment written by Drizzt

House Do'Urden Nobles Area, Level 2

LOCATION	ITEM(S)
6	Drow adamantite armor
8	<i>Potion of speed</i> and a <i>music box of healing</i>
12	Mage scroll of <i>flame arrow</i>
14	<i>Potion of extra healing</i>
16	<i>Bracers of protection</i>
17	Cleric scroll of <i>cause serious wounds</i>
21	A chest containing the <i>Helm of Spiders</i> , <i>Gold Key with Black Gem</i>

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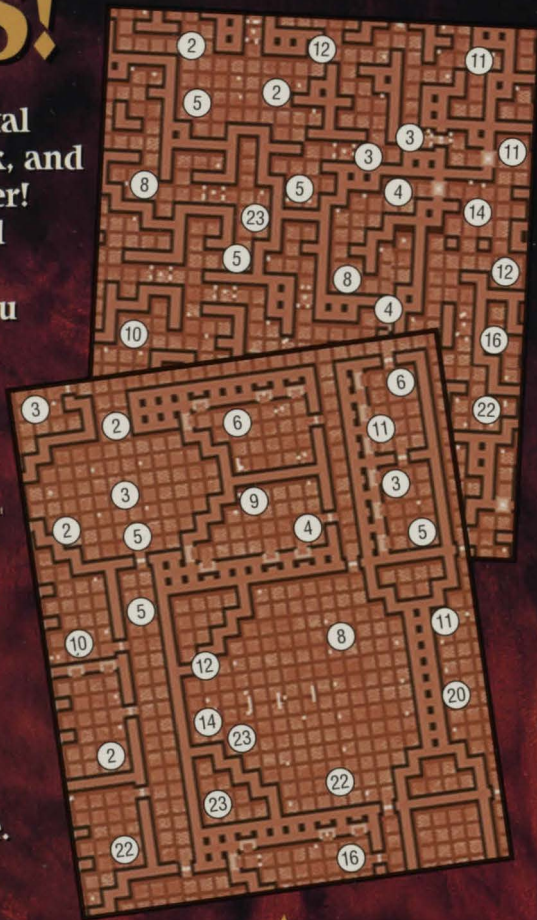
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