

OFFICIAL
Advanced Dungeons & Dragons®
2nd Edition
COMPUTER GAME



MENZOBERRANZAN™

GAME

RULE BOOK



TSR

Laskey

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WELCOME TO THE UNDERDARK . . .

As darkness falls, the dark elves rise
to serve their Spider Queen.

The world below is the Underdark –
a blinding darkness to behold.

If you dare upon the drow elves' lair,
their dark hearts and swords will fly.
Like spiders in their webs they wait,
for you, alas, are simply bait.

There is a world beneath the world humans know – a vast, lawless land under the realms that see the sun. It is a perilous land of dark caverns, crevices, and labyrinths: the realm below, the vast and mysterious Underdark. No surface dweller has seen all its depths and corners. Beasts that no surface dweller yet knows of lurk in its shadowy depths. Surviving explorers say the known dangers are bad enough.

To the unwary traveler in the Underdark, a city may seem a refuge from the creeping doom in the darkness. It is, after all, bustling with life – with food, tools, and perhaps aid. Or, perhaps not.

Menzoberranzan is a place of evil within a infinite night. A city of carved and spired stone castles, their smooth, unjointed, unbroken expanses are lit with the soft, tinted flows of permanent faerie fires. There live the dark elves, drow as they name themselves, who plot against each other to praise Lolth, the Spider Queen.

Do you dare enter their realm? If so, danger and excitement beyond your wildest nightmares are yours as your characters delve into the murky Underdark. Riches and glory await, as well as horrible creatures and danger. You know your party can face them and, perhaps, even beat them in the light of day, but how will they fare in the darkness?

What Comes with This Game?

Your game box should contain this rule book, a CD-ROM or game disks, and a data card. The rule book explains game commands and contains handy references on characters, monsters, and spells. To play, install your disks according to the instructions on the data card, which also shows how to start quickly with a pre-saved game.

Using the Mouse

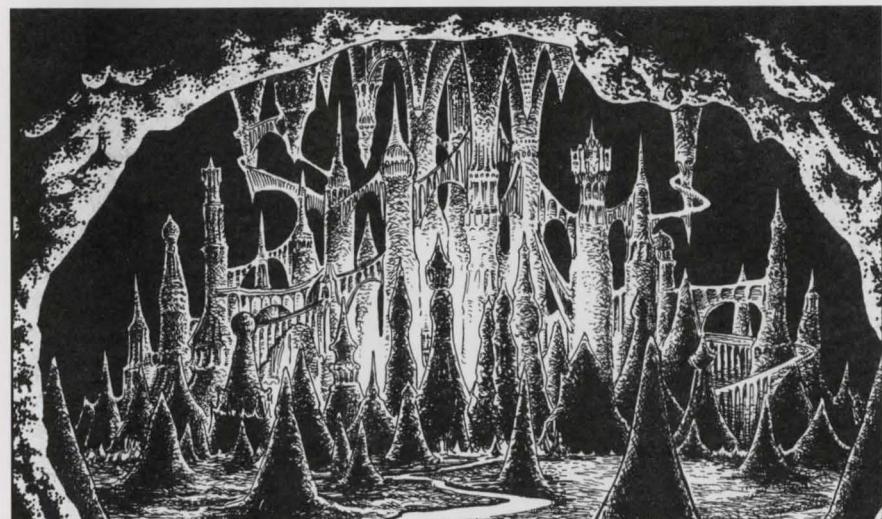
In this book, the term "click" means move the cursor to the desired area on the screen and press either the left or right mouse buttons. "Left-click" means move the cursor to the desired area and press the left mouse button. "Right-click" means move the cursor to the desired area and

press the right mouse button. "Double-click" means move the cursor to the desired area and press the *right* mouse button two times in quick succession.

Getting Started Quickly

This game includes a character generator that allows you to individually design and name the characters for your adventure. However, to start right away, you may begin with a party of characters already included in a pre-saved game.

Because your success depends on the skills and talents of these characters, you may wish to read on, even when starting with the party included in the game. The sections "How to Play," starting on page 4, and "Creating Your Party of Characters," starting on page 32, can be very helpful.





A MESSAGE FROM DRIZZT

On the Recent Danger from the Underdark

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 frustration upon you.

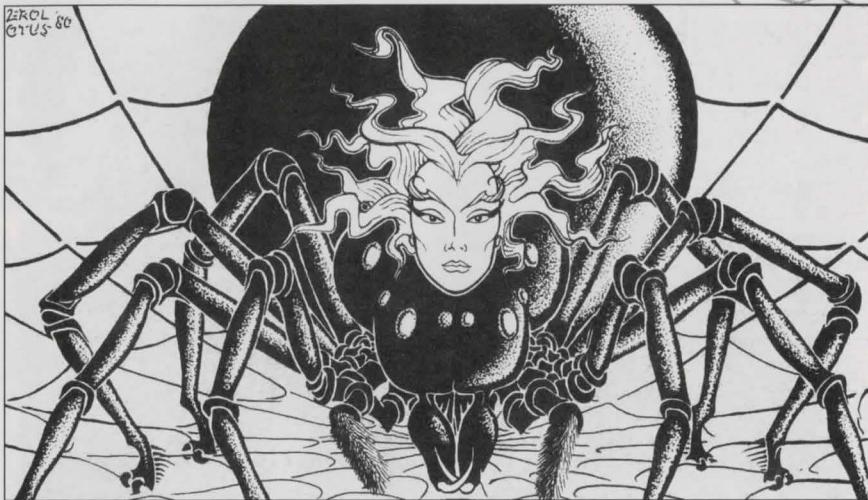
Compassion has no place in the city of my birth. Menzoberranzan lives in the belief that anything is acceptable if you can get away with it. These laws bind drow society together.

repeated so often and demonstrated so well that they ring true in the minds of all my kind. All, that is, except me. I do not know how I survived these falsehoods, nor how I overcame the rage and deceit my family sought to plant within me. Yet survive I did, and in doing so, I became a traitor to the dark elves, and a traitor to Lolth, their Spider Queen.

Such treachery is unforgivable. I was lucky to have escaped the Underdark, to have found my way to a new life in the world of light. Still, the memories of my evil homeland, located so far beneath the earth, haunt me even now. And other drow remember too. Thus they have come for vengeance, come to find Drizzt the merciful, Drizzt the weak, Drizzt the fool. Your village merely got in their way.

Now I must descend once again into a world I thought to have left behind. Innocents shall not suffer because of me. Those who took your villagers prisoner will feel the sting of my scimitars. Finally, I tell you this: if it is within my power to do so, I shall return your friends and family members to you, unharmed.

Drizzt Do'Urden



HOW TO PLAY

Basic Training for Combat

The village burns, innocent men, women, and children have been taken hostage, and those responsible still lurk among the ruins of the village. "Dark elves!" someone shouts, and suddenly the nature of the raid is all too clear. Rising up out of the Underdark, the drow have struck! Among the first creatures your party is likely to encounter are the drow, the merciless dark elves. Wielding both swords and magic, they are formidable enemies.

To attack, your characters must have their weapons "in-hand" and "ready." To accomplish this, place the mouse cursor over one of the character portraits at the bottom of the screen and left-click with

the mouse. The inventory screen is displayed and the game pauses. Items owned by your characters, including weapons and armor are displayed on this screen. Do the standing figures hold weapons in their hands, swords, axes, slings, etc.? If so, those weapons are "in hand." If your characters are barehanded, look for weapons in the inventory slots at the bottom of the screen. By left-clicking on an object in an inventory slot you can move it up to your character's hand. Left-click again and it is "in hand."

By "ready," we mean the weapon is in a usable condition. If it is not, the weapon is shaded out on the Adventure Screen.

A right-click returns you to the Adventure Screen, and your characters are ready to do battle.

To attack, start at the Adventure Screen. Place the mouse cursor over the weapon you wish to use and left-click with the mouse. Place the cursor over the image of the opponent. If your characters are close enough to engage their enemy, the cursor changes into a sword icon. Each time you left-click, a character attacks with a weapon. Note that this option does not affect potions or books a character may be carrying; it activates weapons only. Available weapons appear above the character portraits at the bottom of the screen, while the image of a bare hand means the character holds no weapon.

While it seems easy, keep some common sense rules in mind:

- ◆ Both ranged and thrown weapons have to be retrieved after a fight and made "ready" again.
- ◆ Ranged weapons, such as bows and slings, require ammunition. Arrows are conveniently carried in your character's quiver, while rocks for slings are carried in a sling pouch.

To fire ranged weapons, left-click on the readied weapon on the Adventure Screen. More information on ranged and thrown weapons can be found in the "Adventuring" section starting on page 8.

Note: it is possible to have an item "in hand" but not "ready." Two-handed weapons, such as bows, battle-axes, and two-handed swords, demand the attention of *both* of your character's hands. On the inventory screen, the weapon appears in one hand, and the second hand needs to be free before the weapon is "ready."

Drow warriors receive a lifetime of battle training. For young nobles like Drizzt, what begins at the hands of a House Weapon Master continues in Melee-Magthere, where the exhausting disciplines of the Academy hone the students' fighting skills to a razor's edge. After graduation come the patrols, excursions into the Underdark to protect the city from marauding monsters or to raid the mines of the deep gnomes. Occasionally a raid on the surface world is arranged. Above all others, the drow hate elves, their distant cousins who live in the world of light.

Apprentice Instructions for Spellcasting

You know your party is about to encounter more dangers, another drow raider, verbeeg giant, or perhaps a cloaker lord flying out of the darkness, intent upon shredding your party to pieces with its lashing tail. If the area is safe and

fate has given you time enough to prepare, spells can be prayed for or memorized.

To spellcast, first determine if a mage or a cleric accompanies your party. A mage has a golden spellbook displayed above his or her portrait on the Adventure Screen. For a cleric, a golden holy symbol appears in the same location. (An icon comprised of both a book and a holy symbol is displayed for a character with both skills.)

Bring up the Main Menu by moving the cursor to the upper left or right corner of the Adventure Screen, and left-clicking on the button in either corner. The Main Menu will appear in the center of the Adventure Screen. When you bring up the Main Menu, some of the choices are: REST, PRAY, and MEMORIZE. To choose cleric spells, left-click on PRAY. To choose mage spells, left-click on MEMORIZE.

When you click on MEMORIZE, a spell screen appears; it contains a list of mage spells. It also indicates the number of spells available for each level of your mage's experience. To decide which spells are readied for use, place the cursor over the - or + signs next to your choice and left-click. For example, if three Level 1 spells are available, you may decide to use three *chill touch* spells, or you may have two of one sort and one of another, or you could choose three separate Level 1 spells.

If more than one mage is with the party, icons bearing the names of the mages appear at the top of the spell screen. Simply click on the name of the mage you wish to memorize spells. Click on DONE when you are finished.

When a cleric prays for spells, it is done in a similar fashion. Simply choose PRAY instead of MEMORIZE and follow the same pattern.

In order to use the spells chosen, your character(s) must now rest. REST is one of the choices on the Main Menu. It is available only if there are no monsters nearby and if your party has the time to stop and prepare its spells. Select the REST option and your magic-users prepare their mystical spells. If characters with healing abilities are in your party when this option is chosen, a window appears and asks if the healers wish to heal the wounded members of the party. Select YES and the healing takes place while the screen informs you of passing time. You should note that a party's rest may be disturbed at any time if intruders enter the area.

After *praying* for or *memorizing* spells and then *resting*, the mages and clerics in your party are ready for battle. Point the cursor to the mage's golden spellbook or the cleric's holy symbol and left-click to display a menu of Level 1 spells ready for immediate use.

Left-clicking on the buttons labeled 2, 3, 4, etc. displays readied spells from those levels, if any. Pointing the cursor to the name of the spell itself and left-clicking activates that spell. Spells which project an object or an effect over distance require a second step: pointing the cursor to the intended target and left-clicking again. Spells requiring the character to touch an opponent are shown as a change in the hand symbol above the character's portrait. Left-click on the altered hand image to use the spell.

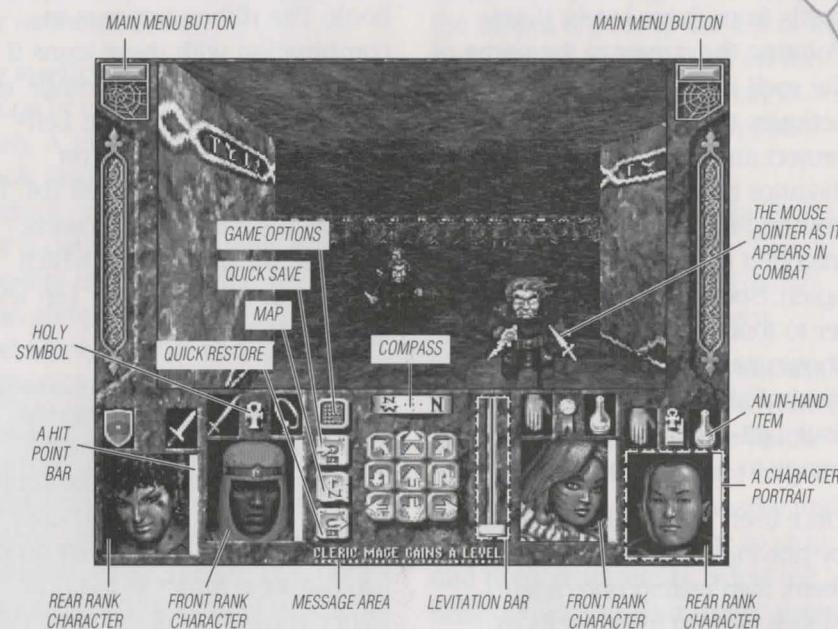
Once used, spells must be regained by praying for or memorizing them, then resting once again. Mages pick up more spells as they journey through the various caverns and labyrinths of this forsaken world. These spells are found in the form of scrolls which can then be added to the mage's spellbook. A character who is both a cleric and a mage has his or her spell lists displayed in two different colors, allowing you to differentiate between the types of spells. For more information on scrolls and spellbooks, see the section, "Adding Spells to a Mage's Spellbook," on page 13.

Drow Powers: In addition to spells, special drow powers are available to the party when they are magically disguised as dark elves. A ribbon appears when powers are present, displayed in

the same location as a cleric's holy symbol or a mage's spell-book. The ribbon appears in combination with these icons if the character is a cleric, mage, or multi-classed magic-user. Left-clicking on the ribbon icon brings up a standard spell list. To display the characters' powers, left-click again on the A which appears to the left of the 1st-level spell button.

Drow magic: faerie fire and levitation are two inherent abilities of the drow. More devious and deadly than its name implies, faerie fire is often used to outline a target in magical light, making it all the more difficult to escape a drow attack in the Underdark. Levitation is common in everyday life for the drow; their cities and great houses are built in a manner which practically requires levitation. Another common trick of drow warriors is to throw a globe of darkness which envelops their opponent in a black sphere within which even the infrared vision of the drow cannot operate. Beyond these basic abilities, the priestesses and wizards of the drow train for long years to acquire more deadly and potent spells. They can be as formidable as the most dreaded practitioners of magic in the surface world.

The Adventure Screen



Adventuring

Movement

All movement takes place on the Adventure Screen. You can even customize basic movement to your taste.

Arrow Movement

Place the mouse cursor over one of the directional arrows centered at the bottom of the screen and left-click to move in that direction. The arrows displayed are:

forward and "double time" forward, move forward and turn to the right, and move forward and turn to the left. Also available are: backward, side-step to the right, side-step to the left, and turn right and turn left. The movement continues as long as the left mouse button is held down and stops when the button is released. Walking your party into a wall or other obstacle also effectively stops their progress.



On Screen Movement

While holding the left mouse button down, move the cursor into the top third of the screen. The cursor becomes an arrow and your characters move in the direction it is pointing. Try moving the cursor to various areas on the screen and watch how the screen responds to that movement.

Pushing the arrow to the very top of the screen results in a "double time" forward march. Movement continues as long as the left mouse button is held down. As long as the left mouse button is held down, no other function is available. You cannot move and simultaneously click to pick up

objects, or move and simultaneously use the cursor to bring up menus, etc. Once the left mouse button is released and movement ceases, the mouse cursor can be used for other available functions.

Free Mouse Movement

For free mouse movement, press the space bar on your computer's keyboard. Next, move the mouse without pressing either the right or left mouse button. The party moves in the direction the mouse is moved. Push the mouse forward and the party moves forward. Push it to the side and the party moves to the side.

Press the right mouse button and the party moves forward without the mouse having to be moved. The party starts slowly and then accelerates to a "double time" march.

When you leave this mode, the cursor reappears in the position it occupied when you began free mouse movement. Try working with this method for a while and see if it is right for you. If not, press the space bar again to return to the previous movement options.

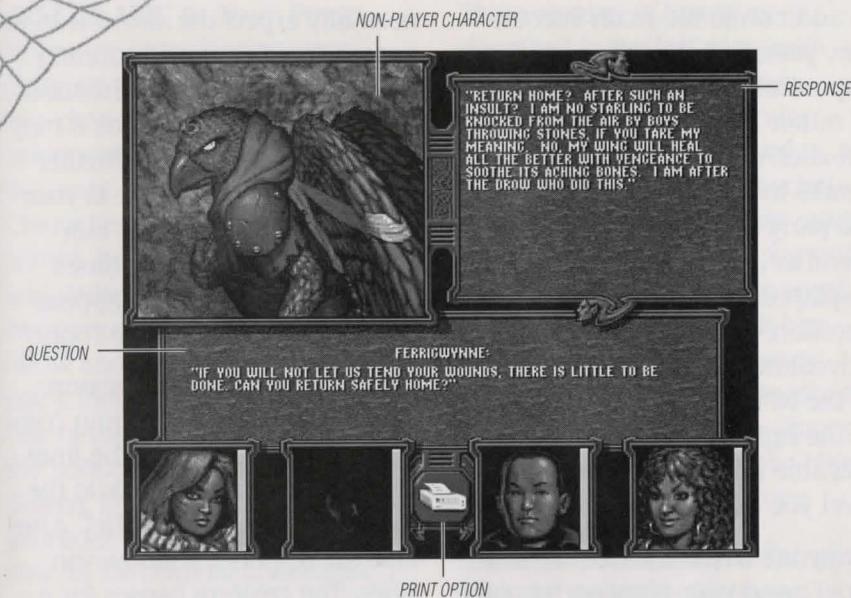
Step Movement

Step movement is possible for players who find the smooth scrolling interface difficult to control. It allows the party to move "one square at a time." To activate this option, move the cursor over the compass located above the movement arrows and left-click. Please note, however, that "step movement" is not available simultaneously with "free mouse movement" as described in the previous paragraphs. Step movement is possible only when the directional arrows are used. In addition to clicking on the Adventure Screen compass, step movement may be activated from the game options screen.

Levitation and Flying

At certain points in the game, your party gains the abilities to levitate and to fly. When these abilities are present, a levitation control bar appears to the right of the movement arrows on the bottom of the Adventure Screen. This control allows your party to levitate from one level to the next. You should note that this ability exists only when your party is disguised as drow, or when the ability is activated by a special scroll or potion. Once *levitation* is activated, you may use the bar in the following fashion: place the mouse cursor over the bar and move it up or down along its "slot." On the Adventure Screen, the viewpoint of your party rises or falls as you move the levitation bar up or down.

Levitation results in movement up and down only. It is the ability to change levels and not the ability to fly. Other spells, however, may add *flying* to the party's abilities for short periods of time. When your party is *flying*, you may not only change their level, but may also use the other movement options as well. For example, you could raise the levitation bar to its top position, then click on the forward movement arrows to send your party flying forward through the cavernous reaches of the Underdark.



NPC Encounters

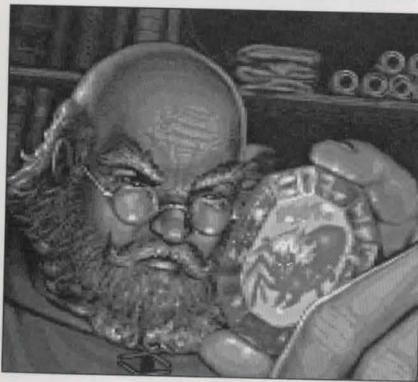
Blasting monsters with fireballs and having your characters wield two-handed swords against bugbears is but half the fun. Much care has been taken to design this game as an interactive adventure, one in which the storytelling and combat are effectively balanced. When your party comes across an NPC, or Non-Player Character, you are given the opportunity to ask several questions and learn more about the dangers and difficulties of life in the Underdark.

NPC Dialogue

Your party is close enough to converse with an NPC if placing the mouse cursor over the NPC results in a "talk bubble." Left-click and a close-up of the NPC appears along with one or more questions your party may ask this inhabitant of the Underdark. Move the cursor to highlight the question of your choice, then left-click to set the response in motion. Several levels of continuing questions may follow the response. When you have learned all you need to know, one or more right-clicks takes you back to the Adventure Screen.

In addition to the main encounters, your party has the opportunity to talk with a number of minor NPCs. In these cases a left-click on the "talk bubble" results in a single question from the party. The face of the party member asking the question is displayed, along with his or her question, in the center of the Adventure Screen. The response of the NPC may push your party in the right direction, or offer you valuable information about the level you are exploring.

Many interesting quests and subplots await your party on its way to the Underdark, and in the houses, taverns, and temples of Menzoberranzan. The dialogue makes communication as interesting as exploration.



Talk or Fight

Occasionally, when your party comes across a sentient creature by itself, a talk bubble appears over the creature where you

normally expect the sword icon to appear. Intelligent and cunning, this beast may have information of interest to your party, or it may be preparing to strike. Whether or not to take the chance is your decision. Clicking on the talk bubble with the mouse causes two selection buttons to appear, one for "talk" and one for "fight."

If "fight" is chosen, the creature responds with a challenging comment, something along the lines of, "I have no need to talk to the likes of you. Prepare to die!" After this, the response window vanishes. The creature pauses for a second or two before attacking, and the first-strike advantage remains with the party.

If "talk" is chosen, one of the party members asks a question relating to the level being explored, whereupon one of two things happens:

1. The creature imparts helpful but non-critical information.
2. The creature chooses to fight, even though the party wishes to talk. In this case, the party loses the first-strike advantage. Shouting an appropriate battle cry, something like, "Death to you, surface dweller!", the creature lunges to the attack. The Underdark can be a place both dangerous and treacherous, so be careful who, and what, you talk to!

Add an NPC to Your Party

When the game begins, your party starts with a maximum of two characters. While these characters can never be dropped from the party, many NPCs (Non-Player Characters) eagerly await their arrival, hoping to join the loyal and dedicated characters on their sworn quest. Should you decide to allow another character into the party, their portrait is placed in one of the empty character slots at the bottom of the Adventure Screen. From then on, the new character is handled in the same way as the original characters.

Should you accept an NPC into the party when all the character slots on the Adventure Screen are filled, a prompt appears asking which NPC currently with the party is to be dropped. Characters dropped from the party may announce a location where they can be found by the party at a later time, or they may go their own way, never to be seen again.

When you drop an NPC from the party to pick up a different NPC, any objects in the departing character's inventory are swapped into the new character's inventory. All twelve slots are filled if necessary. Objects from the departing character's "mannequin" are the last items swapped, and any object for which there is no room in inventory is dropped to the ground.

The swapping of inventory described in the last paragraph has one important limitation. Objects specific to a particular character are never swapped. A good example are Drizzt's scimitars. Although Drizzt allows other party members to use his famous blades while he is with the party, he takes his scimitars with him when he leaves their company. Items of this nature are described in inventory by having the character's name appear before the object. For example: Drizzt's scimitar.

Things You Can Do from the Adventure Screen

All combat, spellcasting, and exploration takes place from the Adventure Screen. When other screens are activated, they overlay the Adventure Screen. Option selections such as REST, PRAY, MEMORIZE, AUTOMAP, LOAD, SAVE, QUIT, and OPTIONS are available by left-clicking on the Main Menu buttons in the upper left or right corner of the Adventure Screen. When the Main Menu appears, left-click on a selection in order to choose it. You can access the inventory screen by left-clicking over any character's portrait.

Add Spells to a Mage's Spellbook

When the party comes across hidden scrolls, you can add these to your mage's spell list by scribbling the scrolls into the mage's

spellbook. To scribe a scroll, the scroll must be selected and moved on top of the spellbook icon. Pick up the scroll and move it to the inventory screen. Left-click to place the scroll (and thus the spell) into the mage's spellbook. In this game the spellbook is an icon displayed in the mage's inventory. If the spell already exists in the spellbook, the scroll does not scribe; however, the scroll can still be used by placing it in a mage's hand and left-clicking to activate. See "Cast Spells from Mage and Cleric Scrolls" on page 15. (A side note: the spellbook cannot be picked up or moved. It is a permanent fixture, as it should be, for the spellbook is a mage's link to his art and spellcasting ability.)

Attack Opponents

As previously mentioned, launch your character's attack by left-clicking on a weapon which is "in-hand" and "ready." Once used, a weapon is shaded out until it is ready again. Fighters, paladins, and rangers can carry and fight with a second weapon, but they may suffer a penalty to their combat ability for doing so. As a ranger, Drizzt is renowned in both the Underdark and the surface world for his ability to wield two scimitars at once. Drizzt's father (and teacher) was fond of calling the young drow "two-hands."

Perhaps Drizzt's greatest friend, Guenhwyr, is a black panther from another plane of existence. Using the power of a polished onyx figurine, Drizzt calls Guenhwyr to his side in times of need. To use the power of Guenhwyr in combat, place the onyx figurine in Drizzt's hand. From the Adventure Screen, left-click on the panther figurine in the same way you activate any weapon held by a character. Guenhwyr's paws lash out into the adventure window, taking their toll on any opponent within range. When Drizzt is holding the image of Guenhwyr, he can only wield one of his scimitars. After a period of time at Drizzt's side, Guenhwyr must return to the home plane from which it comes. Therefore, Guenhwyr may not be available during every combat encounter.

Cast Mage and Cleric Spells
After praying for or memorizing spells and then resting, all of your magic-users' spells are ready for use. Left-click on the mage's golden spellbook or the cleric's holy symbol to display a menu of Level 1 spells ready for immediate use. Left-clicking on the buttons labeled 2, 3, 4, etc. displays readied spells from those levels. Activate the spell by click-

ing on the name of the spell, then following the instructions as they appear. Spells requiring the character to touch an opponent are shown as a change in the hand symbol above the character's portrait. Left-click on the altered hand image to use the spell.

Cast Spells from Mage and Cleric Scrolls

Left-click on the in-hand scroll. The scroll is consumed when the spell is cast.

Check Character Status

The golden bar to the right of each character's portrait is a graphic representation of the character's health. It diminishes if your character is wounded or harmed by any magic means. Once the bar is empty, your character is dead; avoid this at all costs!

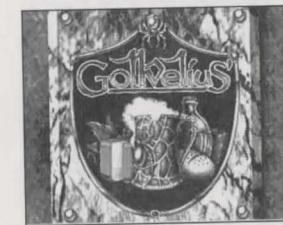
Left-click on the white skull icon to display a list of afflictions affecting a character. Poison, paralysis, and rotting disease are but a few of the unwelcome examples. This icon only appears if a character is afflicted.

Drink a Potion

Left-click on an in-hand potion or select the potion and move it over the character's portrait, then right or left-click. From the Inventory Screen, this can be done by moving the potion over the head of the mannequin figure and left-clicking to have the character drink the potion.

Fire a Ranged Weapon (Bow, Sling, or Hand Crossbow)

Left-click on any in-hand bow, sling, or hand crossbow. To prepare a ranged weapon, place the weapon in the character's primary hand. As you fire the weapon, ammunition is expended from either the quiver (arrows), or belt pouch and backpack (sling stones). You must have ammunition to fire ranged weapons.



Look at Sign or Writing

When the party is near a sign or other writing (such as on a tomb or wall), the writing can be displayed for easy reading by placing the mouse cursor over the sign or writing and left-clicking.

Memorize Spells

With this option, mage characters select the spells they wish to memorize. A menu including the selection MEMORIZE appears when you left-click on one of the Main Menu buttons. Left-click on MEMORIZE to display a list of available mage spells. If more than one mage is in the party, the mages' names appear on icons at the top of the screen. You can then choose which mage is to memorize spells by clicking on the appropriate icon.

Left-click on the - and + signs on the spell screen to select spells. Only the number and type of spells available to a character of your mage's level and experience are allowed; however, you have much to look forward to as the mage(s) in your party advance in levels, becoming ever more masterful spellcasters. Remember, a mage must REST before his or her spells can be cast. For a detailed look at spellcasting, see the "Spellcasting" section beginning on page 5.

Navigate

Watch the compass to maintain your orientation and use the AUTOMAP selection to view your progress throughout the game. Choose AUTOMAP from the menu which appears in the center of the screen. More information on automap is available in the section on "Automapping," on page 23.

Open or Close a Container

To open a container, such as a sack or a chest, place it in a character's left hand on the character mannequin. To close the container, left-click on the character's left hand.

Open a Gate

To open a gate, click on the release lever or button near the gate. Some gates are locked or guarded by hidden traps and can only be opened with keys or special actions. See the section "Unlock a Door or Gate" on page 19.

Open Doors

Open most doors by having your characters walk through them. Open other unlocked doors by pointing the cursor to the center of the door and left-clicking with the mouse — assuming of course, that your party is close enough to open it. Other doors may require a key, a spell, or the activation of a hidden pressure plate to open them. If the door is locked, see the section "Unlock a Door or Gate" on page 19.

Pick a Lock

To pick a lock, left-click on the thief's lock pick, move it over the lock and click. Sometimes locks are booby-trapped; thieves automatically attempt to disarm these traps. However, a thief's skill level determines his or her success in disarming such traps.

Pick Up and Drop Objects/ Add Items to Inventory

In the vast, unearthly reaches of the Underdark many treasures exist: gold, supplies, armor, weapons, and keys to help the party on its way. When you move the cursor over an object which can be picked up, the cursor changes into a golden hand icon. Right-click when the golden hand icon is over the object to pick the object up. Another right-click drops it. To keep the object and add it to one of your character's inventories, pick up the object

and move it to the character's portrait. Left-click to bring up the inventory screen, and click again over an inventory slot to place the item in that slot. After picking up the object, you may also double right-click when the object is over the character's portrait. This automatically adds the item to that character's inventory. In the case of an arrow, a double right-click over the character's portrait automatically adds the arrow to the character's quiver. In the case of a sling stone, a double right-click over a character's in-hand sling pouch automatically adds the stone to the sling pouch.



In this game world, some objects can be picked up from tables. Important scrolls, books, and items, those generally of critical importance to the game, can be found resting on tables of similar design. Pick up an object from a table just as you would pick up any other object.

On the Adventure Screen, **right-click** to pick up, drop, use, and throw objects, and **left-click** to move, activate buttons and levers, and operate character interactions. This allows the party to continue to move while "holding" an object in the Adventure Screen.

Place an Object in a Character's Hand

After picking up an object on the Adventure Screen, double right-click over the character's hand in which you wish to place it. If an object is already in the hand you've chosen, the new object is swapped with it and you can drop the previous object by moving it onto the adventure window and right-clicking with the mouse. Any object in a character's hand can be dropped or swapped in this way.

Pray for Spells

With this option, clerics (also called priests) select the spells for which they wish to pray. A menu, including the selection PRAY, appears when you move the cursor into the upper left or right hand corners of the Adventure Screen, and left-click on the button in either corner. When you left-click on PRAY, a screen of available cleric spells appears. If more than one cleric is in the party, their names appear on icons at the top of the screen. You can then choose which cleric is to pray for spells by clicking on the appropriate icon.

Left-click the cursor over the - and + signs on the pray-for-spells screen to select spells. Only the number and type of spells available to a character of your cleric's level and experience are allowed. With experience, the clerics in your party will advance levels, becoming ever more masterful

spellcasters. Clicking on DONE returns you to the Adventure Screen. Remember, a cleric must REST before his or her spells can be cast. For a detailed look at spellcasting, see the "Spellcasting" section beginning on page 5.



Read Books or Scrolls

To read books or scrolls, left-click on the document. Some books or parchment may be written in a language your characters do not understand. In this case, use a character who has the *comprehend languages* ability or spell. Or, perhaps your party needs to find an NPC who can read the text.

Rest

Click on either Main Menu button in the top corners; choose REST. This option allows characters to rest, heal, and memorize spells. How long they rest depends on the number and level of spells being memorized (or prayed for). The party cannot rest with creatures nearby. Even if there are no monsters in the vicinity, there is always a chance of a random encounter while the party sleeps.

Resurrect Dead Characters

When a character dies, his or her portrait turns to a shade of gray and all of the objects in their inventory drop to the ground. A cleric in the party may bring the character back to life with a

raise dead spell. Unfortunately, unlike other races, elves cannot be resurrected.

Note: Dead characters can be replaced when new NPCs join the party; however, when a dead character is replaced with another character, the dead character is lost forever and cannot be returned to life with a *raise dead* spell.

Throw an Item

After selecting an item from your character's inventory, or double right-clicking to select the object in a character's hand on the Adventure Screen (as described in "Place Object in Character's Hand"), move the object onto the Adventure Screen. Right-click again when it is over the center line of the screen to throw the object. To drop an item, right-click *below* the center line of the Adventure Screen. This type of throwing is not the same as throwing a dart or dagger, which is described next.

Throw a Ranged Weapon (Dagger or Throwing Knife)

To throw a ranged weapon, left-click on any in-hand dagger or throwing knife. These weapons are automatically replenished with like items (if available) from the character's inventory. They are not available for quick replacement if enclosed in a chest or other container.

Unlock a Door or Gate

To unlock a door or gate, place the appropriate key over a key-hole on the adventure window and left-click. Keys on a key ring need not be removed from the ring; simply place the key ring over the keyhole and left-click.

Use a Drow Power

To use a drow power, first look for a ribbon placed near a cleric's holy symbol or a mage's spellbook. Then left-click on the ribbon icon to bring up a standard spell list. To display the characters' powers, left-click again on the **A** which appears to the left of the 1st-level spell button.

Use an Object in a Character's Hand

To use an object that is in a character's hand, left-click on the object or weapon where it appears above the character's portrait.

Save, Load, Pause, and Quit

Save

To save your game, left-click on one of the Main Menu buttons, and then left-click over the SAVE option. This displays a list of named, saved games. Click on an available slot, type in a name for the game you are saving, and press Enter to save it. Saving your game from time to time is a very good idea.

You can **Quick Save** by pressing **S** on your keyboard, or by left-clicking on the QUICK SAVE button on the Adventure Screen. These methods allow you to save the game without going through the Main Menu.

To restore the game from the quick save position you can either click on the QUICK RESTORE button, or you can press Shift + **R** on your keyboard.

If your party dies, you have the option to restore the game from a previously saved position. This saves you the trouble of going through the menus to reestablish your adventure.

Load

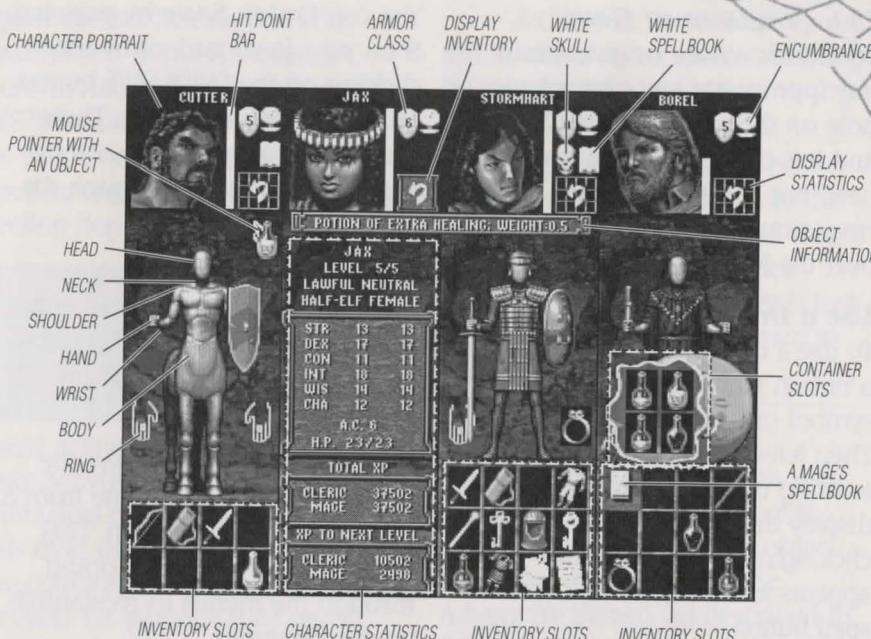
To restore a previously saved game, left-click on one of the Main Menu buttons, and left-click over the LOAD option. This displays a list of named, saved games. Click on the button to the left of the game you wish to play to load it.

Pause

Press **P** on the keyboard to pause your game; press **P** again to resume. The game also pauses if you open the Main Menu, or open a character's inventory screen.

Quit

To quit the game, go to the Main Menu and left-click on QUIT to end your game.



PLAYING IN-DEPTH

Inventory Screen

To display the inventory screen, move the cursor over one of the character portraits at the bottom of the Adventure Screen and left-click.

The inventory screen is divided into four sections, one for each of four possible characters, and contains slots for storing various pieces of equipment in inventory. Names and character portraits appear at the top of each section.

Character Positions in Party

Characters whose portraits appear on the left and right sides of the screen are considered to be in the rear rank of the party. Characters whose portraits appear near the center of the screen are considered to be in the front rank. This front and rear ranking applies only to interior locations. Characters outside are considered to have formed a less-ordered group and all react as if they have positions in the front rank.

To change the rank positions of your characters, left-click with the cursor over the character's name at the top of the screen. The character's slot becomes outlined in white. Click on a blank slot to move the character to that slot. Click on another character's name to switch their positions.

Hit Point Bar

Hit points for each character are represented by a yellow bar at the right of the character's portrait. As a character takes damage, the hit point bar descends to the bottom of the portrait square. When hit points are dangerously low, the bar turns red. When the bar is empty, the character is dead and his or her portrait turns gray.

Armor Class Symbol

The golden shield to the right of the character portrait represents his or her Armor Class (AC). The number displayed on the shield is the current AC value.

Scale Symbol/Encumbrance

To the right of the Armor Class symbol is the scale symbol. Left-click on this icon and a window appears displaying how much weight the character is carrying, how much he or she is capable of carrying, and an encumbrance rating from the "Encumbrance Table" found on page 90. The inside of the scale changes color

as encumbrance increases and turns red when a character is severely encumbered.

A moderately encumbered character receives a -1 penalty when attacking; a heavily encumbered character receives a -2 penalty when attacking and a +1 penalty to Armor Class; a severely encumbered character receives a -4 penalty and a +3 Armor Class penalty when attacking.

White Skull Symbol

Left-click on this icon to display a menu of afflictions currently affecting a character. Poison, paralysis, and rotting disease are but a few of the unwelcome examples. Note: this icon does not appear unless a character is afflicted in one form or another.

White Spellbook

Left-click on the white spellbook and a menu of magic spells currently influencing a character is displayed. As with the white skull symbol, this icon does not appear until an active spell begins to influence the character.

Statistics Display

Next to the character's portrait on the inventory screen is a small red box with a curved arrow inside. Left-clicking on this icon displays statistical information pertaining to the character. Information displayed includes

the character's class and alignment, as well as total experience points gained and the number of experience points necessary to reach the next level. Right-clicking on the red box icon displays statistical information for all of the characters in the party.

When a character's statistics are displayed, the red box appears as a black grid with a curved arrow inside. Left-clicking on the changed icon returns the view to the character's inventory information. A right-click on the black grid returns the inventory information for every character in the party.

Character Mannequins

Below the character portraits on the inventory screen stand character mannequins. These represent the characters' bodies, upon which can be placed clothing, armor, various weapons, and items such as key rings, helmets, etc. Items may be placed on the following areas:

- ◆ Head: helmets.
- ◆ Neck: amulets and medallions.
- ◆ Hands: weapons, shields, sacks, key rings, potions, or any similar objects you wish the character to use.
- ◆ Wrists: bracers and gloves.
- ◆ Shoulder: a quiver to hold arrows.
- ◆ Body: Armor, cloaks, robes.

Though male, female, short, and tall figurines are displayed, most clothing fits any character. Two exceptions to this rule exist. A centaur wears only centaur armor and a kenku wears only kenku armor. Any other character can wear centaur armor, but no other character can wear kenku armor.

Rings

To the right and left of each character mannequin is a white line sketch representing the character's hands. Rings can be placed on these representations by left-clicking when a ring is over the hand icon. Each character may wear up to two rings at any one time.

Inventory Slots

Twelve inventory slots exist beneath each character mannequin. An exception to this is the centaur, who has only eight inventory slots. Although the centaur has fewer inventory slots, he has twice the weight-carrying capacity of a fighter. Objects you wish your characters to carry with them on the adventure may be placed in each character's inventory slots. To do this, use the object manipulation techniques described in "Pick Up and Drop Objects/Add Items to Inventory," in the section "Things You Can Do from the Adventure Screen," starting on page 13.

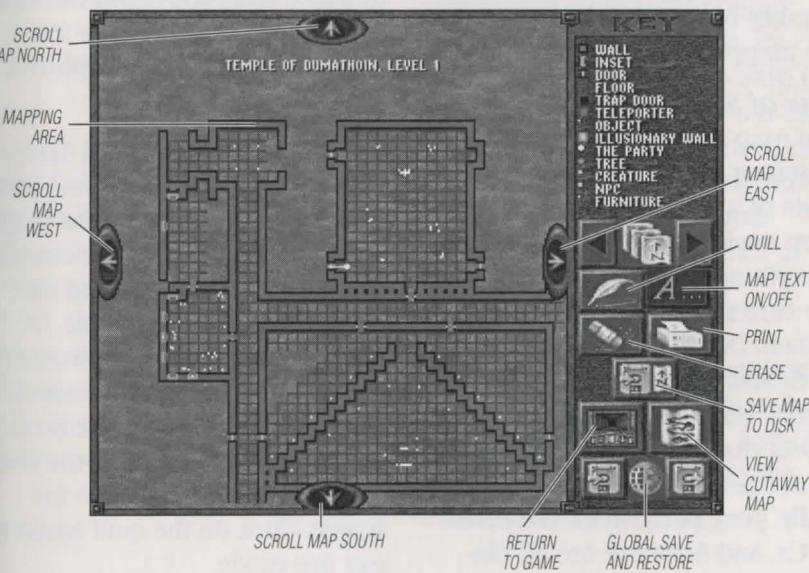
To Open a Container

To open a container, such as a sack or a chest, place it in a character's left hand on the character mannequin. When this is done, the container opens up and displays its contents. Objects within the container may now be put into inventory or swapped with items already in inventory, or the character may simply place the entire container in inventory. To close the container, left-click on the character's left hand.

Object Information

When you select an object, it is superimposed over the mouse pointer. When you select the object on the inventory screen, a message bar appears centered on the screen below the character portraits. The message bar gives a short description of the object.

To return to the Adventure Screen, right-click anywhere on the inventory screen except over the icon used to switch between the inventory area and the statistical display.



Automapping

As your party explores the many lairs and labyrinths of the Underdark, the last thing you want to do is map each step of the way with pencil and paper. We've made it easy by including a versa-

tile automapping feature. The map is displayed from the Adventure Screen. To the left of the movement arrows at the bottom of the screen are four icon buttons, the third of which is a parchment map icon. Left-clicking on this

button displays the automap. You can also choose the feature from the Main Menu. To do this, choose AUTOMAP from the Main Menu.

Features

You have a map area, scrolling buttons, a legend, and various function buttons. The legend and buttons appear on the right side of the screen. They represent the abilities to: scroll through several maps, display text, save to disk, return to the game, display the cut-away map, and global save and restore. These buttons add a number of versatile features to the mapping process.

Line of Sight

The map area is based on your character's line-of-sight, so only parts of a dungeon that have been explored are shown. Everything on the map reflects the current status of the items shown. Doors are displayed open or closed. This makes automapping a very useful tool. Walls, insets, doors, floors, trap doors, rugs, pressure plates, illusionary walls, your party, trees, creatures, NPCs, and furniture are all displayed on the map. Note, however, that items and creatures of which your characters are not yet aware are not shown.

Scroll Map – North, South, East, West

At the top, bottom, and sides of the automapping window are small pyramids or triangles, icons which can be used to scroll to the north, south, east, and west of the map. This becomes useful when the map grows larger than can be displayed in one window.

Scroll through Maps

The first icon below the legend appears as a number of parchments between a right and a left button. By clicking on the buttons to either side, you scroll through the maps you have made from the levels you already explored.

Add Text

The second icon is a quill. Left-clicking on the quill allows you to type notes anywhere on the map window. Simply move the cursor to the desired position and left-click to begin your text line. Hitting the Enter key allows you to continue your text on the next line. Up to four lines of text are available for each entry. Press the Esc key to return the cursor to the screen. Click on the quill again to exit this mode.

Map Text On / Off

The third button has a capital letter A. Clicking on this button hides or displays the text which you have entered on the map. You can temporarily hide text to allow better viewing of the map. Restore text by clicking on the button again. Note that when the text button is off, text will not be printed on any maps.

Erase

The fourth icon is a pencil eraser. Left-click on the eraser and you move the cursor over any line of text on the map, then left-click again to erase the line you have chosen. Click on the eraser again to exit this mode.

Print

The fifth icon is a computer printer; click this button to print the current map. Note that text printed looks different from the way it appears on your computer screen. Text is printed below the map, and letters at various locations on the map correspond to text notes beside the same letters printed beneath the map.

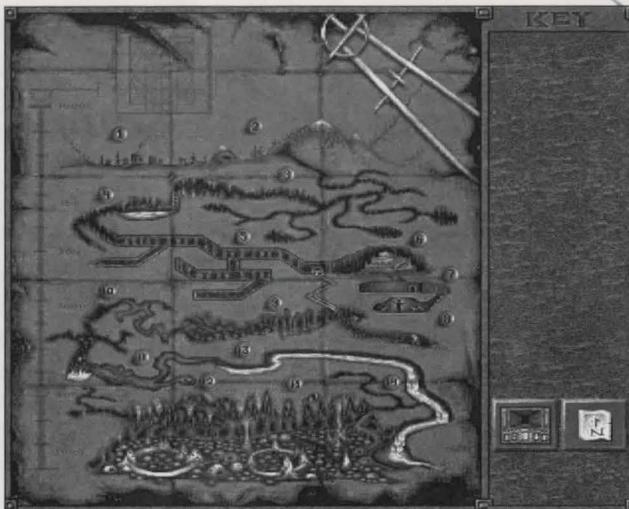
Special Note: Please be certain your printer is On and set up to print out a map. In order for the print function to work, the printer must be set to print the IBM character set. Refer to your printer instructions for information on how to set up your printer, and if you are using a laser printer, be aware you may have to change the printer font to the IBM character set.

Save Map to Disk

The sixth icon is a save button. It represents information being saved to a computer disk. By selecting this option you save the currently viewed map into a file in the "Automaps" subdirectory. They can be viewed in any text editor and are in the format AUTOXXX.MAP (where XXX is replaced by numbers).

Exit

The seventh icon is an exit button. It looks like a miniature version of the Adventure Screen. Left-click on this button to return to the Adventure Screen.



Cut-Away Map

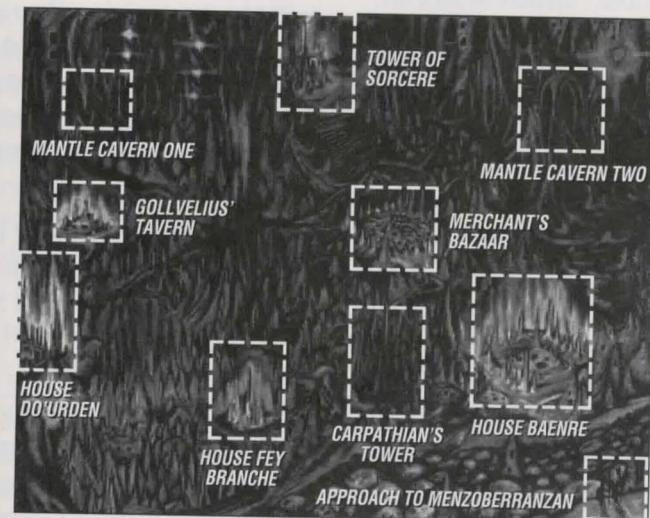
The eighth icon, located to the right of the exit icon, represents a cut-away map. This map is not available at first, but is given to your characters by one of the NPCs they meet along the way. Once the map is in your party's possession, left-clicking on this icon displays a cut-away view of your party's descent into the Underdark. This serves two functions. First, it gives a sense of how far beneath the surface your party has ventured and how much distance yet remains to Menzoberranzan. Second, it allows you to access the automaps of levels your party has already explored in a quick and easy fashion. Using the mouse cursor, simply highlight the level containing the automaps you wish to review, then left-click to display those maps in the regular

automap mode. The first map of the selected level appears automatically. This saves the time of scrolling through a long list of maps, a helpful feature if the information you want is several levels above the current position of your party. Information on the cut-away map appears in two stages. Areas which appear in outline have not been explored by the party, and automaps for these levels are not yet available. Detailed areas have been explored and can be highlighted by moving the cursor over them as previously described. You can simultaneously highlight all explored levels by left-clicking on the draftsman's tool displayed in the upper right hand corner of the cut-away map. To the right of the cut-away map are two icons, one to return to the game and one to return to the regular automap.

Global Save and Restore

The ninth icon shows two disks, one on either side of a global map. The disk to the left is "global save" and the disk to the right is "global restore." Using this feature saves all of the maps, text, and information you have acquired, even if your party dies. Ordinarily mapping information is lost when the last party member falls; however, if global save has been used, your party's hard won information

can be made available to the next set of characters sent into the Underdark. Global save saves all of the areas explored by the party at the time of the save. Global restore restores the maps and information available at the time of the last global save. Map areas explored only in a previous game are shaded out. In this way you can see which areas are newly explored and which have been restored from a previous adventure.



The Menzoberranzan City Interface

Your party exits the mouth of a tunnel, deep in the Underdark, and before them stretches the city of Menzoberranzan. The Menzoberranzan City Interface is a single screen displaying a map of the city. Move the mouse cursor

over the screen, and the names of the various drow houses and other areas appear. To enter a specific house or other area, left-click when the area's name is displayed. Your party moves into the chosen map and continues its journey on the Adventure Screen. Doors which leave any map in the city and return you to the

Menzoberranzan City Interface are easily recognizable. Also, any two maps within the city which lie adjacent to one another may be reached by moving from one map to the next. Thus, it is not necessary to return to the Menzoberranzan City Interface for every move within the city.

Adventuring Strategy

Attack Options

Characters most often engage in "melee combat," which is face-to-face battle with weapons such as swords and maces. Other options include casting spells and engaging in ranged combat using bows or slings.

Combat Mechanics

Understanding the technical side of combat allows you to choose the most effective strategy for your party in battle. Each character's ability in combat is defined by his Armor Class, THACØ, and damage.

Armor Class

Armor Class (AC) represents how difficult a monster is to hit with a weapon. The lower the Armor Class, the harder it is to hit the target. Armor Class is based on the type of armor a character is wearing, and can be supplemented with a bonus for a high Dexterity score. Some magic items also help improve (or lower) an Armor Class rating.

THACØ

THACØ is your character's ability to hit enemies. THACØ stands for "To Hit Armor Class Ø." A character must "roll" a number equal to or greater than this to damage a target with an Armor Class of Ø. The lower the attacker's THACØ, the better its chance to hit the target. A character's THACØ is based on his class and level.

NOTE: the generation of a random number is often referred to as a "roll." In determining if an attack hits, the number generated is from 1 to 20. The base roll is modified by the character's ability scores and by the use of magic weapons.

An attack is successful if the roll is greater than or equal to the attacker's THACØ minus the target's AC.

Example: A fighter with a THACØ of 15 attacking a monster with an AC of 3 would need to roll: $(\text{THACØ } 15) - (\text{AC } 3) = 12+$. But to hit a monster with an AC of -2 he would need to roll: $(\text{THACØ } 15) - (\text{AC } -2) = 17+$.

Damage

Damage is the hit point loss an attacker inflicts on his opponent. This damage is based on the attacker's Strength and the

weapon being used. What damage each weapon can do is summarized in the "Weapons Table" on page 89.

Sometimes monsters take partial or no damage from certain weapons; animated fungi skeletons, for example, take only half damage from sharp or edged weapons.

Combat Strategy

Thrown Weapons

Characters who use thrown weapons should carry them in-hand. After a character attacks with the last of his or her thrown weapons, a shield or short sword is readied automatically (if available). Be sure to recover your character's ranged weapons after each battle. Collect all the ranged weapons your character finds; they are used quickly in battle.

Moving and Fighting

Pay attention to the compass on the screen to help with mapping. In an unexplored area, move with a spell menu on the screen and an attack spell showing so your characters can cast spells quickly.

Prepare your characters for battle before opening any door, climbing or descending stairs, or pushing any button that might open a door or secret wall. Monsters often crouch behind closed doors or secret walls, waiting and hungry for combat!

Remember, your characters can move and fight at the same time, even backward to dodge a melee attack and sideways to dodge a ranged attack. Another strategy is to retreat behind a door and close it, blocking the attack of a particularly nasty beast. Be careful though, some monsters can open doors to follow.

Hints

This section contains hints to help your characters along their way.

Carry Items with You

You never know when your characters might need something they've found! To carry an item along for the adventure, pick it up and move it into an inventory. If there is no more room in your character's inventory, find a safe and easily accessible location to stash items that can't be carried.

Keep Track of Buttons and Levers to Solve Puzzles

Some puzzles are activated in one part of the dungeon, yet affect other parts farther off. If your characters cannot get through an area, go back and change a few buttons or levers, one at a time, then see if the change makes a difference. Using the automap feature may help you figure out how certain puzzles work.

Look for Hidden Buttons on the Walls

Always check walls for hidden buttons and bricks. Moving your party sideways down a wall often makes such things easier to spot.

Keep Your Eye on the Compass

Watch the compass as your characters explore the realm of the Underdark. There are a number of traps that can change the party's facing. Magic portals and teleporters may reveal themselves in this way.

When to Save the Game

Save the game any time you believe something might happen to hurt your character. Use the quick save option by pressing **S** on your keyboard. Save your game at the beginning of each level. If a puzzle is difficult to solve, save the game and try different solutions. If monsters are attacking thick and fast, save the game and try new strategies. When things are really tough, save before opening doors.

Go On

When all else fails, go on with the game. Your characters need not open every door, fight every monster, and obtain every item to win. Remember any areas your

party bypasses. If they are stumped in a later area, or need an item to go on, go back and try the puzzle again.

Game Options

To the left of the movement arrows on the Adventure Screen are four icons: game options, quick save, map, and quick restore. The top button is the game options button. By left-clicking on this button you display the game options screen. This screen can also be displayed by left-clicking on the OPTIONS choice from the Main Menu.

The game options screen displays the following eleven options.

Double-Click Speed

Click on this bar and move it with the cursor to change the mouse's double-click speed between its minimum and maximum values.

Floors

Select ON or OFF to show or hide the floors. Without floors, the game responds more quickly.

Ceilings

Select ON or OFF to show or hide the ceilings. Without ceilings, the game responds more quickly.

Sky

Select ON or OFF to show or hide the sky. Without the sky, the game responds more quickly.

Sprite Dithering

Sprite dithering enhances the images of creatures as they come closer to your party. It works to blend the colors of adjacent pixels and keep the images of approaching creatures from becoming too "blocky." Turning this option OFF slightly increases game speed.

Distancing

Switching between the minimum and maximum values of "distancing" determines whether monsters, trees, and objects are seen from as far away as possible or not until they are much closer.

Sound

Switch sound on and off with this option.

Music

This option allows you to turn the music on and off; switching between the minimum and maximum values allows you to find a balance between the game's sound effects and its music.

Palette Intensity

Altering the palette intensity changes the brightness of colors and images in the game. Left-click on the bar and move it with the cursor to change between the minimum and maximum values of palette intensity.

Step Movement

Step movement allows you to turn the game's step movement on and off. For more information on what step movement is about, refer to the "Step Movement" subsection (in the "How to Play" section) on page 10.

Screen Size

Three buttons, representing small, medium, and large appear with this option. They refer to the adventure window on the Adventure Screen. By making the window smaller, you enhance the speed at which the game runs. In addition to the three set sizes from which you may choose, you may also bring in the sides of the gaming window by using the < and > keys on your computer keyboard.

CREATING YOUR PARTY OF CHARACTERS

Generating Characters

Character generation takes place in the chapel of House Baenre, where an altar is surrounded by eight burning braziers. One brazier at a time, the process of creating your characters begins. After each Player Character characteristic is chosen, the view circles around the scene to the next brazier.

Player characters are generated by clicking on icons which appear within each of the braziers. Selected icons shift to the bottom of the screen, so that you remain continuously aware of your choices throughout the generation process.

For detailed information on character races, classes, etc., read the section "Character Basics" which begins on page 33. If you are a novice player, we recommend that you read "Character Basics."

Select Sex

In the first brazier, two icons represent male and female characters. Select one.

Select Race

The six choices for the character's race are: human, gnome, dwarf, elf, half-elf, and halfling.

Select Class

The available classes (occupations) are: fighter, paladin, ranger, cleric, mage, and thief. You may pick any class legally available to the previously chosen race, and you may make whatever multi-classed characters are allowed.

Select Alignment

The selections are: lawful good, lawful neutral, chaotic good, chaotic neutral, neutral good, and true neutral. Your choice may be limited by certain character class restrictions.

Select Face

Several of the portraits available to your character are displayed, along with an icon which allows you to scroll through more face choices than can be displayed on a single screen.

Select Attributes/ Age/Hit Points

The next step in the generation process is to determine the character's attributes. During this phase, you are given the opportunity to REROLL and EDIT character ability scores. The reroll option randomly generates another set of statistics for the character. The edit option allows you to edit an attribute number and change it up to the numerical limit allowed by the AD&D® second edition rules.

Name

Names can be up to twelve characters in length. Once completed, your character's name is displayed on his or her portrait.

Keep or Delete

At this point, all the pertinent information about the character is known. The next brazier shows two icons, KEEP and DELETE. You may decide whether to use the character generated, or start the process over again. Selecting KEEP saves the character information and you are automatically returned to the first brazier to begin the process over again, this time in order to generate the second character necessary to start the game. Selecting DELETE returns you to the first stage to begin the generation again.

Undo

One button which appears on the screen throughout the character generation process is the UNDO button. This button starts the process of selection at the current brazier over again.

Using the Escape Key

At any point during the generation process, you may return to the beginning of the character generation process by pressing the Escape (Esc) key.

Character Basics

For each character, there are four basic factors which make up the foundation of his or her identity: race, class, alignment, and attributes.

Races

Six races inhabit the world of Menzoberranzan. Of these, humans prove the most numerous and adaptable; however, you decide which races you'd like in your party.

- ◆ Dwarf
- ◆ Elf
- ◆ Gnome
- ◆ Half-Elf
- ◆ Halfling
- ◆ Human

While all races can become experts in fighting, some are more adaptable than others, and a few can wield powerful magic. Only humans may join those elite warriors battling in the name of truth, the paladins. Each race possesses certain strengths, which show up as modifiers to their ability scores.

◆ **Dwarves** combine the qualities of the ferocious and the artistic. They are as at home crafting a circlet of jewels as they are wielding an axe in battle. Firm muscle accounts for much of their average 150 pound weight, although at a mere 4 to 4 1/2 feet in height, dwarves appear stocky at best. They are tenacious and demonstrate a fanatical courage through most of their four centuries (or more) of life. Their weapons and other dwarven-crafted wares demand high prices in the marketplace.

Part of the dwarven mystique is their innate resistance to spells and to many poisons. Dwarves are, by nature, non-magical creatures.

Ability Score Modifiers:

Dexterity -1, Constitution +1,
Charisma -2

Allowable Classes: Cleric, Fighter, Thief, Fighter/Cleric, Fighter/Thief

◆ **Elves** spend much of their time in the carefree company of nature, as far from cities and towns as possible. Because of this they are often thought to be haughty and cold, especially when forced into the company of others. The land of the dark elves presents a special challenge for elves, for the drow are sworn enemies of their surface dwelling cousins. At their best with a bow or a song, elves may spend more years in playful wandering

than most other creatures have to live; their life span can exceed 1,200 years. They are distinguished by their fine features and pointed ears, and when standing beside the average man they appear a bit shorter than most. Taught archery from an early age, elves receive a +1 bonus with any type of bow, and with both short and long swords. Mages find elves resistant to any type of *sleep* or *charm* spells. *Raise dead* spells do not affect them either.

Ability Score Modifiers: Dexterity +1, Constitution -1

Allowable Classes: Cleric, Fighter, Mage, Ranger, Thief, Fighter/Mage, Fighter/Thief, Mage/Thief, Fighter/Mage/Thief

◆ **Gnomes** may be the world's first practical jokers and have a proven reputation as enthusiastic pranksters. Carefree and lively, it is often as difficult to believe they are kin to dwarves as it is to get any gnome to admit the relation. Their life span is about 600 years, reached in part because of their resistance to magic.

Ability Score Modifiers:
Intelligence +1, Wisdom -1

Allowable Classes: Cleric, Fighter, Thief, Cleric/Thief, Fighter/Cleric, Fighter/Thief

◆ **Half-elves** prove to be skillful in a wide range of activities, their mix of elven and human blood providing them with many advantages over other races. Their talents, however, are not so appreciated as to make them welcome company in either human or elven society. While they are seen travelling and mingling in both groups, they are often too tall and heavy to be accepted among the elves, while their slender, elven features often make them outcasts among men.

On the average, half-elves live for 250 years and inherit an inborn resistance to *sleep* and *charm* spells, though this protection is less than in true elves.

Ability Score Modifiers: None

Allowable Classes: Cleric, Fighter, Mage, Ranger, Thief, Fighter/Cleric, Fighter/Thief, Fighter/Mage, Cleric/Ranger, Cleric/Mage, Mage/Thief, Fighter/Mage/Cleric, Fighter/Mage/Thief

◆ **Halflings** avoid strenuous adventures as a rule. Their backsides are used to the comfort of padded chairs and their feet enjoy resting atop mounds of well-feathered pillows. This is not to say

they are lazy, for as a race halflings prove to be sturdy and industrious, always making certain their larders stay well-stocked and their burrows remain warm, well-furnished homes.

Halflings can usually be spotted by their curly hair and round, broad facial features. They are plump, quiet, and well-liked by the other races, especially the gnomes. When adventuring, halflings show their mettle by their innate resistance to magic and the +1 bonus they receive for their skill with slings.

Ability Score Modifiers: Dexterity +1, Strength -1 (for non-fighters)

Allowable Classes: Cleric, Fighter, Thief, Fighter/Thief

◆ **Humans** often risk their short, 70 year life span in quests for immediate, personal gain. Yet it proves difficult to say any one thing about them. Though often impatient and short-sighted, humans live in the most diverse societies and frequently strive to meet high ideals.

Ability Score Modifiers: None

Allowable Classes: Cleric, Fighter, Mage, Paladin, Ranger, and Thief.



Classes

While the race of each character is important, another quality critical to success is their class. Some races boast talented members who are able to handle more than one occupation at a time. These are referred to as multi-class characters.

Some characters learn magic while others become experts in battle tactics. Some are masters of the arcane art of spellcasting, while others are malcontents able to pick almost any lock. Each belongs to his own defined occupation, or class. While the members of some races may belong to more than a single-class, the six basic choices are:

- ◆ Cleric
- ◆ Fighter
- ◆ Mage
- ◆ Paladin
- ◆ Ranger
- ◆ Thief

Select the classes of your characters with care. A good sword arm and knowledge of tactics are the hallmark of warriors such as the fighters, rangers, and paladins, but skill in battle alone is often not enough. To survive the many dangers of the Underdark, the art of picking locks and avoiding hidden traps can be useful too. These are the skills of a thief. Magic-users such as mages and clerics possess the knowledge of powerful spells, and clerics are able to cure wounds.

Each class has one or more *prime requisites*, ability scores that are important to that class. A character with *prime requisite* scores of 16 or greater advances faster in levels.

◆ **Clerics**, also called priests, may be the most favored class of the gods, for they receive their power directly from them and cast spells through their holy symbols. No cleric battles his adversaries with faith alone, however. They prefer to back up their magic with the authority of a mace or flail. Limited to using blunt weapons, clerics are not opposed to wearing a good suit of armor on their journeys.

No tomes of spells and rituals dangle from a cleric's belt or hide in the dark and musty reaches of his pack, for a cleric's magic is of divine origin. While mages pore endlessly over the spells they must memorize, clerics *pray* in order to be receptive to divine magic.

Clerics with Wisdom of 13 or higher gain extra spells. (See the "Cleric Wisdom Spell Bonus" table on page 86).

Prime Requisite: Wisdom

Races Allowed: All

Weapons Allowed: Mace, Flail, Staff, Sling, War Hammer

◆ **Fighters** often tread in harm's way, relying on a strong sword arm and their brave, sometimes foolhardy natures to win the day. Trained in the use and maintenance of all types of weapons and armor, fighters can utilize any available piece of hardware without restriction, including magical items such as rings and gauntlets.

Like practicing athletes, fighters improve their skills and speed as they move up in levels. An extra sword thrust, delivered with blinding speed, may prove the difference between the living and the dead, and high-level fighters such as paladins and rangers can attack more often with melee weapons.

Prime Requisite: Strength

Races Allowed: All

Weapons Allowed: All

◆ **Mages** control powerful spells by memorizing their arcane words and ancient symbols. Knowledge of this art is their treasure and the secret to their mysterious power.

Because their ability to cast spells depends upon freedom of movement, mages cannot wear armor and tend to make poor fighters. Instead of weapons (and they can use but a very few), mages rely on intellect and the ability to memorize spells to see them through.

Still, a high-level mage is a potent entity. When armed with a hoard of musty spellbooks and scrolls gathered after many trials and much experience, a mage can become truly powerful.

Prime Requisite: Intelligence

Races Allowed: Human, Elf, Half-Elf

Weapons Allowed: Dagger, Staff

◆ **Paladins** radiate an aura of protection, a shield of sorts which causes their attackers to suffer a penalty even before these elite warriors have unsheathed their swords. In this and other magical abilities, paladins prove themselves as more than mere fighters.

Walking the most difficult path of any class, the paladin abides by the rules of lawful good and leads others by the example of his chaste and pious ways. In addition to skill with all types of arms and armor, paladins possess extra resistance to magical attacks and poisons. No disease can lay them low. And once per day, they can heal with their *lay on hands* ability, a skill similar to the cleric's *cure light wounds* spell. This restores two hit points per his or her experience level.

Once they reach the ninth level, paladins can use certain cleric spells: *bless*, *cure light wounds*, *detect magic*, and *slow poison*. Paladins pray for these spells and cast them exactly as clerics do.

Prime Requisites: Strength, Charisma

Races Allowed: Human

Weapons Allowed: All

◆ **Rangers** follow the tracks of their quarry across hard lands, or beneath the dim light of a forest canopy, yet never lose the trail. They are trained trackers, hunters, and woodsmen, succeeding by

their wits as much as by their skills with the bow and sword. At one with any type of weapon or armor, rangers usually avoid heavy armor as too restricting. It prevents them from using their special ability to wield a weapon in both hands without penalty. For this reason they are seen more often in studded leather or other, lighter armors. Rangers, like other high-level fighters, can attack more often with melee weapons.

Prime Requisites: Strength, Dexterity, Wisdom

Races Allowed: Human, Elf, Half-Elf

Weapons Allowed: All

◆ **Thieves** accept no single rule or philosophy by which to run their lives. While some may steal change from a beggar's cup, others may share their ill-gotten prizes with the less fortunate. Still others see themselves as basically good businessmen, with perhaps a slight character flaw.

In a castle, town, or dungeon, an experienced thief of many levels is proficient at picking locks and avoiding whatever traps have been laid to catch the unwary. To move freely and quietly, thieves prefer to wear leather armor, though they are not averse to travelling well-armed.

Prime Requisites: Dexterity

Races Allowed: All

Weapons Allowed: All

Single-Class vs. Multi-Class

Single-class characters have more hit points than multi-class characters with the same amount of experience. They do more damage to their opponents in battle.

Single-class clerics and mages gain higher level spells sooner than their multi-class counterparts.

Non-human characters may choose to belong to one or more classes, and in so doing reap a few rewards for their trouble. A fighter/mage can both melee effectively and cast spells, though his single-class counterparts prove better at their individual specialties and advance levels more quickly. While this may sound at first like a weak choice, ask yourself what your brave fighter will do when he encounters a locked gate for which there is no key.

Because their experience points are distributed evenly between their classes, multi-class characters move up through the levels very slowly.

Racial Advantages

If you've been wondering which race/class combinations are best, here are a few examples:

Single-Class

Dwarven Fighter: This character has less to worry about than most when battling poisonous creatures. With a maximum Constitution of 19, the dwarven fighter may benefit as well from increased hit points. Reading dwarven writing is their specialty.

Paladin: With a gentle touch, your paladin may heal that wound which otherwise could signal the end for the afflicted character. Yet *laying on hands* is but one benefit of choosing this elite warrior to do battle in the realm of the dark elves. Capable of fighting as well as any fighter, when paladins reach the ninth level, they are able to master a few cleric spells.

Elven Mage: Moving swiftly, your elven mage steps between the paths of two hurtling arrows, demonstrating inhuman grace and Dexterity. Benefiting from a high Armor Class (due to Dexterity) and the ability to gain levels swiftly as a single-class character, the elven mage boasts a maximum Constitution of 17 and a maximum Dexterity of 19. They also read elven writing.

Human or Half-Elven Cleric: Proud of their often formidable intellects, these single-class characters gain levels swiftly. They can ascend to a maximum Wisdom of 18, and in so doing acquire the maximum number of bonus spells. A skilled human or half-elven cleric can attain the maximum levels permitted in the game.

Multi-Class

Half-Elven Fighter/Mage/Cleric: If only this character can survive long enough, his various talents will show promise in overcoming any obstacle the Underdark might have to offer. With the exception of lock picks, a specialty of thieves, your Half-Elven Fighter/Mage/Cleric can employ every item in the game. Although he or she can cast spells, draw a sword, and heal wounds, he or she cannot perform any of these tasks as well as a single-class character with the same amount of experience.

Elven Fighter/Mage/Thief: Here is a jack-of-all-trades who can pick locks as well. But like the Half-Elven Fighter/Mage/Cleric listed previously, this character also rises slowly through the levels and suffers from a scarcity of hit points for most of the game.

Alignments

There are six possible alignments, or philosophies of life, although a character's chosen class may limit your selections. Paladins, for instance, can only be lawful good. The choices are:

- ◆ Lawful Good
- ◆ Lawful Neutral
 - ◆ Neutral Good
 - ◆ True Neutral
 - ◆ Chaotic Good
 - ◆ Chaotic Neutral

Two parts make up a character's alignment, and both are equally important: world view and personal ethics.

Lawful characters obey the laws of society and strive for those things which will bring the greatest benefit to the most people and cause the least harm. Whereas *lawful good* characters strive to do everything according to the law and believe the law is always right, *lawful neutral* characters believe in the institution of society and will obey orders even if they disagree with them.

Neutral characters believe in balancing the laws of society and their personal views. A baron who violates the orders of his king in order to destroy something he sees as evil is an

example of a *neutral good* character. A *true neutral*, on the other hand, strives to maintain the balance of good and evil, even to the point of fighting on evil's side.

Chaotic characters impulsively follow their beliefs, no matter if they meet with society's views or not. Whereas a *chaotic good* character may show occasional streaks of kindness and benevolence, a *chaotic neutral* character may have no preference towards good or evil deeds, and not care about anything either way.

Ability Scores

Ability scores are a numerical summary of a character's natural faculties and abilities. The higher the score, the better their ability in that area. Each character has the following abilities.

- ◆ Strength (STR)
- ◆ Dexterity (DEX)
- ◆ Constitution (CON)
- ◆ Intelligence (INT)
- ◆ Wisdom (WIS)
- ◆ Charisma (CHA)

The Edit and Keep commands allow you to make changes to these ability scores and then save them.

Each ability score is between 3 and 18. Modifications to the base score caused by the character's race are automatically factored in

by the computer. The highest any score can be is 19, unless boosted upward through magic.

For fighters, a percentile value may be added to Strength to show exceptional ability.

Strength

Strength provides a measure of effectiveness in battle. As the word implies, physical power, muscle, and stamina are being gauged. Stronger characters are able to do more damage with a weapon because they are swinging the weapon harder than a weaker character can.

Fighters, rangers, and paladins are capable of extraordinary feats of physical prowess and so may possess exceptional Strength scores higher than 18. These special scores are displayed as a percent value following the base Strength, such as: 18/23. Exceptional Strength means the character has a superior ability to do the following: hit an enemy, increase the damage done with each hit, and carry more without becoming encumbered. Refer to the "Strength Table" on page 88 and "Encumbrance Table" on page 90 for more information.

Unfortunately, halflings, even halfling fighters, cannot acquire exceptional Strengths.

Dexterity

Dexterity measures a character's speed and agility. Accuracy in firing a bow or letting loose with a sling are other advantages of a high Dexterity as well as receiving bonuses to one's Armor Class. Adversaries simply find it hard to hit a quick-moving target.

When the Dexterity score reaches 16 and above, fighters can more effectively manage a weapon in each hand with less penalty.

Constitution

Constitution measures the fitness, health, and physical toughness of your character. A high score in this area boosts the total number of hit points your character receives, and with more hit points, your character becomes all the more difficult to injure or kill.

Intelligence

Intelligence becomes a key factor in a character's ability to memorize and use spells. Mages in particular must be highly intelligent to learn and use their repertoire of magic. In all, this ability measures memory, reasoning, and learning.

Wisdom

Wisdom ensures that the character possessing a lot of it is less susceptible to magic. Likewise, a low score in this area (7 or less) leaves a character open to the slightest spell. Wisdom scores of 13 and above offer some protection.

Clerics find that a high Wisdom score (13 or more) enables them to cast extra spells. For more information, see the "Cleric Wisdom Spell Bonus" table on page 86.

Charisma

Charisma measures a character's ability to persuade and command others. A human character with a high charisma may become a paladin.

Other Characteristics

- ◆ Armor Class (AC)
- ◆ Hit Points (HP)
- ◆ Experience Points (EXP or XP)
- ◆ Level (LVL)

Four other elements; Armor Class, hit points, experience points, and level define how well a character is doing at any given point. Unlike race or class, these scores change constantly based on a character's actions (either what he's doing or what's being done to him).

Armor Class (AC)

Armor Class reflects both a character's Dexterity bonuses and whatever armor or shield he or she may be wearing. As a score, it measures how difficult your character is to hit and damage. The lower the AC, the harder it is for him or her to be hit. But remember, low AC values are relative. While your character may

wear the best, dwarven-tooled armor, that beast waiting around the next corner may boast the same Armor Class because it is fast and small.

Both magical armor and a high Dexterity score improve a character's Armor Class.

Hit Points (HP)

Hit points act as a scale showing your character's life force. The more hit points you have, the better, but when your character's hit points reach zero, he or she is dead. At that point you either have to replace the character with another one met by your party in its adventure into the Underdark, or have your party's cleric attempt a *raise dead* spell. (Note: the *raise dead* spell is not effective on elves.)

Experience Points (EXP or XP)

An experience point is a concrete measurement of a character's progress. Avoiding that gnoll's silent leap from behind taught your character something, as did honing his sword skills against the drow raider two doors back. Finding treasure, completing parts of the adventure, and dispatching foes all lead to increased experience points and, eventually, an increase in a character's level.

Characters with ability scores of 16 or more increase their experience earned by 10%.

All characters begin the game with some experience points and earn more as they adventure. Multi-class characters, however, have these points distributed evenly among their classes, so will gain levels more slowly.

Level

Level measures how much a character has advanced in his or her class, and is raised automatically when a character gains enough experience points. When a character rises in experience level his or her hit points increase, and his or her fighting ability (THAC0) improves as well.

Characters at higher levels show a resistance to the effects of poisons and magical attacks. When at advanced levels, mages, clerics, and paladins find themselves able to memorize a greater number of spells.

To find out how many experience points a character needs to achieve a certain level, refer to the "Level Advancement Tables" that begin on page 86.

SPELLS

Your party challenges the might of the drow on a journey which takes them into the dark and treacherous world of the dark elves. To survive in this land where High Priestesses train for decades in the halls of Arach-Tinillith to be master practitioners of magic, no party should be without its own magic-users trained in the ancient art of spellcasting. Following the legend are descriptions of spells your magic-wielding characters may use to fend off the dangers of the Underdark, or to conquer its greatest challenges.

In addition to spells, a number of character "powers" have been implemented. These powers include class and race powers, as well as special powers bestowed by magical objects, and drow powers available to the party when they are magically disguised as dark elves. A ribbon appears when powers are present, displayed in the same location as a cleric's holy symbol or a mage's spellbook. (The ribbon appears in combination with these icons if the character is a cleric, mage, or multi-classed magic-user.) Left-click on the ribbon icon to bring up a standard spell list. To display the characters' powers, left-click again on the **A** appearing to the left of the 1st-level spell button.

Legend for Spell and Power Descriptions

RANGE:

O = the spell caster

Touch = the character or creature touched

Close = adjacent square

Medium = up to 2 squares away

Long = as far as visible range

DURATION:

Instantaneous = flash or instant effect

Short = single combat round

Medium = effect lasts for some time

Long = effect lasts quite a while

Permanent = effect lasts for entire game

Special = see spell description

CHARACTER POWERS

Magical Abilities Acquired from Magical Objects

◆ IMMUNITY TO POISON

RANGE: 0

DURATION: Short

AREA OF EFFECT: One character

This power provides an immunity to every known poison for a short period of time. It affects only the character in possession of a particular drow artifact.

◆ LIGHTNING BOLT

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: Special

This spell is provided to all characters, even non-magic-users, who are in possession of a certain drow artifact. Upon casting, the artifact releases a powerful bolt of electrical energy, inflicting from 1–60 points of damage to each creature within its area of effect. It can be used in this fashion once every twenty-four hours.

◆ GUST OF WIND

RANGE: 0

DURATION: Short

AREA OF EFFECT: Path 10' X 30'

This spell is provided to all characters, even to non-magic-users, who are in possession of a certain drow artifact. It acts exactly like the third-level mage spell of the same name. When this spell is cast, a strong gust of air originates from the artifact and moves forward with enough force to extinguish candles, torches, and other unprotected flames. It can force back small flying creatures and slow down larger ones, as well as force away gaseous or other levitating creatures. The artifact can be used to produce this spell once in every eight hour period.

◆ CHARM DROW

RANGE: Close

DURATION: Short

AREA OF EFFECT: One character

Characters in possession of a certain drow artifact are endowed with this power. By activating the power, the character charms all drow in the immediate vicinity, and forestalls any attacks those drow were about to make. The effect follows the drow artifact, and is not a spell cast on a particular character. If the object were to be given away after the power was invoked, the protection of the charm moves to the new owner of the artifact.

STAMPS

Class-Related Powers

◆ DETECT PRESENCE OF EVIL 60' RADIUS (PALADINS)

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: Special

Activating this power allows a paladin to use his or her natural ability to detect evil. If a specifically evil creature or opponent lurks in the area, the paladin responds by alerting the party to its presence. While the paladin does not discern a particular distance or direction to the offending presence, a warning of coming trouble is often appreciated.

◆ LAY ON HANDS (PALADINS)

RANGE: Touch

DURATION: Instantaneous

AREA OF EFFECT: Character touched

Once per day, a paladin is able to heal 2 points of damage for every experience level of the paladin. This healing touch can be used by the paladin for his or her own good, or can be employed to heal a wounded party member.

◆ CAST CLERIC SPELLS (PALADINS)

RANGE: Special

DURATION: Special

AREA OF EFFECT: Instantaneous

Upon reaching his or her ninth level, a paladin is able to cast priest (cleric) spells, limited to the spheres of combat, divination, healing, and protection. The appropriate spells appear automatically in the paladin's spell list once the ninth level is achieved.

◆ FIND AND REMOVE TRAPS (THIEVES)

RANGE: Touch

DURATION: Instantaneous

AREA OF EFFECT: Trapped chest

A chest may contain treasure, or it may be booby-trapped; it may even be both! To find out, click on the *find and remove traps* power of your thief, then have the thief pick up the chest. While a trap may still do unwelcome damage to your party, a thief at least has a chance of disarming the problem beforehand.

◆ BACKSTAB (THIEVES)

RANGE: Close

DURATION: Instantaneous

AREA OF EFFECT: Creature attacked

The *backstab* power improves a thief's attack by adding +4 to his or her chances to hit. For thieves from levels 1–4, the damage done is doubled, for thieves of levels 5–8, damage is tripled, and for thieves from levels 9–12 it is quadrupled. To activate this power, click on *backstab* in your thief's power list before launching his or her next attack.

Race-Related Powers

◆ READ LANGUAGES (THIEVES)

RANGE: 0

DURATION: Instantaneous

AREA OF EFFECT: Special

By the time a thief reaches 4th level, he or she has a fair chance of reading most languages. In the underground world of Menzoberranzan, the two languages most likely to need translating are dwarven and drow. Click on this power and then on whatever runes or cryptic books present themselves, to call your thief's language reading skills into action. They may be up to the challenge, but then again....

◆ HIDE IN SHADOWS (THIEVES)

RANGE: 0

DURATION: Special

AREA OF EFFECT: Special

The caverns and corners of the Underdark present many opportunities for a thief to *hide in shadows*. This power works much like an *invisibility* spell, concealing the thief from the attention of his or her opponents. Unfortunately, once the thief makes an attack the concealment ends, and he or she is visible to all attacking creatures. This power is represented on the Adventure Screen by the shading down of the thief's portrait.

◆ DETECT NOISE (THIEVES)

RANGE: Special

DURATION: Short

AREA OF EFFECT: Special

One power of value in the Underdark is the power to *detect noise*. By using this power, thieves increase their chances of hearing any creatures in the vicinity. A hook horror or an umber hulk shuffling down a dark corridor may well reveal itself to an alert thief.

Race-Related Powers

◆ READ DWARVEN (DWARVES, GNOMES, AND HALFLINGS)

RANGE: 0

DURATION: Instantaneous

AREA OF EFFECT: Special

Dwarves, gnomes, and halflings all have the ability, or at least a fair chance, to read dwarven runes and writings. Click on this power to have your dwarf translate those mysterious runes for the party, or for the gnome or halfling with the group to give it his or her best effort.

◆ DETECT SECRET DOOR (ELVES AND HALF-ELVES)

RANGE: Medium

DURATION: Instantaneous

AREA OF EFFECT: Special

Concealed doors, such as illusionary walls, are difficult to hide from elves and half-elves. Merely passing close to a concealed door gives an elven or half-elven character a one in six chance to notice it. When the *detect secret door* power is used, an elven or half-elven character actively searches for concealed doors. This gives the character a one in three chance to detect an illusionary wall within the immediate area.

◆ LEVITATE (DROW)

RANGE: 0

DURATION: Permanent

AREA OF EFFECT: Character

By using their innate ability to levitate, drow can rise or descend through the air with ease, changing vertical levels at will. Drow cities and houses are built with this ability in mind and often can only be entered by using the power of levitation. It is also a useful ability to employ in the Underdark, where caverns often change levels, or in combat, where the ability to rise out of danger or descend upon an opponent can provide a tactical advantage.

◆ GLOBE OF DARKNESS (DROW)

RANGE: Long

DURATION: Medium

AREA OF EFFECT: Special

This power functions much the same as a *darkness* spell. When employed against an opponent, it causes total, impenetrable darkness in the area of effect. Infravision is useless. Neither normal nor magical light works unless a *light* or *continual light* spell is used.

◆ FAERIE FIRE (DROW)

RANGE: Long

DURATION: Medium

AREA OF EFFECT: 10' square/level, 40' radius

This power functions in exactly the same manner as the spell *faerie fire*. It enables the caster to outline one or more objects or creatures with a pale, glowing light. Outlined objects or creatures are visible in the dark and are therefore easier to strike. This provides a +2 bonus to attack in darkness. This spell does not effect non-corporeal or gaseous creatures, nor does the spell itself cause any damage to its target.

◆ DETECT MAGIC (DROW)

RANGE: 0

DURATION: Instantaneous

AREA OF EFFECT: Carried items

This power functions in exactly the same manner as the spell *detect magic*. It allows the caster to determine if any of the items being carried are magically enchanted. All magic items are indicated for a short period of time. High-level paladins can cast *detect magic* spells.

CLERIC SPELLS

First-Level Cleric Spells

◆ BLESS

RANGE: Medium

DURATION: Medium

AREA OF EFFECT: Whole party

Upon uttering this spell the morale of your party rises, and all members gain a bonus to their attacks. *Bless* spells are not cumulative. First-level clerics and high-level paladins can cast *bless* spells.

◆ CAUSE LIGHT WOUNDS

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: One creature

This spell is identical to the first-level *cure light wounds* spell, except that it causes 1–8 points of damage.

◆ CURE LIGHT WOUNDS

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Character touched

By casting this spell upon a wounded character, 1–8 hit points of damage can be cured. High-level paladins can cast *cure light wounds* spells, and often need to after tangling with the deadly hook horrors that lurk in the passageways of the Underdark.

◆ DETECT EVIL

RANGE: Long

DURATION: Medium

AREA OF EFFECT: 10' path

This spell discovers emanations of evil from any creature, object, or area. Powerful monsters send forth emanations of evil, and a cursed object may radiate an aura of evil.

◆ DETECT MAGIC

RANGE: 0

DURATION: Instantaneous

AREA OF EFFECT: Carried items

This spell allows the caster to determine if any of the items being carried are magically enchanted. All magic items are indicated for a short period of time. High-level paladins can cast *detect magic* spells.

◆ FAERIE FIRE

RANGE: Long

DURATION: Medium

AREA OF EFFECT: 10' square/level, 40' radius

This spell enables the caster to outline one or more objects or creatures with a pale, glowing light. Outlined objects or creatures are visible in the dark and are therefore easier to strike. This provides a +2 bonus to attack in darkness. This spell does not effect non-corporeal or gaseous creatures, nor does the spell itself cause any damage to its target.

◆ LIGHT

RANGE: Long

DURATION: Medium

AREA OF EFFECT: 20' radius globe

This spell causes a luminous glow to appear. The light is equal in brightness to torch light, but multiple castings do not provide a greater light. This is a good spell to use when no torches are available, in the caverns of the Underdark, for example.

◆ MAGICAL STONE

RANGE: 0

DURATION: Special

AREA OF EFFECT: Special

After temporarily enchanting up to three small stones (no larger than sling bullets), a cleric may hurl them at an opponent for 1–4 points of damage. The stones are considered +1 weapons, and the magic of each stone lasts for one half hour or until used. To use this spell, your character must find the stones, hold them in his or her hands, and then cast the spell.

◆ PROTECTION FROM EVIL

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Character touched

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and all attacks made by evil creatures against the protected character receive a -2 penalty to each attack roll. Any saving throws against such attacks are made by the recipient with a +2 bonus. In addition, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as the handmaidens of Lolth and the myrlochar).

Second-Level Cleric Spells

◆ AID

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Character touched

This spell acts like a *bless* spell and adds 1–8 extra hit points to the character's current base hit points. The temporary hit points are subtracted before the character's own if he or she is injured in combat. The spell's duration increases with the level of the caster.

◆ DARKFIRE

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: 1 fire source

Originally developed for use in the ritual worship of Lolth, *darkfire* has since become a well-known battle-spell of the drow. *Darkfire* gives off no light at all, although creatures with infravision see *darkfire* as brighter than ordinary flame. Thrown *darkfire* does 1–3 hit points of damage plus 1 point per level of the caster. Fire resistance is only partially effective against this "wild magic" energy.

◆ DRAW UPON HOLY MIGHT – DEX

RANGE: 0

DURATION: Medium

AREA OF EFFECT: Caster

Similar to *draw upon holy might – STR*, invoking this spell causes the cleric's body to act as a vessel for the energy of his or her god. This time, however, the caster's Dexterity increases by +1 for every three levels of experience. The effect lasts for the duration of the spell. It cannot increase Dexterity beyond a value of 18.

◆ DRAW UPON HOLY MIGHT – STR

RANGE: 0

DURATION: Medium

AREA OF EFFECT: Caster

While the warriors and wizards of Menzoberranzan cower in fear of their spider goddess, Lolth, the cleric in your party may become a vessel for the power of his or her god. Upon invoking this spell, his or her body shudders and glows with energy. As a result, the caster's Strength increases by +1 for every three levels of experience. The effect lasts for the duration of the spell. It cannot increase Strength beyond a value of 18.

◆ FLAME BLADE

RANGE: 0

DURATION: Medium

AREA OF EFFECT: 1 target

This spell causes a flame-like blade to leap from the caster's hand. The blade attacks like a normal sword and does 7–10 points of damage. The character attacks as he or she would with any other melee weapon. The spell does slightly less damage against targets protected from fire. Spell duration increases with the level of the caster.

◆ HOLD PERSON

RANGE: Long

DURATION: Medium

AREA OF EFFECT: Up to 4 characters

Hold person affects human, demi-human, and humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the caster.

◆ SLOW POISON

RANGE: Touch

DURATION: Long

AREA OF EFFECT: Character touched

This spell slows the effects of any type of poison for a limited time. When the spell dissipates the victim suffers the poison's full effect unless a *neutralize poison* spell is cast. The spell's duration increases with the level of the caster. High-level paladins can cast *slow poison* spells.

◆ SPIRITUAL HAMMER

RANGE: Long

DURATION: Medium

AREA OF EFFECT: Special

The caster of the *spiritual hammer* spell brings into existence a field of force shaped like a hammer, one that seems almost eager to strike any opponent within its range. As long as the spell lasts, the *spiritual hammer* can be directed against opponents, in much the same manner that any regular weapon can be used. The *spiritual hammer* strikes as a magical weapon with a +1 to hit for every six experience levels of the caster, up to a maximum of +3. The damage done is that of a normal war hammer, 1–4 hit points.

Third-Level Cleric Spells

◆ CURE DISEASE

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Character touched

This spell enables the caster to cure most diseases by placing his hand upon the diseased character. Thereafter, whatever affliction tortures the character rapidly disappears, depending of course upon the type of disease and the state of its advancement when the *cure disease* spell is cast.

◆ DISPEL MAGIC

RANGE: Medium

DURATION: Instantaneous

AREA OF EFFECT: Immediate area

This spell negates the effects of any spell affecting your party. *Dispel magic* does not counter *cure* spells, but it dispels *hold person*, *bless*, and similar spells.

◆ MAGICAL VESTMENT

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Caster

This spell enchants the caster's clothing, providing him or her armor protection that is at least the equivalent of chain mail (AC 5). The vestment gains a +1 enchantment for each three levels beyond 5th level. The magic lasts for five rounds per level of the caster, or until the caster loses consciousness. If the vestment is worn with other armors, only the best AC (either the armor or the vestment) is used, as this protection is not cumulative with any other AC protection.

◆ PRAYER

RANGE: 0

DURATION: Medium

AREA OF EFFECT: Whole party

This spell is a powerful version of *bless*, and increases your characters' combat ability while decreasing the enemy's. The spell has no cumulative effect. The spell's duration increases with the level of the caster.

◆ REMOVE PARALYSIS

RANGE: 0

DURATION: Permanent

AREA OF EFFECT: Up to 4 characters

Carrion crawlers produce a sticky secretion which can paralyze their victims for 2–12 turns. Luckily for those who have mastered this spell, it negates the effects of any type of paralyzation or related magic. The spell counters *hold* or *slow* spells.

◆ VENOM IMMUNITY

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: 1 character

This spell renders the recipient immune to all toxins for the duration of the spell. Poisons are neutralized and will have no effect; however, the spell leaves no permanent immunities.

Fourth-Level Cleric Spells

◆ CAUSE SERIOUS WOUNDS

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Creature touched

The reverse of *cure serious wounds*, this spell inflicts 3–17 points of damage upon the creature touched by the cleric.

◆ CURE SERIOUS WOUNDS

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Character touched

This spell is identical to the first-level *cure light wounds* spell, except that it heals 3–17 hit points of damage. Characters courageous enough to face an aboleth may well hope their party's cleric knows this spell.

◆ FORTIFY

RANGE: 0

DURATION: Special

AREA OF EFFECT: Character touched

Cast this spell upon a character, and the next *cure wounds* spell cast upon the same character is strengthened. When complete, the *cure wounds* spell so fortified always functions to its maximum effect.

◆ FREE ACTION

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Creature touched

This spell enables the character touched to move and attack normally for the duration of the spell, even if under the influence of a magic or of a paralysis that impedes movement.

◆ NEUTRALIZE POISON

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Character touched

This spell detoxifies any sort of poison or venom, whether it exists in a poisonous creature or in a poisoned party member. It cannot, however, bring a character back to life if he or she has already died. It is a more powerful and versatile spell than *venom immunity*.

◆ PASSWEB

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Whole party

Identical to the 5th-level mage spell *passweb*, this spell creates a passage through existing webs, both natural and magical, as though they did not exist. The webs are not disturbed or altered in any way by this spell or the passage through them.

◆ PROTECTION FROM EVIL, 10' RADIUS

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: 10' radius sphere

The effect of this spell is centered on and moves with the character touched. It is identical to a *protection from evil* spell, except that it encompasses a larger area. Any protected character breaks this spell if he or she attacks an enchanted or summoned monster.

Fifth-Level Cleric Spells

◆ CAUSE CRITICAL WOUNDS

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Creature touched

This spell is identical to the first-level *cause light wounds*, except that it inflicts 6–27 hit points of damage.

◆ CURE CRITICAL WOUNDS

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Character touched

The *cure critical wounds* spell is a more potent version of the *cure light wounds* spell used by a first-level cleric. It can heal 6–27 hit points of damage.

◆ FLAME STRIKE

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: 1 square

The cleric calls a column of flame out of the sky, hopefully annihilating an unlucky target. Creatures affected by the spell suffer 6–48 points of damage.

◆ RAISE DEAD

RANGE: Long

DURATION: Permanent

AREA OF EFFECT: 1 target

When a cleric casts a *raise dead* spell, he or she can restore life to a dwarf, gnome, half-elf, halfling, or human. The raised character may remain gravely weakened for a short period after being revived. Unfortunately, this spell cannot help full-blooded elves.

◆ TRUE SEEING

RANGE: 0

DURATION: Short

AREA OF EFFECT: Special

Menzoberranzan can be a maze to those unfamiliar with its many twists, turns, and magical wards. With this spell, a cleric can see things as they really are: your character is not fooled by illusionary walls, and invisible monsters, items, or magical effects become visible.

Sixth-Level Cleric Spells

◆ BLADE BARRIER

RANGE: Long

DURATION: Medium

AREA OF EFFECT: Special

The cleric employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash around a central point, creating an immobile barrier. Any creature attempting to pass through the barrier suffers 8–64 points of damage. The barrier remains for three rounds for every level of the caster.

◆ FIRESEED

RANGE: Touch

DURATION: Special

AREA OF EFFECT: Special

The *fireseed* spell creates special missiles which burn with great heat. Once cast, up to four grenade-like missiles can be hurled up to 40 yards. Each missile explodes upon striking any hard surface, creating a burst of flame capable of doing 2–16 points of damage. If a successful saving throw vs. spell is made, a creature within the burst area receives only half damage.

◆ HARM

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Creature touched

Terribly effective, this reverse of the *heal* spell brings a target to death's door, reducing its victim to very few hit points, no matter how many hit points the target had before the spell was cast. But is your cleric brave enough to shake hands with a verbeeg giant, or would so powerful a creature ever allow him to approach that close?

◆ HEAL

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Character touched

A tremendously potent *heal* spell, this spell completely heals the affected character of all damage, poison, blindness, and paralysis.

MAGE SPELLS

First-Level Mage Spells

◆ ARMOR

RANGE: Touch

DURATION: Special

AREA OF EFFECT: Character touched

When casting this spell, a mage surrounds himself or another character with a magical field that protects as scale mail (AC 6). The spell has no effect on characters who already have AC 6 or better and it does not have a cumulative effect with the *shield* spell.

◆ BURNING HANDS

RANGE: Close

DURATION: Instantaneous

AREA OF EFFECT: Caster

When a mage casts this spell, a jet of searing flame shoots from his or her fingertips. The damage inflicted by the flame increases as the mage increases in level and gains power. The spell does 1–3 points of damage plus two points per level of the caster. For example, a 10th-level mage would do 21–23 points of damage.

◆ CHILL TOUCH

RANGE: 0

DURATION: Medium

AREA OF EFFECT: Caster

When casting this spell, a blue glow encompasses the mage's hand. This energy attracts the life force of any living thing upon which the mage makes a successful melee attack. If the creature fails its saving throw, it suffers 1–4 points of damage and loses 1 point of Strength.

◆ FEATHER FALL

RANGE: Long

DURATION: Medium

AREA OF EFFECT: Special

When this spell is cast, the recipients immediately become as light as a feather. The recipients' falling speed instantly changes to a mere two feet per second, and they incur no damage upon landing — as long as the spell is still in effect. *Feather fall* affects one or more creatures within a 10 foot radius.

◆ IMMUNITY TO ADHERENCE

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Character touched

This spell confers upon a character a temporary immunity to magical webs, natural webs, and roper strands. These perils do not hamper or cling to the spell's recipient, who may move and act normally.

◆ LIGHT

RANGE: Long

DURATION: Medium

AREA OF EFFECT: 20' radius sphere

This spell creates a luminous glow, equal to torch light, within a fixed radius of the spell's center. It needs no target and is a good spell to cast when the party is low on torches.

◆ MAGIC MISSILE

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: 1 target

When cast, the mage creates a bolt of magic force that unerringly strikes one target. If there are two monsters, the missile automatically hits the target closest to the caster. *Magic missile* spells do greater damage as a mage increases in level. Initially, the missiles do 2–5 points of damage, and for every two extra levels the missiles do 2–5 more points. For example, a first- or second-level mage does 2–5 points of damage, but a third- or fourth-level mage does 4–10, and so on.

◆ PROTECTION FROM EVIL

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Character touched

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and all attacks made by evil creatures against the protected character receive a -2 penalty to each attack roll. Any saving throws caused by such attacks are made by the character with a +2 bonus. In addition, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as the handmaidens of Lolth and the myrlochar).

◆ SHIELD

RANGE: 0

DURATION: Medium

AREA OF EFFECT: Special

This spell produces an invisible barrier in front of the mage that totally blocks *magic missile* attacks. It also offers AC 2 against hurled weapons (darts, spears) and AC 3 against propelled missiles (arrows or sling-stones). The spell does not have a cumulative effect with the *armor* spell. The spell duration increases with the level of the caster.

◆ SHOCKING GRASP

RANGE: Touch

DURATION: Special

AREA OF EFFECT: Creature touched

When the mage casts this spell, he develops a powerful electrical charge that gives a jolt to the creature touched. The spell remains in effect for one round per level of the caster, or until it is discharged by the caster touching another creature. *Shocking grasp* delivers 1–8 points of damage plus 1 point per level of the mage.

◆ SPOOK

RANGE: 0

DURATION: Special

AREA OF EFFECT: 1 creature

A *spook* spell enables the mage to play upon the natural fears of the unfortunate creature upon whom this spell is cast. The target of a *spook* spell sees whatever it fears most: a phantasm of fear which pursues the creature without hesitation. Should the affected creature fail a saving throw vs. spell, it turns and flees at its maximum speed as far from the casting mage as possible.

Second-Level Mage Spells

◆ AGANNAZAR'S SCORCHER

RANGE: 20 yards

DURATION: 2 rounds

AREA OF EFFECT: 2' X 60' jet

Upon casting this spell a jet of flame appears at the caster's fingertips and bursts outward toward a chosen target. If the target remains within range it suffers 3–18 points of damage in the first round and 3–18 again in the second. The casting mage cannot perform other actions during the second round of the spell or discontinue the spell until it has run its course.

◆ BLUR

RANGE: 0

DURATION: Short

AREA OF EFFECT: Caster

The image of a mage with an active *blur* spell shifts and wavers. This distortion makes the character harder to hit with an attack. A *true seeing* spell can counter a *blur* spell.

◆ DARKNESS, 15' RADIUS

RANGE: Long

DURATION: Medium

AREA OF EFFECT: 15' radius

This spell causes total, impenetrable darkness in the area of effect. Infravision is useless. Neither normal nor magical light works unless a *light* or *continual light* spell is cast. In the former event, the *darkness* spell is negated by the *light* spell and vice versa.

◆ ICE KNIFE

RANGE: Special

DURATION: Instantaneous

AREA OF EFFECT: Special

By casting the *ice knife* spell, a mage fires a dagger of ice at his target. A successful hit causes 2–8 hit points of damage. Should the dagger miss its target, it shatters and releases a wave of numbing cold. Creatures within the range of this wave can suffer cold damage and move slowly as if paralyzed. A thrown *ice knife* cannot be picked up for reuse. Touching it results in the wave of numbing cold described previously.

◆ IMMUNITY TO SPIDER VENOM

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Character touched

This spell confers absolute immunity to the effects of any and all arachnid venom. The spell also confers upon the protected character a +2 saving throw bonus against all other acids, venom, and poisons.

◆ IMPROVED IDENTIFY

RANGE: 0

DURATION: Instantaneous

AREA OF EFFECT: 1 item

When this spell is cast, one item in the mage's hand is identified; you can learn the item's name and the attack or damage bonuses it has. Before casting this spell, place the object either in the character's hand as it appears on the Adventure Screen or in the hand of the character's figure on the inventory screen.

◆ LEVITATE

RANGE: Long

DURATION: Medium

AREA OF EFFECT: Whole party

When this spell is cast, the party can float up and down. One small drawback is that a levitating creature attempting to use a missile weapon will find it increasingly difficult to shoot; his or her first attack has an attack roll penalty of -1, the second -2 and so on, up to a maximum of -5.

◆ MELF'S ACID ARROW

RANGE: Long

DURATION: Special

AREA OF EFFECT: 1 target

By means of this spell, the mage creates a magical arrow that speeds to its target as if fired from the bow of a fighter of the same level as the mage. The arrow has no attack or damage bonus, but it inflicts 2-8 points of acid damage.

◆ STINKING CLOUD

RANGE: Long

DURATION: Medium

AREA OF EFFECT: 20' cube

When a *stinking cloud* is cast, the mage creates a billowing mass of nauseous vapors up to 30 yards away from his position. Any creature caught within the cloud must roll a successful saving throw vs. poison or be sent reeling and unable to attack because of nausea. While those who make successful saving throws may leave the cloud with no ill effect, others continue to be affected for 2-5 rounds after leaving the cloud. Any creatures remaining in the area of the cloud must make a new saving throw each round.

Third-Level Mage Spells

◆ DISPEL MAGIC

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: 30' cube

When a mage casts this spell, he or she has a chance to neutralize magic. It removes spells and spell-like effects from characters, creatures, and objects. *Dispel* does not counter *cure* spells, but it dispels *hold person*, *bless*, and similar spells. It cannot permanently affect enchanted items, such as magical rings, wands, or weapons.

◆ FIREBALL

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: Target square

A *fireball* is an explosive blast of flame that damages everything in the target square. The explosion does 1-6 points of damage for every level of the caster to a maximum of 10th-level. For example, a 10th-level mage does 10-60 points of damage.

◆ FLAME ARROW

RANGE: Long

DURATION: Short

AREA OF EFFECT: Special

With this spell, the mage is able to cast fiery bolts or arrows at opponents within range. Each bolt inflicts 1-6 points of damage, plus an additional 4-24 points of fire damage. The number of bolts a mage may throw increases with his or her experience level.

◆ FLY

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Whole party

This spell enables the caster to bestow the power of magical flight to the party. When affected by this spell, the party is able to move and maneuver in both the horizontal and vertical planes. Unfortunately, the exact duration of the spell is always unknown to the spellcaster.

◆ HASTE

RANGE: Long

DURATION: Medium

AREA OF EFFECT: 40' cube, 1 character/level

This spell allows the affected character to move and fight at double the normal rate, but does not allow spells to be cast at a faster rate. The spell's duration increases with the level of the caster.

◆ HOLD PERSON

RANGE: Long

DURATION: Medium

AREA OF EFFECT: Up to 4 targets.

This spell can affect humans, demi-humans, or humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the caster.

◆ INVISIBILITY 10' RADIUS

RANGE: Touch

DURATION: Special

AREA OF EFFECT: 10' radius sphere

The mage confers invisibility upon everyone within 10 feet of the target of this spell. Gear carried is included, though light emitted from a light source remains visible. The effect moves along with the recipient, but creatures entering the sphere of radius after the spell is cast do not become invisible.

◆ LIGHTNING BOLT

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: Special

Upon casting this spell, the mage releases a powerful stroke of electrical energy that inflicts 1–6 points of damage per level of the spellcaster, up to a maximum of 60 points to each creature within its area of effect.

◆ PROTECTION FROM EVIL, 10' RADIUS

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: 10' radius sphere

The effect of this spell is centered on and moves with the creature touched. It is identical to a *protection from evil* spell, except that it encompasses a larger area. Any protected creature within the circle breaks the warding against enchanted and summoned monsters if he or she attacks them.

◆ SLOW

RANGE: Long

DURATION: Long

AREA OF EFFECT: 2 squares

This spell makes enemies move and attack at half their normal rate. Slowed creatures have a penalty of +4 on their Armor Class and they attack with penalties. All Dexterity combat bonuses are negated.

◆ VAMPIRIC TOUCH

RANGE: Close

DURATION: 1 attack

AREA OF EFFECT: Caster

When this spell is cast, a glowing hand appears. A mage may attack with this hand like any other melee weapon. When the caster touches an opponent with a successful attack, the spell does 1–6 points of damage for every two levels of the mage. For example, a 10th-level mage would do 5–30 points of damage. These points in turn are transferred temporarily to the mage, and any damage he takes is subtracted from these points first.

◆ VENOM BOLT

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: 1 creature

When cast, the mage rushes toward a target and a burst of black, blazing liquid erupts from his or her mouth. To be successful, the caster must make an attack roll at a +4 bonus, otherwise the bolt fades without doing damage to its target. *Venom bolts* are corrosive in nature and can bypass armor or obstacles by acting like a gas or a mist of droplets. Its touch inflicts 1–16 points of damage on any living creature.

Fourth-Level Mage Spells

◆ ACID BOLT

RANGE: Long

DURATION: Special

AREA OF EFFECT: Special

Surface dwelling mages view this spell as an improved version of *Melf's acid arrow*, but the *acid bolt* is a very old spell, thought to date from before the Descent of the drow. The caster creates a continuous stream of shimmering liquid that emerges from his or her hand. On impact, the bolt does 4–16 damage, and unless neutralized, continues to do damage at the rate of 1–4 points per round for every additional 3 experience levels of the caster.

◆ BACKLASH

RANGE: Touch

DURATION: Special

AREA OF EFFECT: 1 spellcaster

This little known spell affects only clerics, mages, and other spellcasting beings. *Backlash* leaves a faint spell on its target, one which may not be activated for hours, or even years. The magic waits until the target of the spell makes a magical attack that fails. At that time, the *backlash* spell activates the energy of the "failed" attack and boomerangs it back at the target of the *backlash* spell.

◆ ENCHANT WEAPON

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Weapon(s) touched

This spell turns an ordinary weapon into a magical one. The affected weapon becomes the equivalent of a +1 weapon with +1 to its attack and damage rolls. Thus arrows, axes, bows, daggers, hammers, swords, etc., can be made temporarily into enchanted weapons. Even existing magical weapons can have their abilities boosted by this spell, as long as the total combined bonus does not exceed +3. Missile weapons so enchanted lose their enchantment after hitting their target.

◆ ICE STORM

RANGE: Medium to long

DURATION: Instantaneous

AREA OF EFFECT: Cross-shaped area, 3 X 3 squares

This spell produces a pounding torrent of huge hailstones. The spell pummels the targets with 3–30 points of damage. The range of this spell is based on the caster's level.

◆ SPIDER SHAPE

RANGE: 0

DURATION: Long

AREA OF EFFECT: Whole party

This spell enables the caster to transform the party into spider shapes. Once they have taken arachnid form, they command all the normal abilities of spiders.

◆ STONESKIN

RANGE: Touch

DURATION: Special

AREA OF EFFECT: 1 character

With this defensive spell, a mage may endow himself or a member of his party with virtual immunity to any attack by cut, blow, or projectile. Nevertheless, magical attacks have their usual effects. The spell blocks up to four attacks, plus one attack for every two levels of the caster.

◆ STOP

RANGE: Medium

DURATION: Medium

AREA OF EFFECT: 1 creature

This spell confines the movements of one target creature to the space it occupied when the spell was cast. The target's motion, airborne or otherwise, is instantly halted, but otherwise it retains its full range of body movements. Affected creatures cannot make a saving throw vs. spell until the second round after the spell has been cast.

◆ WIZARD EYE

RANGE: 0

DURATION: Medium

AREA OF EFFECT: Special

With *wizard eye*, the mage creates an invisible eye which can travel in any direction as long as the spell lasts. It allows the mage to see along the path ahead, even up to 10 feet away in darkened areas using infravision. Unfortunately, the magical eye cannot pass through solid barriers. Scouting ahead can be the difference between life and death in Menzoberranzan.

Fifth-Level Mage Spells

◆ CLOUDKILL

RANGE: Long

DURATION: Medium

AREA OF EFFECT: 40' X 20' X 20' cloud

This spell generates a billowing cloud of ghastly yellowish-green vapors that is so toxic it slays most creatures. More powerful creatures, however, may simply be poisoned or severely damaged by the spell. The cloud moves away from the spellcaster, rolling along the ground like an unstoppable fog of death.

◆ CONE OF COLD

RANGE: Close

DURATION: Instantaneous

AREA OF EFFECT: 3 squares

This spell causes the mage to project a chilling cone of sub-zero cold. The numbing cone causes 2–5 points of damage per level of the caster. For example, a 10th-level mage would do 20–50 points of damage.

◆ HOLD MONSTER

RANGE: Long

DURATION: Medium

AREA OF EFFECT: 1 square

This spell is similar to the *hold person* spell except that it affects a wider range of creatures. The spell's duration increases with the level of the caster. The spell does not affect undead creatures.

◆ PASSWEB

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Whole party

Identical to the 5th-level cleric spell *passweb*, this spell enables the passage through existing webs, both natural and magical, as though they did not exist. The webs are not disturbed or altered in any way by this spell or the passage through them.

◆ SPIDERCLOAK ARMOR

RANGE: 0 **DURATION:** Medium

AREA OF EFFECT: Caster

When using *spidercloak armor*, the caster surrounds him or herself with a floating, swirling, shadowy network of webs and magical shadows. This magical barrier helps to deflect both physical and magical attacks, lowering (improving) the Armor Class of the caster by 3 points, plus an additional 1 or 2 points depending upon chance.

Sixth-Level Mage Spells

◆ CLAWS OF THE UMBER HULK

RANGE: Touch **DURATION:** Medium

AREA OF EFFECT: 1 character

When this spell is cast, the subject's hands widen and his or her fingernails thicken and grow, becoming equivalent in power to the iron-like claws of the umber hulk. The affected character can make two claw attacks per round, each one inflicting 2–12 points of damage plus any Strength bonuses.

◆ DEATH SPELL

RANGE: Long **DURATION:** Instantaneous

AREA OF EFFECT: 3 squares

This spell slays many weak creatures easily, but kills few strong ones. Some very powerful monsters may not be affected by this spell. Hordes of attacking osquip may be good targets for this one.

◆ DISINTEGRATE

RANGE: Long **DURATION:** Instantaneous

AREA OF EFFECT: Special

Simply put, this spell causes matter to disintegrate. The effect is instantaneous and permanent. The spell creates a thin, green ray which causes the affected opponent to glow briefly and vanish. It is possible for an attacking creature to make a successful save vs. spell and avoid the deadly effects of *disintegrate*.

◆ DRAGON SCALES

RANGE: Touch **DURATION:** Long

AREA OF EFFECT: 1 character

This spell causes the body of the caster, or any character touched by the caster, to become armored in dragon scales, effectively lowering (improving) the character's Armor Class by 2 for the duration of the spell.

◆ LICH TOUCH

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Caster

By this spell, the caster gains both the chilling touch of the lich and invulnerability to several lich-like attacks and effects. The caster is immune to all forms of paralysis and fear, and the caster's touch does 1–10 points of damage as well as paralyzing the target. Creatures not affected by paralysis are entirely immune to this spell.

◆ OTILUKE'S FREEZING SPHERE

RANGE: Special

DURATION: Special

AREA OF EFFECT: Special

When casting this spell, the mage creates a small globe about the size of a sling stone. It can be hurled by hand or in a sling, but upon hitting the target it does 6–36 points of cold damage upon all creatures within a 10 foot radius. These special sling stones should be created just before a battle in which they are to be used, for they cannot be stored forever and disappear in time.

◆ TRUE SEEING

RANGE: 0

DURATION: Short

AREA OF EFFECT: Special

Menzoberranzan can be a maze to those unfamiliar with its many twists, turns, and magical wards. With this spell, a mage can see things as they really are. Your character is not fooled by illusionary walls, and invisible monsters, items, and magical effects become visible.



Strategies for Using Spells

In the hostile environs of Menzoberranzan, strategically memorized spells are important to your party's success. In the following section spells are divided into types: offensive, defensive, curative, and others. Hints are also given about when each type of spell is most effective.

Spells that are available to clerics are marked with a caret sign (^)

◆ OFFENSIVE SPELLS

Burning Hands, ^Cause Serious Wounds, ^Cause Critical Wounds, Chill Touch, Claws of the Umber Hulk, ^Harm, Lich Touch, Shocking Grasp, Vampiric Touch

Because the spellcaster must touch his or her target for these spells to be effective, they can put a spellcaster's courage to the ultimate test. In using them, the caster places him or herself in the thick of the danger.

^Flame Blade, Ice Knife, ^Magical Stone

With these spells, the caster creates a weapon and so does not need to expose himself as dangerously as with spells requiring his touch. The *ice knife* and *magical stone* are projected weapons, putting a little more distance between the character and his target.

Acid Bolt, Agannazer's Scorch, ^Darkfire, Death Spell, Disintegrate, ^Flame Strike, Magic Missile, Melf's Acid Arrow, ^Spiritual Hammer, Spook, Venom Bolt

These are ranged magical attacks affecting one target at a time.

Cloudkill, Cone of Cold, Fireball, ^Fireseed, Flame Arrow, Hold Monster, ^Hold Person, Ice Storm, Lightning Bolt, Otiluke's Freezing Sphere, Slow, Stinking Cloud

These spells affect several monsters in an area. Because of the damage they do, they are often the preferred offensive spells of high-level spellcasters. Look closely at the area of effect for each spell.

Be careful when using the *ice storm* and *hold person* spells. If the target of an *ice storm* is within melee range of your character, your character takes damage from the spell too.

The *hold person* spell only affects men and other humanoid creatures.

◆ DEFENSIVE SPELLS

Armor, ^Blade Barrier, Blur, Darkness, ^Magical Vestment, ^Protection from Evil 10' Radius, Shield, Spidercloak, Stoneskin, Stop, Dragon Scales

These spells provide protection from physical attacks. Cast them on a character before battles that involve physical attacks.

Backlash, ^Bless, ^Prayer

These spells provide protection from magical attacks. Cast them on a character before battles that involve magical attacks.

◆ HEALING AND CURATIVE SPELLS

Aid, ^Cure Disease, ^Cure Light Wounds, ^Cure Serious Wounds, ^Cure Critical Wounds, ^Fortify, ^Heal

Replace lost hit points with these spells. The *aid* spell can increase your character's hit points over their normal maximum value, but only temporarily. Clerics should always have a few *cure light wounds* spells memorized to quickly heal any wounds while resting.

^Free Action, Immunity to Spider Venom, ^Slow Poison, ^Remove Paralysis, ^Neutralize Poison

To slow or remove the effects of poison, paralysis, and curses, keep a number of these spells memorized whenever your character is near a monster who can poison or paralyze.

◆ DETECTION

^Detect Evil, ^Detect Magic, Improved Identify, Wizard Eye, ^True Seeing

These spells allow the spellcaster to extend his or her senses by recognizing magic and looking ahead of the party. *Detect magic* is very useful in evaluating the items your party picks up during the game. The spell causes all magical items carried by the character to glow.

◆ OTHER SPELLS

^Dispel Magic

With this spell, the effect of other spells affecting your party is negated; however, it does not counter *cure* spells.

^Draw Upon Holy Might – STR, ^Draw Upon Holy Might – DEX

These two spells allow the cleric's body to become a vessel for the power of his or her god. As a result, the caster's Strength or Dexterity are increased by +1 for every three levels of the caster's experience.

Enchant Weapon

If you anticipate a difficult encounter ahead, enchant your character's most powerful weapon for that extra boost which may ensure his or her survival.

[^]Faerie Fire

Use this to make your opponents better targets in the dark, and to give your characters bonuses to attack.

Feather Fall, Levitate, Fly

These are useful spells when changing levels horizontally, whether descending safely from one level to another, rising to an overhead cavern entrance, or attempting to escape the attack of an unfriendly creature by flying right over it. See each spell for specific definitions.

Haste

Use *haste* when your party faces monsters who prove to be very fast. The *haste* spell allows melee attacks to be made much faster. Cast this spell on a character before dangerous battles.

Immunity to Adherence, [^]Passweb

Immunity to adherence provides protection against the sticky strands of webs or against webs fired by creatures such as the roper. *Passweb* enables safe passage through an otherwise impassable barrier or webbing.

Invisibility, 10' Radius

Invisibility, 10' radius is useful to hide your characters from mystic sensors and prying eyes. Even when your characters are invisible most monsters sense their general location, though monsters have trouble against invisible targets.

[^]Light

A glow equal to torch light is fixed on an object when this spell is cast. This is an especially useful bit of magic for any party exploring the Underdark.

Raise Dead

With the *raise dead* spell, your cleric can bring one of his or her fallen comrades back to life (with the exception of elven characters).

Spider Shape

Can be used by the party in circumstances when only an arachnid shape will do, as well as the sure-footed abilities of spiders.

BESTIARY

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 can prove less forgiving than a carrion crawler encountered in the depths, while the derro dwarves work to surpass them all in acts of cruelty. This section contains descriptions of the creatures awaiting any traveller who dares to journey toward Menzoberranzan.

♦ ABOLETH

A loathsome, amphibious creature that inhabits subterranean caves and lakes, the aboleth is cruel and intelligent. It harbors a hatred of land-dwelling creatures that is most often soothed when the aboleth is able to enslave them. From its bulbous head to its fluke-like tail, the aboleth resembles nothing so much as a plump fish, but one armed with deadly tentacles that can do 1–6 points of damage each. In addition, the strike of an aboleth's tentacle can transform the victim's skin into a clear, slimy membrane which proves both painful and, in time, deadly. Because its sluggish movements make attack difficult, the aboleth often lures its victims close by creating realistic illusions. When any creature approaches within 30 feet, the aboleth can attempt to enslave it. The victim follows all of the aboleth's telepathic commands, but does not fight on the aboleth's behalf.

♦ BUGBEAR

Large and hairy cousins of the goblins, bugbears can move with amazing agility when the need arises. This is bad news for their opponents, for bugbears are muscular creatures, often standing a full 7 feet tall. Though not related to bears, the creature gets its name from its bear-like nose, sharp nails, and long, sharp fangs. In combat, if a party looks dangerous, bugbear scouts do not hesitate to fetch reinforcements. When outmatched, bugbears may retreat. Their lairs consist of one large cavern or group of caverns, and with infravision they are as at home in darkness as in daylight.

◆ CARRION CRAWLER



Feeding mainly upon rotting corpses, the carrion crawler is a scavenger of subterranean areas. Unfortunately, when such food becomes scarce, the carrion crawler does not hesitate to attack and kill living beings. Often a rank, fetid odor accompanies the approach of the beast, followed quickly by the slender, writhing tentacles which lash out from the head to paralyze its victims. Should the victim fail a save vs. paralyzation, he or she soon becomes a meal for the great worm, each bite of the carrion crawler doing 1–2 points of damage. Carrion crawlers provide the same useful, if disagreeable, function that jackals, vultures, and crows perform.

◆ CLOAKER LORD



Endowed with a fearsome horned face, needle-sharp fangs, ivory-clawed, black wings and a lashing tail, the cloaker lord is a superior sub-race of the feared subterranean race of cloakers. The cloaker lord flies at its targets and attempts to engulf them. During this attack, the cloaker lord often bites, doing 2–8 points of damage. The cloaker lord is also able to enhance its attacks by releasing a terrible moan. This mind-numbing sound forces all creatures within range to attack at –2 and suffer a –2 penalty on all damage rolls.

◆ DERRO DWARF



The derro are a degenerate race of dwarven stature. Known by the drow for centuries, they have been skulking in the Underdark for ages, making a name for themselves with their marked cruelty. Derro live for the pleasure of witnessing the death of their enemies, preferably in a slow and humiliating fashion. With skin the color of an iced-over lake, derro present a frightening vision of mad little creatures with staring eyes who attack with ornate daggers. They are known to engage in dealings with the drow and are not above trafficking human slaves, humans being among their most hated enemies. Other victims of the derro often include the deep gnomes, also known as the svirfneblin.

◆ DERRO DWARF SAVANT



When derro dwarves move in any large numbers, they are accompanied by one or more savant derro, magic-users well-trained in the use of potions, spells, and magical devices. Savant derro are adept at such varied and powerful spells as *ice storm*, *levitate*, and *light*. Savants use these powers to confuse and frustrate, rather than kill in an outright assault. As do their non-magical fellows, the derro savant take great pride in watching the slow and humiliating defeat of their enemies. As a rule, the derro treasure knowledge and worship only those among them who have attained the greatest level of knowledge: the savants.

♦ DRIDER



These strange creatures have the head and torso of a drow and the legs and lower body of a giant spider. Only Lolth, the dark goddess of the drow, can create a drider. This is done as a punishment for any real or perceived disloyalty. Often, when a dark elf of above-average ability reaches 6th level, the goddess may put him or her through a special test. Failures become driders. Because they live under Lolth's displeasure, driders are outcasts from their own communities and are most often found alone. Known to be violent and aggressive, they favor blood over other types of food, often stalking their victims in a tireless, relentless fashion. If the drow was a mage or cleric prior to his or her punishing transformation, he or she retains all of his or her spellcasting abilities. Only under the most unusual of circumstances is a drider ever granted its wish to return to its normal drow form.

♦ DROW

Drow Fighter



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.

In the end, those elves who worshipped evil found themselves driven into the bleak and shadowy caverns of the Underdark. In time, they built the magnificently dark and gloomy cities forever hidden away from the light of the surface world. Drow have black skin and pale, usually white hair. Drow fighters endure rigorous training while they are young. Those who fail the required tests are killed at the program's conclusion, and thus any drow fighters encountered should be considered well-seasoned warriors. Most drow carry short swords of adamantine alloy, weapons with bonuses of +1 to +3. Other drow are known to carry one-handed crossbows, the darts for which are commonly poisoned.

♦ DROW, continued...

Drow Priestess



All dark elves receive training in magic, and any encountered are likely to have mastered *faerie fire*, *darkness*, *levitate*, and *dispel magic*. In the matriarchal society of the drow, however, it is the women who have been trained most thoroughly in the halls of Arach-Tinillith in the ways of magic. These are often the daughters of a House's Matron Mother, and after decades of intensive discipline they attain the ranks of priestess and high priestess. The power of a House is often measured by the number of high priestesses in residence. The only weapon a priestess is likely to use is a snake-headed whip. This vicious weapon is capable of penetrating armor, and is a fitting complement to the powerful magic wielded by a House priestess.

Malice Do'Urdan



Malice is Matron Mother of the House Do'Urdan in the city of the dark elves known as Menzoberranzan. At the time of Drizzt's birth, Malice was busily engaged in leading an assault on House DeVir, breaking down their defenses with magic even as the pain of childbirth added its own cruel twist to her powers. Destroying House DeVir allowed House Do'Urdan to ascend to the rank of ninth house in the city. Though technically illegal, the move on House DeVir was flawlessly planned by Malice. Her ambitions know no bounds, and the powers and ruthless actions of Malice Do'Urdan have sent shock waves through many a great House. She is a formidable opponent.

♦ **DROW**, *continued...*

Rizzen Do'Urden



At the time of Drizzt's birth, Rizzen Do'Urden was the patron of House Do'Urden, though not Drizzt's father. In the households of drow noble families, patrons come and go at the whim of the Matron Mother, but their qualities must always reflect the highest ideals of drow society, either unparalleled fighting skill, or wizardry, or simply the knack for treachery by which all drow advance through drow society. For Rizzen, the latter may ring the truest.

Vierna Do'Urden



A daughter of Matron Malice of House Do'Urden, the task of raising Drizzt in his early years fell to Vierna. To her was assigned the task of berating Drizzt, of constantly informing him that he was no more than a "foolish male" and that if he failed in anything, the punishment of a snake-headed whip would not be far behind. Under Vierna's care, Drizzt demonstrated his own unyielding determination. In truth, Vierna never showed Drizzt the wickedness of which Matron Malice was capable, or what he might have endured under the care of another of his sisters. Vierna is a high priestess and her loyalty to the ways of the drow and House Do'Urden should not be questioned.

♦ **FUNGI SKELETON**



Brought to life by the powers of the myconid king, this form of myconid *animator* is in the last stages of decay. In the meantime, however, animated fungi skeletons are able to follow simple orders given to them by the myconid king. Attacking with bony claws, these creatures can do 1–3 points of damage in defense of the myconid territory. The animator is not undead and cannot be turned by clerics, and it always strikes last in a round. Dangerous in numbers, a fungus skeleton blindly follows its orders, giving the will of the myconid king priority over its own self-preservation.

♦ **GNOLL**



Though its body is shaped like that of a large human, the gnoll boasts the evil and unpleasant features of a hyena. It stands erect on two legs and has hands that can manipulate as well as those of any human. Often encountered underground or inside abandoned ruins, gnolls roam about in loosely organized bands. In combat, horde tactics are employed, as the gnolls seek to overwhelm their opponents with sheer numbers. Among their favorite weapons are swords, pole arms, and battle-axes. As a rule, gnolls detest four things: goblins, giants, humans, and any type of manual labor. They eat anything warm-blooded.

◆ HOOK HORROR



Nearly 9 feet tall and weighing over 300 pounds, the hook horror is a bipedal monster which resembles nothing so much as a cross between a vulture and a man with hooks for hands. Because of its tough, gray exoskeleton and multi-faceted eyes, the hook horror is often thought to be related to the cockroach or cave cricket. Within their territory, hook horrors seek to ambush unsuspecting travellers or denizens. Using their hooks to draw prey within striking distance, hook horrors automatically inflict 2–12 points of damage with each strike from their beaks. Generally, hook horrors consider other races as no more than a source of fresh meat, though they may avoid a strong party rather than foolishly expose themselves to danger. Luckily, a creature with hooks for hands is severely restricted in its ability to manipulate objects, and hook horrors neither use weapons nor collect treasures.

◆ LEUCROTTA



The average leucrotta stands 7 feet tall at the shoulder and can reach a length of 9 feet in its mature form. The body of the leucrotta resembles that of a stag, with a leonine tufted tail and cloven hooves. The head resembles that of a huge badger, and the smell of decomposing animals follows the beast wherever it goes. Sly and dangerous, the leucrotta can imitate a range of noises and voices, most commonly those of a man, woman, and child. It uses this mimicry to trick its prey into approaching within attacking distance. A bite from the leucrotta does 3–18 points of damage, and its dreaded back kick can do 1–6 points of damage with each hoof. Since the leucrotta is not a very social creature, all strangers are considered nothing more than food. Those lucky enough to defeat a leucrotta often find the treasures of past victims scattered throughout its lair.

◆ MYRLOCHAR



Myrlochar, or "soul spiders," are the servants of Lolth most often summoned from her dark extraplanar domain by rituals of worship or supplication to the Spider Queen. In the abyss, they are tireless hunters, often discovering their own gates or portals to other planes. Vicious and cruel in their attacks on weaker creatures, myrlochar act as though they are on a perpetual hunting and killing spree – until they finally encounter an opponent strong enough to slay them. The magical bite of a soul spider does 2–12 damage. Though they produce no webs of their own, myrlochar are surprisingly agile and have been known to *levitate* as a means of enhancing their attack. Soul spiders are not undead and cannot be turned, but they do share with the undead immunities to *sleep*, *charm*, and *hold* related spells. They are also immune to all poisons.

◆ NIGHT HUNTER



The night hunter is one of the four known species of "deep bats" that are active in both the surface world and the Underdark. Active at any time in the gloom of the Underdark, the night hunter ventures out only after sunset when hunting on the surface. Known as the "dragazhar," after the adventurer who first domesticated one as a pet, the night hunter usually seeks out small beasts for its prey, but is not averse to fighting humans and other demi-humans when the need arises. Night hunter packs, known as "swoops," dip down to slash (1–6 damage) or stab (3–12 damage) with their dexterous, triangular-shaped, razor-sharp tails.

◆ OCHRE JELLY



The oozes, slimes, and jellies of the Underdark are hideous, amorphous creatures that are the bane of all that lives, dissolving the weapons, armor, and flesh of their victims. Representative of these is the ochre jelly. 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 dissolve flesh, inflicting 3–12 points of damage per round of exposure.

◆ OSQUIP



The osquip is an aggressive, multi-legged rodent about the size of a small dog. It is hairless, with a huge head and large teeth. Most have six legs. While rats normally flee anything larger than themselves, osquip prove to be both territorial and willing to attack trespassers fearlessly and ferociously. If a party enters an area where the osquip make their home, the creatures emerge quickly, and a typical swarm can do 4 points of damage per round.

◆ ROPER



Pillar shaped, with a rough, yellowish gray hide, the roper often resembles nothing more than a rocky outcropping. Only when the roper attacks is the unlucky victim likely to see all of its features, including a single, yellow eye, and the roper's maw with its razor sharp teeth. Bumps on the roper's body provide sources for the strands it fires at its opponents. A direct hit from a roper strand *may* cause its victim to lose half his or her Strength. In a weakened state, the victim must face the terrible possibility of being drawn into the roper's maw for 5–20 points of damage. Ropers are not social and rarely cooperate with one another, though a group of them may be found in a good hunting spot. Such a "cluster" of ropers should be avoided.

◆ RUST MONSTER



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 the forging of various types of armor. Rust monsters are subterranean creatures and generally inoffensive. Placid by nature, rust monsters 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 eat. So fixated upon its meal does the rust monster become that it may stay behind to finish for at least one round before pursuing the party. Leaving behind metal weapons as a meal for the rust monster may hold its attention long enough for the party to escape without suffering significant loss.

◆ SHRIEKER



Shriekers are one of the fungi forms that inhabit the Underdark. In general, fungi are simple plants that lack chlorophyll, true stems, roots, and leaves. They are incapable of photosynthesis and live as parasites or saprophytes. Normally a quiet, mindless fungi, shriekers prove themselves dangerous only by the hellish racket they are capable of making when disturbed. Light within 30 feet, or movement within 10 feet causes a shrieker to emit a piercing shriek that lasts for 1–3 rounds. Unfortunately, this noise has a 50% chance of attracting wandering monsters in each round thereafter. 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



Moving silently through the Underdark, the spitting crawler resembles the surface dwelling skink. Lithe of body, these creatures possess frog-like toes on their feet, but it is their toothed bite which causes travelers in the Underdark the most concern. The bite itself causes from 1–2 points of damage, but if it is accompanied by the acrid discharge which gives the spitting crawler its name, 2–8 additional points of damage can be done. Against metal, the acid burns an ever widening hole, potentially doing as much damage to a suit of armor as might a rust monster. Spitting crawlers cannot be stunned or affected by *charm*, *sleep*, and *hold* spells. Occasionally, one of these unusual beasts serves as the familiar of a wizard.

◆ STIRGE



The stirge may be closely related to the vampire bat and shares that creature's constant thirst for blood. They are rusty-red to yellowish brown in color, and their eyes and feet are yellowish. In form, the stirge resembles a bird-like creature that has four, small pincer-like legs. These it uses to clamp onto the necks of its victims, while the needle-sharp proboscis becomes its most dangerous weapon and the means by which it drains its victims of blood. 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



Humanoid in shape, reptilian in character, troglodytes are a warlike race of carnivorous, subterranean dwellers. They hate man above all other creatures and often launch bloody raids on human communities in search of food and steel. Troglodytes stand about 6 feet tall and are covered in roughened, leathery scales. Troglodytes prefer to wait in ambush along well-trod subterranean paths, attacking unsuspecting passersby with tooth and claw. When angered or engaged in melee, troglodytes secrete a scent which is so revolting to humans and demi-humans, that 1–6 points of Strength can be lost by the unwary traveller for up to 10 rounds. Individual troglodytes carry nothing of worth, but their lair may contain considerable treasure amassed during their raids on the outside world.

◆ UMBER HULK



One of the most monstrous and powerful creatures of the Underdark, the umber hulk usually acts as a solitary hunter. Their iron-like claws allow them to burrow through solid stone in search of prey. Umber hulks are therefore tremendously strong and stand nearly 8 feet tall and 5 feet wide. Muscles bulge beneath their thick, scaly hides and their powerful arms and legs carry great claws. For all these monstrous features, umber hulks are intelligent opponents. In melee, umber hulks deliver a vicious bite, but, understandably, their main weapon is their great claws. The one saving grace when fighting an umber hulk is its speed. Its gait is slow and ponderous and its balance is poor in wide spaces.

◆ UROPYGUS



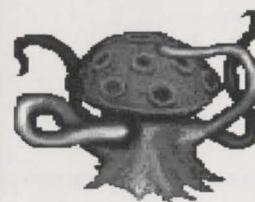
Uropygi are members of the pedipalp family, also known as "whip scorpions." A cross between a spider and a scorpion, they are immune to all sorts of poisons and corrosives, including acids and noxious vapors. They are often used by drow as household guardians and pets, the equivalent of hunting dogs. Though a uropygus possesses a dangerous-looking, whip-like tail, this appendage actually serves only as a feeler. This pedipalp actually attacks with its two pincers and a bite. 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.

◆ VERBEEG GIANT



Known as "human behemoths," these giants vary in height from 8 1/2 to 10 feet tall and weigh between 300 and 400 pounds. Some have minor deformities, such as a club foot, but in all other respects appear human. Verbeeg wear as much protective clothing and armor as they can obtain, which isn't much. Usually they wear furs and hides with pieces of metal armor stitched into strategic places. Their typical weapon is a club. Verbeeg eat almost anything, but they love flesh of all sorts. 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



The violet fungus is another of the fungi forms that inhabit the Underdark. Growing best in dark and damp environments, the bodies of most true fungi consist of slender cottony filaments. Violet fungi resemble the shriekers and are usually encountered in the same areas. Certainly, when a shrieker gives out its cry of alarm, the violet fungus is often nearby. 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 rots flesh in one round unless a successful save vs. poison is made or a *cure disease* spell is used. Favoring rotted animal flesh to feed upon, violet fungi are not shy about providing such a meal for themselves.

◆ YOCHLOL



Yochlol, "the handmaidens of Lolth," are denizens of the abyss. All known yochlol serve the Queen of Spiders, and appear on the Prime Material Plane only at her command, when summoned by rituals of worship to her. Yochlol appear as misty columns of ale-brown, dark red, or violet gas. They can extend pseudopods of their form or change shape in order to better reach their prey. These monsters must materialize to carry items or make physical attacks. Two common forms taken by the yochlol are that of a one-eyed roper brandishing eight pseudopods, or sometimes a beautiful female human or elf. When attacking as a misty column, each of its pseudopods can do from 1–7 points per blow. 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.

TABLES**Level Advancement Tables****◆ CLERIC EXPERIENCE LEVELS**

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-8
2	1,500	+(1-8)
3	3,000	+(1-8)
4	6,000	+(1-8)
5	13,000	+(1-8)
6	27,500	+(1-8)
7	55,000	+(1-8)
8	110,000	+(1-8)
9	225,000	+(1-8)
10	450,000	+ 2
11	675,000	+ 2
12	900,000	+ 2
13	1,125,000	+ 2
14	1,350,000	+ 2
15	1,575,000	+ 2
16	1,800,000	+ 2
17	2,025,000	+ 2
18	2,250,000	+ 2
19	2,475,000	+ 2
20	2,700,000	+ 2

◆ CLERIC SPELL PROGRESSION

CLERIC LEVEL	SPELL LEVEL	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-
5	3	3	1	-	-	-	-	-
6	3	3	2	-	-	-	-	-
7	3	3	2	1	-	-	-	-
8	3	3	3	2	-	-	-	-
9	4	4	3	2	1	-	-	-
10	4	4	3	3	2	-	-	-
11	5	4	4	3	2	1	-	-
12	6	5	5	5	2	2	-	-
13	6	6	6	4	2	2	-	-
14	6	6	6	5	3	2	1	-
15	6	6	6	6	4	2	1	-
16	7	7	7	6	4	3	1	-
17	7	7	7	7	5	3	2	-
18	8	8	8	8	6	4	2	-
19	9	9	8	8	6	4	2	-
20	9	9	9	8	7	5	2	-

◆ CLERIC WISDOM SPELL BONUS*

WISDOM SCORE	SPELL LEVEL	1	2	3	4	5	6	7
13	1	-	-	-	-	-	-	-
14	2	-	-	-	-	-	-	-
15	2	1	-	-	-	-	-	-
16	2	2	-	-	-	-	-	-
17	2	2	1	-	-	-	-	-
18	2	2	1	1	-	-	-	-
19	3	2	1	2	-	-	-	-

* Bonus spells become available when the cleric can normally cast spells of that level.

◆ PALADIN EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+ 3
11	900,000	+ 3
12	1,200,000	+ 3
13	1,500,000	+ 3
14	1,800,000	+ 3
15	2,100,000	+ 3
16	2,400,000	+ 3
17	2,700,000	+ 3
18	3,000,000	+ 3
19	3,300,000	+ 3
20	3,600,000	+ 3

◆ PALADIN SPELL PROGRESSION

PALADIN LEVEL	SPELL LEVEL	1	2	3	4
9	1	-	-	-	-
10	2	-	-	-	-
11	2	1	-	-	-
12	2	2	-	-	-
13	2	2	2	1	-
14	3	2	1	-	-
15	3	2	1	1	-
16	3	2	1	1	1
17	3	3	2	1	-
18	3	3	3	2	1
19	3	3	3	3	2
20	3	3	3	3	3

◆ MAGE EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-4
2	2,500	+(1-4)
3	5,000	+(1-4)
4	10,000	+(1-4)
5	20,000	+(1-4)
6	40,000	+(1-4)
7	60,000	+(1-4)
8	90,000	+(1-4)
9	135,000	+(1-4)
10	250,000	+(1-4)
11	375,000	+ 1
12	750,000	+ 1
13	1,125,000	+ 1
14	1,500,000	+ 1
15	1,875,000	+ 1
16	2,250,000	+ 1
17	2,625,000	+ 1
18	3,000,000	+ 1
19	3,375,000	+ 1
20	3,750,000	+ 1

◆ MAGE SPELL PROGRESSION

MAGE LEVEL	SPELL LEVEL	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-	-
8	4	3	3	2	1	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-	-
10	4	4	3	2	2	1	-	-	-	-
11	4	4	4	3	3	2	1	-	-	-
12	4	4	4	4	4	3	2	1	-	-
13	5	5	5	4	4	3	2	1	-	-
14	5	5	5	4	4	3	2	1	-	-
15	5	5	5	5	5	4	3	2	1	-
16	5	5	5	5	5	5	4	3	2	1
17	5	5	5	5	5	5	3	3	2	1
18	5	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	5	4	3	3	2

◆ FIGHTER EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,000	+(1-10)
3	4,000	+(1-10)
4	8,000	+(1-10)
5	16,000	+(1-10)
6	32,000	+(1-10)
7	64,000	+(1-10)
8	125,000	+(1-10)
9	250,000	+(1-10)
10	500,000	+ 3
11	750,000	+ 3
12	1,000,000	+ 3
13	1,250,000	+ 3
14	1,500,000	+ 3
15	1,750,000	+ 3
16	2,000,000	+ 3
17	2,250,000	+ 3
18	2,500,000	+ 3
19	2,750,000	+ 3
20	3,000,000	+ 3

◆ RANGER EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+ 3
11	900,000	+ 3
12	1,200,000	+ 3
13	1,500,000	+ 3
14	1,800,000	+ 3
15	2,100,000	+ 3
16	2,400,000	+ 3
17	2,700,000	+ 3
18	3,000,000	+ 3
19	3,300,000	+ 3
20	3,600,000	+ 3

◆ THIEF EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-6
2	1,250	+1(-6)
3	2,500	+1(-6)
4	5,000	+1(-6)
5	10,000	+1(-6)
6	20,000	+1(-6)
7	40,000	+1(-6)
8	70,000	+1(-6)
9	110,000	+1(-6)
10	160,000	+1(-6)
11	220,000	+2
12	440,000	+2
13	660,000	+2
14	880,000	+2
15	1,100,000	+2
16	1,320,000	+2
17	1,540,000	+2
18	1,760,000	+2
19	1,980,000	+2
20	2,200,000	+2

Ability Scores

Strength

The Strength Table lists the modifiers to melee hit probability and the damage adjustment.

ABILITY SCORE	MELEE HIT PROBABILITY	DAMAGE ADJUSTMENT
3	-5	-1
4-5	-2	-1
6-7	-1	none
8-15	normal	none
16	normal	+1
17	+1	+1
18	+1	+2
18/01-50*	+1	+3
18/51-75*	+2	+3
18/76-90*	+2	+4
18/91-99*	+2	+5
18/00*	+3	+6
19#	+3	+7
20#	+3	+8
21#	+4	+9
22#	+4	+10

* These bonuses are available only to fighters, paladins, and rangers.

These scores are only possible in this game through magic.

Dexterity

The Dexterity Table lists the modifiers to missile hit probability and the armor class adjustment.

ABILITY SCORE	MISSILE HIT PROBABILITY	AC ADJUSTMENT
3	-5	+4
4	-2	+3
5	-1	+2
6	0	+1
7-14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+2	-4
19	+3	-4

Constitution

The Constitution Table lists the hit point adjustment that a character gets every level.

ABILITY SCORE	HIT POINT ADJUSTMENT
3	-2
4-6	-1
7-14	0
15	+1
16	+2
17	+2 (+3)*
18	+2 (+4)*
19	+2 (+5)*

* These are available only to fighters, paladins, and rangers; for all other classes the maximum hit point adjustment for constitution is +2.

Wisdom

This Wisdom Table lists the bonus spells received for high Wisdom values. Bonus spells are cumulative, so a priest with a Wisdom of 15 is entitled to two 1st-level bonus spells and one 2nd-level bonus spell.

Ability Score	Bonus Spells
3-8	-
9-12	0
13	1st
14	1st
15	2nd
16	2nd
17	3rd
18	4th
19	1st, 4th

Weapons

Weapons are divided into 3 classes: melee, thrown, and fired. Melee weapons are used only in close combat, while thrown and fired weapons are used at range. Characters in the front rank can use melee and ranged weapons. Characters in the rear ranks can only use ranged weapons. Note the "Classes" section starting on page 36 in the rules that limit some character classes to certain weapons. The Weapons Chart lists the weapons with their range of hit point damage versus small, medium, and large-sized creatures. The damage done by a melee weapon is adjusted by the attacking character's strength and any magical bonus the weapon may have.

◆ WEAPONS TABLE

	DAMAGE VS. SMALL & MEDIUM	DAMAGE VS. LARGE
Melee Weapons:		
Quarterstaff	1-6	1-6
Mace	2-7	1-6
Short Sword	1-6	1-8
Battle-Axe	1-8	1-8
Long Sword	1-8	1-12
Halberd*	1-10	2-12
Warhammer	2-5	1-4
Two-hand Sword	1-10	5-18
Broadsword	2-8	2-7
Dagger	1-4	1-3
Thrown Weapons:		
Rock	1-2	1-2
Throwing Knife	1-4	1-3
Spear	1-6	1-8
Axe of Hurling	4-14	4-10
Ranged Weapons:		
Sling & Rocks	1-4	1-4
Bow & Arrows	1-6	1-6
Hand Crossbow & Bolts	1-3	1-2

* These two-handed weapons must be used from the primary hand. Note that items in the other hand are unavailable.

Armor

Armor provides your character with a base Armor Class. The lower the character's armor class, the harder it is for an attack to hit him or her. Armor Class is based on the character's armor and his dexterity bonus. Some magic items also help a character's Armor Class. Note in the "Classes" section, starting on page 36 in the rules, that some character classes are limited to certain types of armor. The Armor Table lists the types of armor and the base Armor Class they provide a character.

◆ ARMOR TABLE

ARMOR TYPE	BASE AC
Robe	10
Shield*	9
Padded Armor	8
Leather Armor	8
Ring Mail	7
Scale Mail	6
Chain Mail	5
Elven Chain Mail	5
Banded Mail	4
Bronze Plate Mail	4
Centaur Breast Plate	4
Adamantite Chain Mail	4
Plate Mail	3
Field Plate Mail	2
Adamantite Plate Mail	2
Drow Adamantite Armor	0-4

* A shield subtracts 1 AC from any armor it is used with.

Boots, helmets, and non-magical bracelets may look like armor, but they do not modify a character's Armor Class. They can safely be left as weights on pressure plates. Magical bracelets, however, can modify a character's Armor Class.

THACØ

THACØ is not an ability score, but it is an important characteristic. The THACØ Table lists a character's base THACØ for his class and level.

◆ THACØ TABLE

CLASS	CHARACTER LEVEL												
	1	2	3	4	5	6	7	8	9	10	11	12	13
Cleric	20	20	20	18	18	18	16	16	16	14	14	14	12
Fighter	20	19	18	17	16	15	14	13	12	11	10	9	8
Mage	20	20	20	19	19	19	18	18	18	17	17	17	16
Paladin	20	19	18	17	16	15	14	13	12	11	10	9	8
Ranger	20	19	18	17	16	15	14	13	12	11	10	9	8
Thief	20	20	19	19	18	18	17	17	16	16	15	15	14

Encumbrance

Encumbrance is a measure of whether or not a character is "loaded down" with so much treasure and equipment that he or she cannot properly defend themselves. Following is a character encumbrance table:

◆ ENCUMBRANCE TABLE

STR	MX. CARRIED WEIGHT	NONE	LIGHTLY	ENCUMBRANCE		HEAVILY	SEVERELY
				MODERATELY	1		
2	6	0-1	2	5	4	5-6	
3	10	0-5	6	7	8-9	10	
4-5	25	0-10	11-15	14-16	17-19	20-25	
6-7	55	0-20	21-29	30-58	39-46	47-55	
8-9	90	0-35	36-50	51-65	66-80	81-90	
10-11	110	0-40	41-58	69-76	77-96	97-110	
12-13	140	0-45	46-69	70-95	94-117	118-140	
14-15	170	0-55	56-85	86-115	116-145	146-170	
16	195	0-70	71-100	101-150	131-160	161-195	
17	220	0-85	86-121	122-157	158-193	194-220	
18	255	0-110	111-149	150-188	189-227	228-255	
18/01-50	280	0-135	136-174	175-213	214-252	253-280	
18/51-75	305	0-160	161-199	200-238	239-277	278-305	
18/76-90	330	0-185	186-224	225-263	264-302	303-330	
18/91-99	380	0-235	236-274	275-313	314-352	353-380	
18/00	480	0-335	336-374	375-413	414-452	453-480	

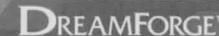
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