

GET TO THE BOTTOM OF THIS DARK MISSION IN FIVE EASY STEPS!

What evil lurks in the dank sewers below the city of Waterdeep? Shed some light on the subject and purge the city of this loathsome menace! The **EYE OF THE BEHOLDER CLUE BOOK** is a valuable player's guide that provides as little or as much help as you want, in five distinct sections:

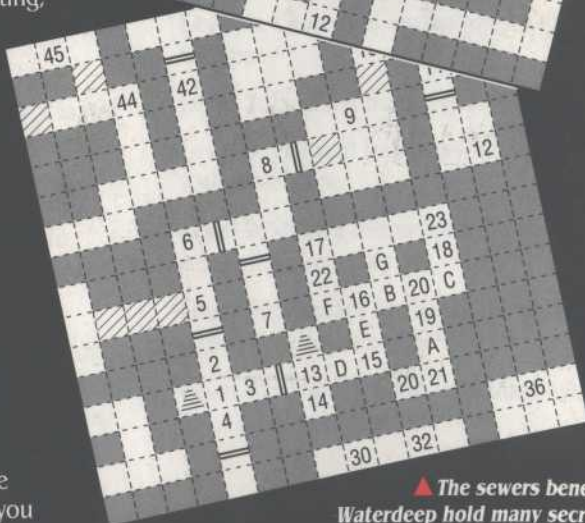
1. Strategy—Hints on: selecting, equipping and deploying characters; using spells and defeating monsters.

2. Maps—Complete, detailed maps without hints—for easy reference.

3. Hints—Just a push in the right direction for those tricky puzzles in the game.

4. Solutions—Complete solutions for the hardest puzzles in the game—so that any player can complete the entire quest!

5. Treasure Guide—Lists the special items in the game so you won't miss a thing!



▲ The sewers beneath Waterdeep hold many secrets. Detailed maps let you know what lies ahead.



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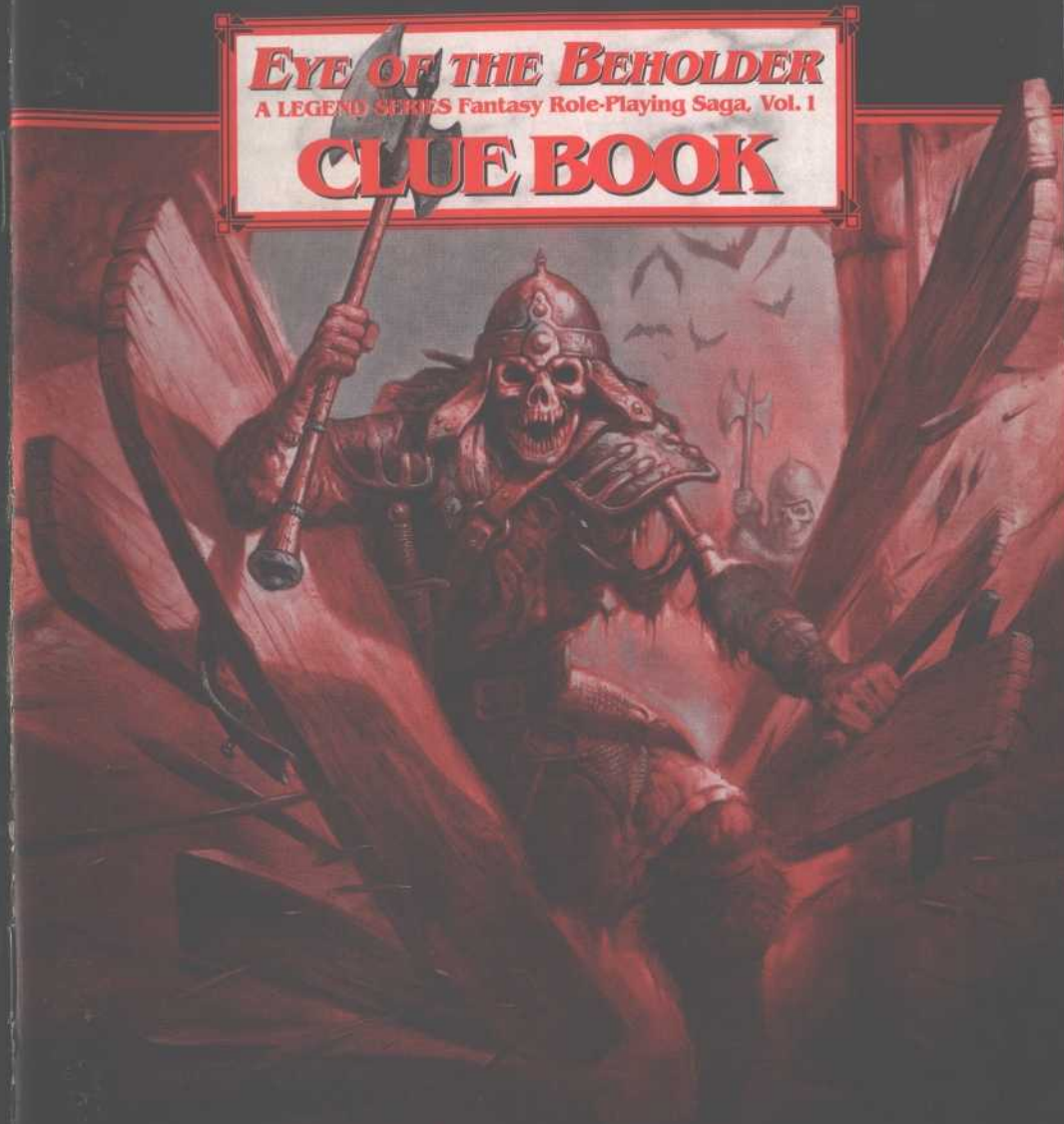
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Advanced
Dungeons & Dragons
COMPUTER PRODUCT

EYE OF THE BEHOLDER A LEGEND SERIES Fantasy Role-Playing Saga, Vol. 1 CLUE BOOK



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INTRODUCTION

EYE OF THE BEHOLDER is Strategic Simulations, Inc.'s first ADVANCED DUNGEONS & DRAGONS® Legend Series fantasy role playing saga. In this game, the characters are hired by the Lords of Waterdeep to discover the source of an evil presence in the sewers beneath the city. The party must explore the sewers, avoid traps, and battle monsters to discover the source of the evil.

EYE OF THE BEHOLDER (EOB) is different from previous AD&D® computer role playing games. EOB is based on the AD&D 2nd Edition rules. It is a real time game, where exploration, puzzle solving, and combat all happen continuously in the 3D window. EOB also requires more exploration and puzzle solving than previous AD&D computer role playing games.

Because EYE OF THE BEHOLDER is a new kind of AD&D computer role playing game, this clue book is organized in a new way. The **Strategy** section contains advice on playing EOB effectively, including how to select a party, fight combat, best use spells, choose NPC companions, and defeat specific monsters. The **Maps** section contains the maps to all of the various levels in the game, but contains no hints or solutions to the puzzles. The **Hints** sections contains clues to the solution of many of the puzzles in EOB, but it does not contain the complete answers or the

locations of the monsters. The **Solutions** section contains step by step solutions to the puzzles, locations of the monsters, and a road map of the magic portals in the game. The **Treasure** section contains lists of the treasures in all of the various levels of the game.

This clue book acts as a player's guide to EYE OF THE BEHOLDER. A player can get as little or as much help as he likes. A player who wants to play the game effectively, but who wants to explore the game for himself can read the **Strategy** section and ignore the rest. A player who wants to play the game but who doesn't want to draw maps can use the **Maps** section and ignore the **Hints** and **Solutions** sections. A player who wants a push in the right direction when confronted by a difficult puzzle can check out the **Hints** section. And, the player who wants to see everything in the game can use the **Solutions** and **Treasure** sections so that he won't miss a thing.

This clue book assumes that you have read the EYE OF THE BEHOLDER Rule Book and Data Card that came with your game. If you have any questions about how to do a specific action, check the Rule Book. If you have any questions about the installation or interface, check your Data Card. Armed with all of this knowledge you are sure to be successful in your quest.

STORY BACKGROUND

Dear Adventurers,

It is my sincere hope that you receive this package before you begin your quest into the sewers beneath Waterdeep. This package contains notes found on a drow spy that could help you on your journey.

The spy was captured two nights ago by Oltec, Captain of the Guard. Under interrogation, the drow revealed a disturbing plan. He claimed to be working for a being named Xanathar. The spy claimed that Xanathar is an evil crime lord that inhabits the deepest part of the sewer system.

Supposedly, Xanathar magically teleported this drow into the city to spy on the Lords of Waterdeep. Xanathar did not have the capability to teleport the spy back into his underworld and so gave the spy this package of information to make the trip back underground safer.

This package includes a map of some of the tunnels and caverns beneath Waterdeep. It also includes several sets of notes that point out traps and monsters to be avoided and items that might be useful on the trek.

Use the information in this package wisely. It may be the advantage you need to defeat this wretched villain, Xanathar.

Your trusted friend,

Khelben

STRATEGY

Many elements make up the strategies the party will use in EYE OF THE BEHOLDER. These elements include: the characters that make up the party, the mechanics and tactics of combat, the equipment and spells used by the party, the NPCs that support the party, the monsters the party fights, and the techniques used to solve puzzles.

The Characters

There are many strategies for putting together an effective party of characters. Certain combinations of character classes and race are more effective than others.

Single-Class vs. Multi-Class

Non-human characters can be multi-classed characters, but that does not mean that they must be multi-class characters. Single-class characters have a number of advantages over multi-classed characters with the same amount of EXP.

Single-class fighters have several advantages. With the same amount of EXP, they will average many more HP and have a better chance to hit than multi-class fighter combinations.

Single-class clerics and mages will gain higher level spells much sooner than multi-class cleric or mage combinations. Spell casters become much more useful when they reach 5th level and can cast the 3rd level spells Fireball and Create Food.

Characters can more effectively specialize in EOB than in other AD&D computer role playing games. With careful play, rear rank characters will seldom get into melee combat. This makes a single-class mage a viable character by reducing the effect of his limited abilities in melee. Also, the real time nature of EOB

means that a character can only do one thing at a time; a character's ability to do many different things is often not as important as the ability to do one thing very well.

The advantages of multi-classed characters are obvious, they combine the abilities of several different classes of character in one. Thus, a fighter/mage can both melee effectively and cast spells, though he can do neither as well as a single-class fighter or mage with the same amount of EXP. Multi-classed characters are often useful to add an additional capability to a party, such as thieving skills or additional clerical healing spells.

Racial Advantages

Because of the monsters and situations in EOB, certain race/class combinations are very effective. The following are some specific types of characters and their advantages.

Dwarven Fighter: A dwarven fighter with a high constitution has a high resistance to poison, which makes it much easier to fight giant spiders. A dwarf fighter can also have a Constitution of 19, which can further increase his HP. A dwarf also allows the party to read the writing on the wall in the dwarvish levels of the game.

Human Paladin: Only humans can be paladins. Paladins can fight as well as any fighter, plus they have the ability to heal by laying on hands and, they have the ability to cast some low level clerical healing spells when they reach ninth level.

Elven Mage: A single-class mage gains levels swiftly and will quickly gain the ability to cast useful spells like Fireball. An elven mage with a high dexterity has a high AC, which makes it easier to survive stray thrown weapons. As a mage, an elf's maximum constitution of 17

does not limit his HP and his maximum dexterity of 19 can increase his AC. As mages cannot wear armor to increase their AC, a high dexterity is essential to a mage. An elf also allows the party to read the writing on the wall in the drow levels of the game.

Human, Half Elven, or Elven Cleric: A single-class cleric swiftly gains levels and the ability to cast useful spells like Create Food. Humans, Half Elves and Elves can all have a maximum wisdom of 18 (thus gaining the maximum bonus spells) and have no level restrictions in this game.

Half Elven Fighter/Mage/Cleric: This is the character with the most diverse talents in the game. This character can use almost every item in the game (excluding lockpicks), and has a limited ability to fight, can cast offensive spells, and heal. Unfortunately, a half elven fighter/mage/cleric will go up levels extremely slowly, and will have very few HP for most of the game.

Elven Fighter/Mage/Thief: The thiefling counterpart to the half elven jack of all trades listed before. This character can use literally every item in the game and can pick locks as well. Unfortunately, an elven fighter/mage/thief will also go up levels extremely slowly, and will have very few HP for most of the game.

Gnome Cleric/Thief: A gnomish cleric/thief makes a good character to fill out a party that already has a single-class cleric. The cleric/thief gives the party additional clerical healing spells plus the thieving ability of picking locks.

The Party

A party should include a good mix of classes and races to deal with the many horrors in EOB. The player will need to decide upon his overall party strategy before making the characters in his party.

In general, a party should have at least two characters who can fight well for the front rank, a character who can cast mage spells, and at least one character who can cast clerical healing spells.

Fighters

The party has many choices for the two front rank characters who can fight well. Most races make reasonable fighters, and fighter, paladin, and ranger class characters can all fight well. Even single-class cleric and dual class fighter/cleric characters can be effective front rank characters in the beginning levels of the game. Also, most of the NPC characters the party meets later in the game can fight well and could be used in the front rank.

Spell Casters

The choice of the various spell casters is also important to the strategy of the party. One character who can cast mage spells is normally sufficient for most parties. Mages must find their higher level spells on scrolls; the supply of scrolls is limited, so it is not efficient to divide those spells among several mages in a party.

It is often useful to have two characters who can cast clerical healing spells. It is important not to get caught after a battle without a conscious cleric. A conscious cleric with a few Cure Light Wounds spells can heal as many HP in hours, as a party without a conscious cleric could heal in many days of rest.

Party Makeup

One strategy is to create a party of specialists who go up in levels with the fewest number of EXP. This party works well so long as the warriors in the front rank never let the spell casters in the rear rank get into melee.

Specialist Party: Dwarven Fighter, Human Paladin, Elven Mage, and Half Elven Cleric

Another strategy is to create a party of generalists who are multi-classed characters. This party should always have some character with the appropriate skill for a situation. But, such a diverse party will take a lot of EXP to get to higher levels.

Generalist Party: Dwarven Fighter/ Thief, Half Elven Fighter/Cleric, Elven Fighter/Mage, Half Elven Cleric/Mage

A further strategy is to have a mixed party with specialist warriors in the front rank and generalist spell casters in the rear rank. This strategy makes sure that the fighters gain levels (and HP) as quickly as possible, but that the spell casters will have a wide variety of spells available.

Mixed Party: Dwarven Fighter, Human Paladin, Half Elven Cleric/Mage, Gnome Cleric/Thief.

Combat Mechanics

Understanding the combat mechanics used in EYE OF THE BEHOLDER allows the party to use the most effective weapons and tactics in different situations. Each character's ability in combat is defined by his AC, THACØ, and damage.

AC

A character or monster's difficulty to be hit is represented by his Armor Class or AC. The lower the target's AC, the harder it is to hit the target. AC is based on armor and a dexterity bonus. Some magic items also help a character's AC.

THACØ

A character's THACØ represents his ability to hit enemies. THACØ stands for To Hit Armor Class 0. This is the number a character must 'roll' equal to or greater than to do damage on a target with an AC of 0. The lower the attacker's THACØ, the better his 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 hit, the number generated is from 1 through 20. The base roll is modified by the character's ability scores and any 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: $(THACØ 15) - (AC 3) = 12+$. But to hit a monster with an AC of -2 he would need to roll: $(THACØ 15) - (AC -2) = 17+$

Damage

When a hit is scored, the attacker does damage. Damage is the range of HP loss the attacker inflicts when he hits an opponent in combat, and it depends on the attacker's strength and weapon type. The damage each weapon can do is summarized in the Weapons List.

Some monsters take only partial or no damage from certain weapon types. Skeletons, for example, take only half damage from sharp or edged weapons.

Attacking

Characters generally engage in melee combat, which is face-to-face fighting with weapons such as swords and maces. Characters also have other options, such as casting spells and ranged combat, with bows and slings.

In general, a character attacks the enemy in the front rank on his side of the screen. When there is only one enemy left in a battle, it moves to the center of the square and characters from both sides can attack it.

Combat Strategies

To succeed in combat, a skilled player deploys his party well, casts effective spells before and during combat, maneuvers his characters into advantageous positions, and attacks using his most powerful characters and weapons.

Deploying the Party

Keep the heavily-armored fighters in the front rank and the vulnerable mages and thieves in the rear ranks.

Equipping the Party

Equip characters in the front rank with the most powerful melee weapons you can find. See the Weapons Table to see how much damage each type of melee weapon can do. As soon as you find enough weapons, warriors should carry a one handed weapon in their primary hand and a short sword in their secondary hand.

Equip characters in the rear ranks with the most powerful ranged weapons you can find. See the Weapons Table to see how much damage each type of ranged weapon can do. Spell casters should have their holy symbols and spell books in-hand, ready to cast spells.

Characters who use thrown weapons should carry weapons both in-hand and in their belt pouch for quick reloading. Front rank

characters who use thrown weapons may wish to carry a shield or short sword at the top of their belt pouch. This shield or short sword will be readied automatically after they attack with the last of their thrown weapons.

Be sure to recover your ranged weapons after each battle and to collect all of the ranged weapons you can find. Ranged weapons get used up quickly in battle, and they may have special uses later in the game.

Wounded Characters

Characters who are seriously wounded should be moved out of the front rank if possible. It is much easier to heal a wounded character than it is to bring a dead character back to life.

Moving and Fighting

If you are exploring an area, move with the compass on the screen to facilitate mapping. If you are moving through an explored area, move with a spell menu on the screen and an attack spell showing. Always move with the Adventure Screen up, you can't fight from the Equipment or Character Screens.

With both the adventure screen and spell menu up you are prepared for battle. Prepare for battle before you open any door, climb or descend stairs, or push a button that could open a door or secret wall. Monsters often lurk behind closed doors or secret walls, and monsters are always ready for combat.

Remember that you can move and fight at the same time. You can move backwards to dodge an enemy melee attack. You can move sideways to dodge an enemy ranged attack. You can even run away and close a door behind you to get away from a particularly nasty fight.

Fighting from the Keyboard

Fighting from the keyboard takes a little more planning than fighting with a mouse. To fight effectively, quickly choose the item you want to attack with and press the U key to Use it.

There are two ways to move the item highlight and choose the item you want to attack with: the A, S, W, and Z item cursor keys, and the F1-F6 character selection keys. The party's equipment should be set up to take maximum advantage of the way you move the item highlight.

If you use the A, S, W, and Z, item cursor keys to move the item highlight, place the six weapons the party uses most in the primary and secondary hands of the front rank characters and in the primary hands of the first two rear rank characters. Before a battle, start the item highlight on the primary hand of the character in the upper right hand corner. Practice quickly moving the item highlight in a circle through these six items, Using each item in turn. By the time the cursor gets back to the first item, that item should be ready to Use again.

If you use the F1-F6 character selection keys to move the item highlight, place the four to six weapons the party uses most in the primary hands of each of the characters. Before a battle, start the item highlight on the primary hand of the character in the upper right hand corner. Practice using the F1-F6 keys to quickly moving the item highlight in a circle through these four to six items, Using each item in turn. By the time the cursor gets back to the first item, that item should be ready to Use again.

Once you can move the item highlight and use weapons quickly, add moving and casting mage spells to the combat rhythm. In general, if the combat situation requires that the party move, then interrupt your combat rhythm and move! To cast spells effectively in combat, take the first spare instant to Use a mage's spell book and open the spell menu. Resume attacking with weapons until you have another spare instant, then choose the spell level, the spell within that level, and then cast the spell. You can eliminate choosing the spell within a level if you memorize only the attack spells Magic Missile, Melf's Acid Arrow, Fireball, Ice Storm, and Cone of Cold.

With a little planning and practice, you can fight as effectively with the keyboard as you can with the mouse. While the party's attacks may sacrifice some flexibility, they will gain in consistency and rhythm.

Tactics

The monsters on the first several levels are each designed to require a different combat strategy for maximum effectiveness. The player should try to learn different combat strategies to fight each type of monster most effectively.

Level 1

The monsters on level 1 do not have special abilities or weaknesses. It only requires that the party learn to melee effectively to survive.

Level 2

The monsters on level 2 are undead. The party should learn that these monsters can be turned by a cleric who has his holy symbol ready and in-hand.

Level 3

The kuo-toa have ranged attacks. The party should learn to dodge the ranged attacks before closing with the monster to melee.

Levels 4 & 5

The giant spiders have a poisonous bite. The party should learn 'shoot and scoot' tactics to keep out of melee. These tactics consist of learning to move backwards while attacking with ranged weapons and spells.

Level 6

The kenku have multiple ranged attacks, travels in groups, and can surround a slow moving party. The party should learn to keep dodging until the flock has expended all of its ranged attacks. The party also needs to learn to use area effect damage spells, like Fireball, to clear out the flocks quickly and to move swiftly so as not to get trapped in a corridor with foes both in front and behind.

There is a wizard on level 6 that has many area effect spells. Here the party needs to learn 'hit and run' tactics. These tactics are to dodge back around a corner, strike at their foe as he presents his flank, and then dodge back again as he turns to face the party. The object of this tactic is to always avoid the enemy's devastating fire power.

Level 7

The drow have weapons coated with a paralyzing poison and have a significant resistance to magic. The party should learn to rely on missile fire and maneuver, instead of magic and melee, to defeat their foes.

Once the party has learned all of these tactics, they have a chance against any of the monsters in the game. All the party has to do then is decide which tactic is most effective in each situation.

Ability Scores and Other Characteristics

Strength

The Strength Chart lists the modifiers to melee hit probability and the damage adjustment based on the character's Strength.

Strength Chart

ABILITY SCORE	MELEE HIT PROBABILITY	DAMAGE ADJUSTMENT
3	-3	-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 Chart lists the modifiers to missile hit probability and the AC adjustment based on the character's Dexterity.

Dexterity Chart

ABILITY SCORE	MISSILE HIT PROBABILITY	AC ADJUSTMENT
3	-3	+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 Chart lists the Hit Point Adjustment that a character gets every level.

Constitution Chart

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

THACØ

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

THACØ Chart

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

Weapons and Armor

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 sections starting on page 23 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 Chart

	DAMAGE VS. SMALL & MEDIUM	DAMAGE VS. LARGE
MELEE WEAPONS:		
Staff*	1-6	1-6
Mace	2-7	1-6
Short Sword	1-6	1-8
Flail	2-7	2-8
Axe	1-8	1-8
Long Sword	1-8	1-12
Halberd*	1-10	2-12
THROWN WEAPONS:		
Rock	1-2	1-2
Dart	1-3	1-2
Dagger	1-4	1-3
Spear	1-6	1-8
RANGED WEAPONS:		
Sling & Rocks*	1-4	1-4
Bow & Arrows*	1-6	1-6

* These two-handed weapons must be used from the primary hand.

Armor

Armor provides a character a base AC. The lower the character's AC, the harder it is for an attack to hit. AC is based on the character's armor and his dexterity bonus. Some magic items also help a character's AC.

Note the Classes sections starting on page 23 in the rules that limit some character classes to certain types of armor. The Armor Chart lists the types of armor in EOB and the base AC they provide a character.

Armor Chart

ARMOR TYPE	BASE AC
Robe	10
Shield*	9
Leather Armor	8
Scale Mail	7
Chain Mail	5
Banded Armor	4
Plate Mail	3

* A shield subtracts 1 AC from any armor it is used with. Boots, helmets, and non-magical bracers may look like armor, but they do not modify a character's AC. They can safely be left as weights on pressure plates. Magical bracers, however, can modify a character's AC.

Spells

Spells are an important part of a party's capabilities. The spells that the party's spell casters memorize will have an important effect on the party's tactics.

In the following section, the spells have been divided into types: Offensive Spells, Defensive Spells, and Other Spells. There are specific hints on when each type of spell is most effective. Spells that are available only to clerics are marked with an *.

Offensive Spells

Burning Hands, *Cause Light Wounds, Shocking Grasp, *Flame Blade, Vampiric Touch, *Cause Serious Wounds and *Cause Critical Wounds: These are hand to hand magical attacks. The spell caster must be in the front rank to attack with them. Because of the time it takes to cast these spells and the vulnerability of many spell casters, they are normally the offensive spells of last resort.

Magic Missile, Melf's Acid Arrow and Flame Arrow: These are ranged magical attacks that affect only one monster at a time. They allow the spell caster to attack from the safety of the rear ranks. They are the favorite offensive spells of lower level mages.

Hold Person, Fireball, Lightning Bolt, Fear, Ice Storm, Cone of Cold, *Flame Strike and Hold Monster: These are ranged magical attacks that can affect several monsters in an area. Because of the damage they can do, they are often the preferred offensive spells of higher level spell casters.

These area effect spells are especially effective when fighting many monsters. Look closely at the area of effect of the various spells. The spells that affect several squares are more effective against monsters that cannot attack in groups. The spells that effect a single square are most effective against monsters that attack in groups.

Two of these spells take special care when they are used. If the target of an Ice Storm spell is within melee range of the party, the party will also take damage from the spell. The Hold Person spell only affects kobolds, dwarves, and drow.

Defensive Spells

Armor, *Protection from Evil, Shield, *Magical Vestment, *Protection from Evil 10' Radius and Stoneskin: These spells mainly provide protection against physical attacks. Cast these spells on your front rank characters just before dangerous battles. Stoneskin is often the preferred physical defensive spell of higher level spell casters.

***Bless and *Prayer:** These spells mainly provide protection against magical attacks. Cast these spells on your front rank characters just before dangerous battles.

Healing Spells

***Cure Light Wounds, *Aid, *Cure Serious Wounds, and *Cure Critical Wounds:** These spells replace a character's lost HP. The Aid spell can increase a character's HP over his normal maximum value, but only increases HP tem-

porarily. Cleric class characters should always have a few Cure Light Wounds spells memorized to quickly heal the party while resting.

***Slow Poison, *Remove Paralysis, *Neutralize Poison:** These spells slow or remove the effects of poison or paralysis. Keep a number of these spells memorized whenever the party is anywhere near a monster who can poison or paralyze the party.

***Raise Dead:** This spell will bring a character back from the dead. Keep one of these spells memorized once your cleric gets to a high enough level.

Other Spells

Detect Magic: This spell is very useful in evaluating the items the party picks up during the game. The spell causes all magical items carried by the party to glow blue.

Invisibility and Invisibility 10' Radius: Invisibility is a useful defense for a character in the rear ranks who avoids attacking. Invisibility 10' Radius is useful to hide the entire party from mystic sensors and prying eyes.

Even when the party is invisible, most monsters will sense the party's general location, though the monsters get big penalties on attacks against invisible targets.

***Create Food&Water:** This spell is very useful in the lower levels of the dungeon where food is scarce. Be sure to memorize this spell before the party begins starving not after!

Haste: This spell is especially useful when fighting monsters who are very fast. The Haste spell allows a party to make melee attacks much faster. Cast this spell on your party just before dangerous battles.

Non-Player Characters

There are nine non-player characters that can join the party throughout the adventure. Some are found as bones that can be resurrected.

The NPC list shows the character's class, alignment, race/gender, ability scores, and maximum hit points. The list also shows the location where you find the NPC, his initial status, and any equipment the NPC has on-hand or nearby.

Tod Uphill



Class:	Level 5 Thief
Alignment:	Chaotic-Neutral
Race/Gender:	Halfling Male
Ability Scores:	Str: 17 Int: 11
	Wis: 14 Dex: 19
	Con: 18 Cha: 16
Hit Points:	32
Location:	Level 1, location 2
Status:	Dead (bones)
Equipment:	Lockpicks

Anya



Class:	Level 4 Fighter
Alignment:	Chaotic-Good
Race/Gender:	Human Female
Ability Scores:	Str: 18/59 Int: 5
	Wis: 11 Dex: 14
	Con: 16 Cha: 9
Hit Points:	45
Location:	Level 3, location 40
Status:	Dead (bones)
Equipment:	Leather Armor, Long Sword, Spear

Taghor



Class:	Level 5 Fighter
Alignment:	Chaotic-Good
Race/Gender:	Dwarf Male
Ability Scores:	Str: 17 Int: 11
	Wis: 15 Dex: 15
	Con: 19 Cha: 9
Hit Points:	45
Location:	Level 4, location 39
Status:	Injured
Equipment:	Dwarf Helmet, Chain Mail, Axe

Dorhum



Class:	Level 3 Fighter
Alignment:	Lawful-Good
Race/Gender:	Dwarf Male
Ability Scores:	Str: 18/29 Int: 13
	Wis: 11 Dex: 16
	Con: 17 Cha: 14
Hit Points:	28
Location:	Level 5, location 27
Status:	Okay
Equipment:	Dwarf Helmet, Chain Mail, Axe, 2 Rations, Potion of Healing

Ileria



Class:	Level 6 Cleric
Alignment:	Lawful-Good
Race/Gender:	Half Elf Female
Ability Scores:	Str: 10 Int: 12 Wis: 9
	Dex: 15 Con: 17
	Cha: 17
Hit Points:	52
Location:	Level 7, location 19A
Status:	Dead (bones)
Equipment:	Holy Symbol

Béohram



Class:	Level 7 Fighter
Alignment:	Lawful-Good
Race/Gender:	Human Male
Ability Scores:	Str: 17 Int: 9 Wis: 15
	Dex: 13 Con: 18
	Cha: 17
Hit Points:	55
Location:	Level 9, location 57
Status:	Dead (bones)
Equipment:	Helmet, Holy Symbol, Plate Mail, +5 Long Sword called "Severious," Shield, Dagger

Keirgar



Class:	Level 5 Fighter
Alignment:	Neutral-Good
Race/Gender:	Dwarf Male
Ability Scores:	Str: 18/92 Int: 15
	Wis: 15 Dex: 12
	Con: 19 Cha: 17
Hit Points:	45
Location:	Level 10, location 15
Status:	Injured (captive)
Equipment:	None

Tyra



Class:	Level 6 Ranger
Alignment:	Chaotic-Good
Race/Gender:	Elf Male
Ability Scores:	Str: 16 Int: 14
	Wis: 16 Dex: 18
	Con: 17 Cha: 7
Hit Points:	45
Location:	Level 10, location 36
Status:	Dead (bones)
Equipment:	Skull Key

Kirath



Class:	Level 7 Mage
Race/Gender:	Half-Elf Male
Alignment:	Neutral
Ability Scores:	Str: 11 Int: 17
	Wis: 13 Dex: 18
	Con: 8 Cha: 12
Hit Points:	21
Location:	Level 11, location 60
Status:	Dead (bones)
Equipment:	+2 Bracers of Defense, +5 Dagger, +2 Ring of Protection, Robe +5, Spell Book

Monsters

Level 1

Kobold: These creatures are weak alone, but they can be dangerous when they attack in packs. All types of weapons are effective against these creatures. The clerical spell Hold Person is especially effective against Kobolds.

Leech, Giant: These creatures are slow and can only attack one at a time, but they are much tougher than kobolds and can do a lot more damage when they hit. All types of weapons are effective against these creatures, but a novice party might want to keep their distance and attack leeches with ranged weapons and spells.

Level 2

Skeleton: These creatures attack quickly and can pack together to attack as a mob. The best defense against a group of skeletons is to turn them by readying the holy symbol of the party's highest level cleric. Skeletons take half damage from piercing and slashing weapons like swords and daggers.

Zombie: These creatures attack more slowly than skeletons but they too can pack together to attack as a mob. All types of weapons are effective against zombies, but the best defense against a group of zombies is to turn them by readying the holy symbol of the party's highest level cleric.

Level 3

Kuo-Toa: These creatures are slow and can only attack one at a time, but they can throw lightning bolts at range. When you spot a kuo-toa, sidestep its initial lightning bolt, then rush in and kill it in melee before the creature can get another lightning bolt off. All types of weapons are effective against these creatures.

Flind: These creatures can only attack one at a time, but are fast and can do a lot of damage.

They have a fondness for ambushes, so be ready for battle as you open doors, turn corners, and move through areas they inhabit. All types of weapons are effective against these creatures.

Levels 4 & 5

Spider, Giant: These creatures are extremely dangerous due to the lethal poison in their bite. These creatures can only attack one at a time, but are quick and takes several hits to kill.

The best strategy when fighting a spider is to retreat and engage the spider with ranged weapons and spells. Dwarves with high constitution scores are resistant to poison and should be in the front rank in case the spider catches the retreating party. After each battle, be sure to quickly pick up your ranged weapon ammo and keep an eye out for other spiders.

Your cleric plays an important role in the party's survival after a character is poisoned. If a character is poisoned, it is best to cast a Slow Poison spell on them and look for a Potion of Cure Poison, or a friendly NPC cleric with a Neutralize Poison spell.

Level 6

Kenku: These creatures can pack together to attack as a group and can throw two Magic Missile spells at range before they close to melee. When you spot a flock of kenku, sidestep until they have expended their Magic Missile spells. All types of weapons are effective against these creatures, but area effect spells like Fireball are the most effective way to break up their groups.

There is an entire community of kenku on level 6. Groups of them will continue to attack the party as long as they are on level 6. Be careful not to get surrounded, and move swiftly through the level to complete your objectives before too many of the kenku are alerted.

Level 7

Drow Elf: Most drow, outside of the area covered in EYE OF THE BEHOLDER, kill strangers on sight. The drow elf community in EOB has a pact with Xanathar and are used to dealing with non-drow. They may even be willing to bargain with wandering adventurers.

The drow can pack together to attack as a group and have a high resistance to spells. In melee, they attack with long swords coated with a short-term paralyzing poison. Use the party's maneuverability to stay out of melee with the drow and use ranged weapon attacks against them as long as you can.

Skeletal Lord: These creatures are an elite force of evil warriors created from the bones of fallen heroes. They can attack quickly, are very tough, and can pack together to attack as a group. The best defense against a group of skeletons is to turn them by readying the holy symbol of the party's highest level cleric. Skeletal lords take half damage from piercing and slashing weapons like swords and daggers.

Level 8

Drider: These creatures have powerful melee attacks, a high resistance to spells, and are armed with two spears that they used as ranged attacks. When you spot a drider, sidestep until he has expended his spears and then engage with ranged and melee weapons. All types of weapons are effective against these creatures, but most spells are ineffective.

Hell Hound: These creatures attack with a powerful bite and by breathing fire. They are resistant to some spells. They often attack in packs, but keep sufficiently spread out to avoid area effect spells. Maneuver to keep from being surrounded. All types of weapons are effective against these creatures.

Level 9

Displacer Beast: These creatures have powerful melee attacks and have the power to 'displace' their image up to three feet from their actual location. Because of this ability, displacer beasts are difficult to hit with melee and ranged weapons, so it is best to engage them with spells.

Rust Monster: These creatures have an insatiable appetite for all metal. When you encounter a rust monster, immediately move characters without metal armor to the front rank and keep retreating to protect the party's metal equipment. While retreating, engage the rust monsters with ranged weapons and spells.

Level 10

Mantis Warrior: These creatures are extremely fast and carry two weapons, a thrown dagger and a halberd for melee attacks. The halberd is coated with the mantis warrior's paralyzing saliva. When you spot a mantis warrior, sidestep until he has expended his dagger, retreat to keep out of melee, and engage with ranged spells.

Level 11

Mind Flayer: These creatures are almost completely resistant to magic and their invisible psionic attack can paralyze the entire party. When a mind flayer turns to face the party, sidestep quickly to avoid its psionic attack. Retreat around corners and engage the mind flayer on its flank with ranged and melee weapons. All types of weapons are effective against these creatures.

Xorn: These creatures are slow and tough, do a lot of damage when they hit, and are resistant to some spells. Engage the xorn by closing to melee, attacking, and then retreating before the xorn can execute its own powerful attack.

Level 12

Golem, Stone: Xanathar's stone golems are less powerful than classical golems because they are built using short cuts and non-traditional materials. Still, these monsters are extremely tough, do a lot of damage when they hit, and are resistant to most spells in the game. Engage a golem by closing to melee, attacking, and then retreating before it can execute its powerful melee attack.

Beholder: Xanathar the beholder has been watching your party since you accepted the Lord's commission and knows what you are capable of doing. Defeating him will not be an easy task!

Beholders are almost completely resistant to magic because of the anti-magic effects of their central eye. A beholder has ranged attacks, that can devastate the entire party. To defeat the beholder, use the tactics that have worked against other monsters, and remember the clues that you have received throughout the game.

Solving Puzzles

Solving puzzles is an important part of completing EYE OF THE BEHOLDER. The following are some ideas to use while trying to solve puzzles. If you are having trouble with a specific puzzle, you can get additional help in the Hints section. If you are still stumped, you can check out the answer to the puzzle in the Solutions section.

Keep Track of Buttons & Levers

Some puzzles are activated in one part of the dungeon and executed in another part. Record the position of any button or lever that has no obvious function. If you can't seem to get through an area, go back and change these buttons or levers one at a time to see if they make it any easier to get through.

Look For Writing On The Wall

If you can't seem to get through an area, look for writing on the walls in the area. Often, writing on a side wall is difficult to spot. Some writing may only be read if the party has a character of a specific race.

Look For Hidden Buttons On The Walls

Always check the walls for secret and hidden buttons and bricks. Moving sideways down a wall will often make hidden buttons easier to spot.

Keep Your Eye On The Compass

Watch the compass as the party moves. There are a number of traps that change the party's facing. Teleporters often reveal themselves when the party's facing changes.

Leave a Trail of 'Bread Crumbs'

If you suspect the party is being teleported when moving through an area, throw an item past the suspected teleporter. Watch the item as you move through the area. The item will 'disappear' when the party teleports.

Save the Game

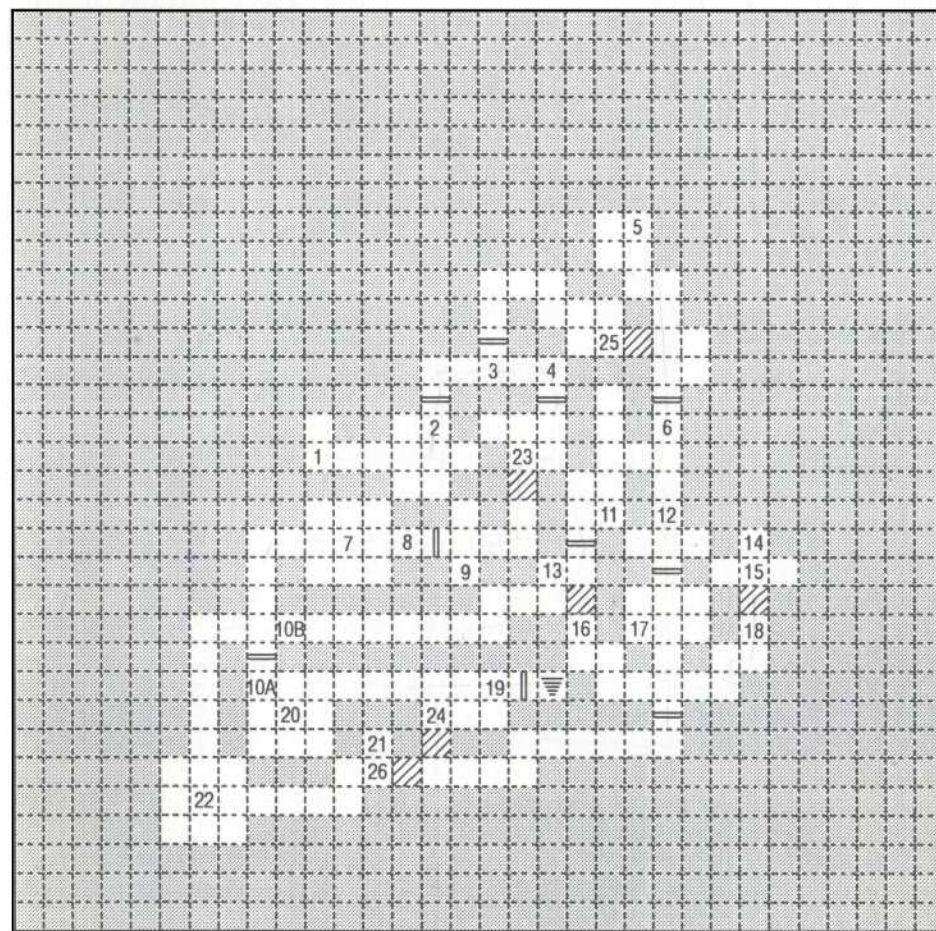
Save the game anytime you think that something could happen that would hurt the party. Save the game at the beginning of each level. If a puzzle is difficult to solve, save the game and then try different solutions. If the monsters are attacking the party thick and fast, save the game and try different strategies. If things are getting really tough, save before opening doors.

Go on

When all else fails, go on with the game. The party does not have to open every door, fight every monster, and obtain every item to win the game. Mark down any areas that the party bypasses. If the party gets stumped in a later area, or needs an item to go on, come back and try the puzzle again.

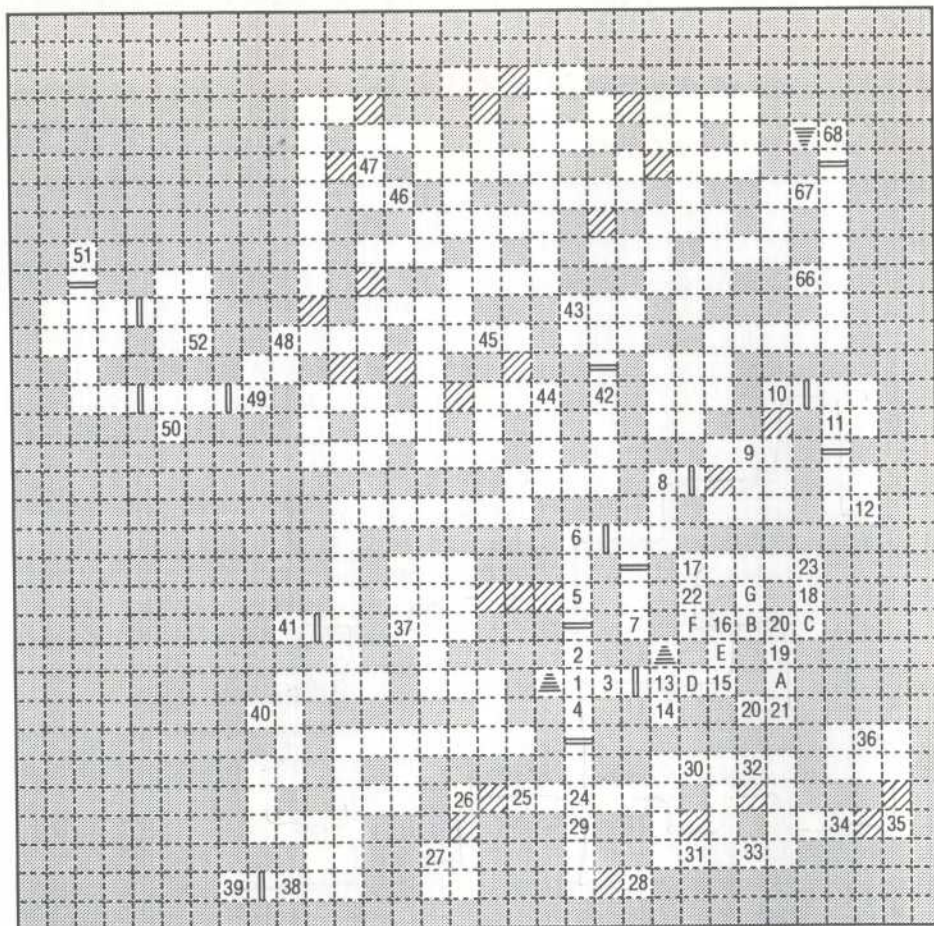
MAPS

Level 1 — Upper Sewer Level

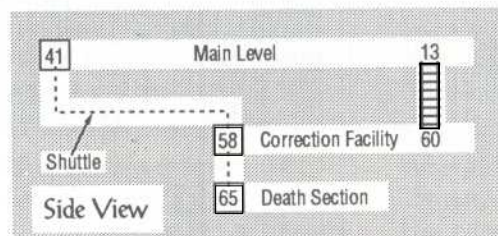


- | | |
|------|------------------------------|
| Wall | Stairs Up |
| Hall | Stairs Down |
| Door | Illusionary or Moveable Wall |

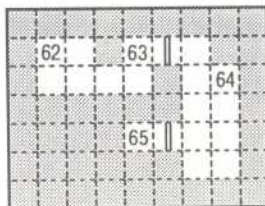
Level 2 — Middle Sewer Level



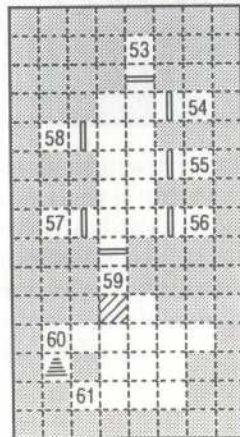
Main Level



- Wall
- Hall
- Door
- Illusionary or Moveable Wall
- Stairs Up
- Stairs Down

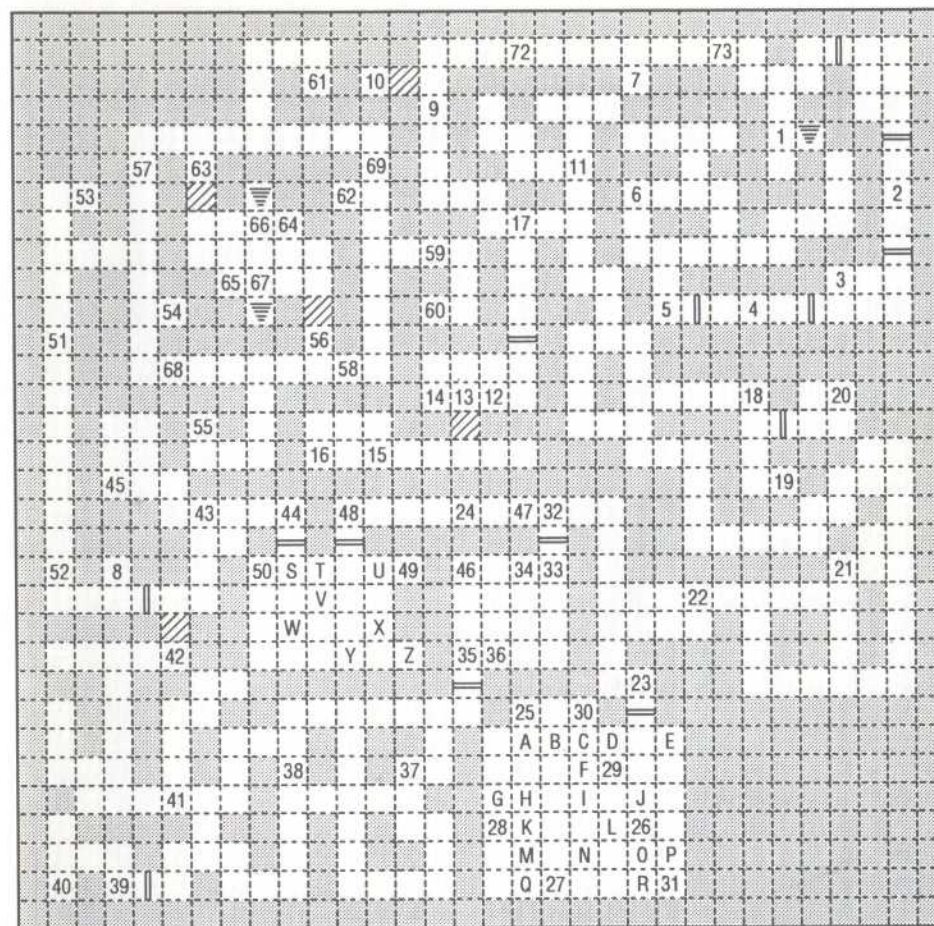


▼ Sublevel 1: Corrections Facility



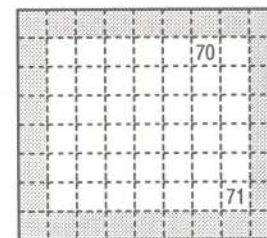
◀ Sublevel 2: Death Section

Level 3 — Lower Sewer Level



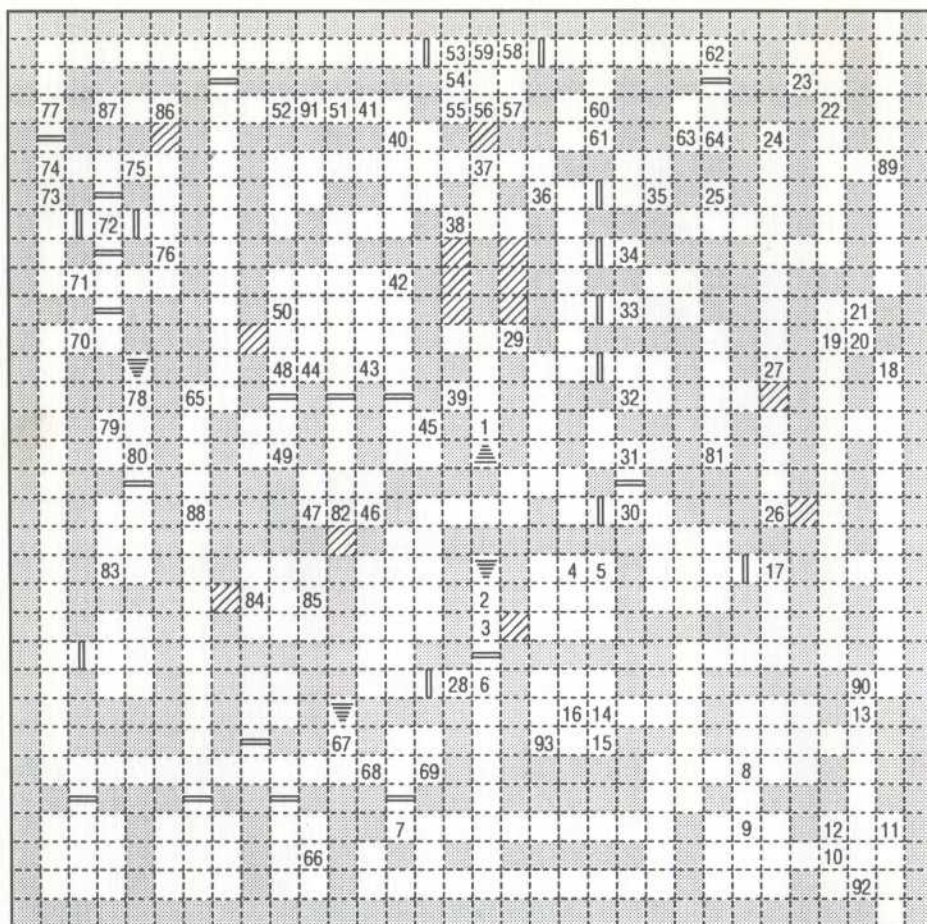
Main Level

- Wall
- Hall
- Door
- Illusionary or Moveable Wall
- Stairs Up
- Stairs Down



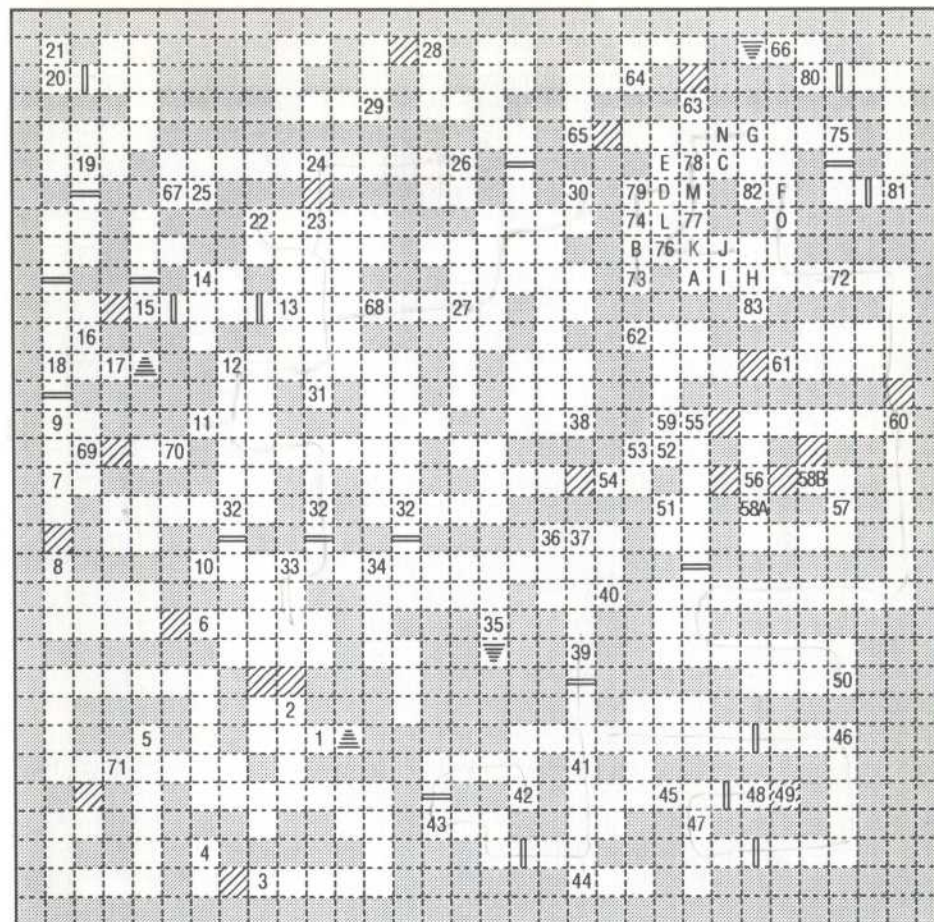
Sublevel

Level 4 — Upper Level Dwarven Ruins



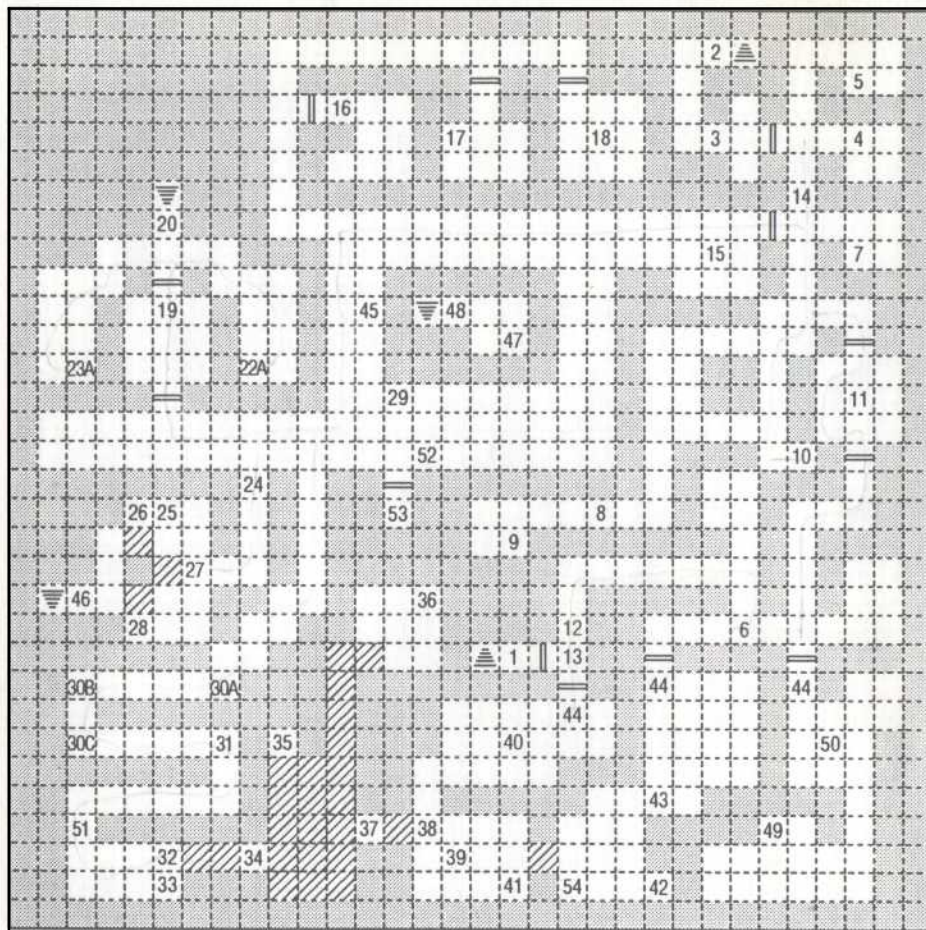
- | | |
|------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|
|  Wall |  Stairs Up |
|  Hall |  Stairs Down |
|  Door |  Illusionary or Moveable Wall |

Level 5 — Dwarven Ruins and Camp

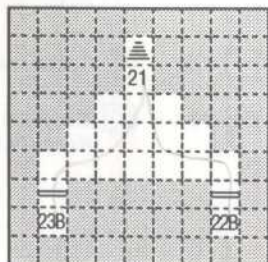


- | | |
|--------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|
|  Wall |  Stairs Up |
|  Hall |  Stairs Down |
|  Door |  Illusionary or Moveable Wall |

Level 6 — Bottom Level of Dwarven Ruins



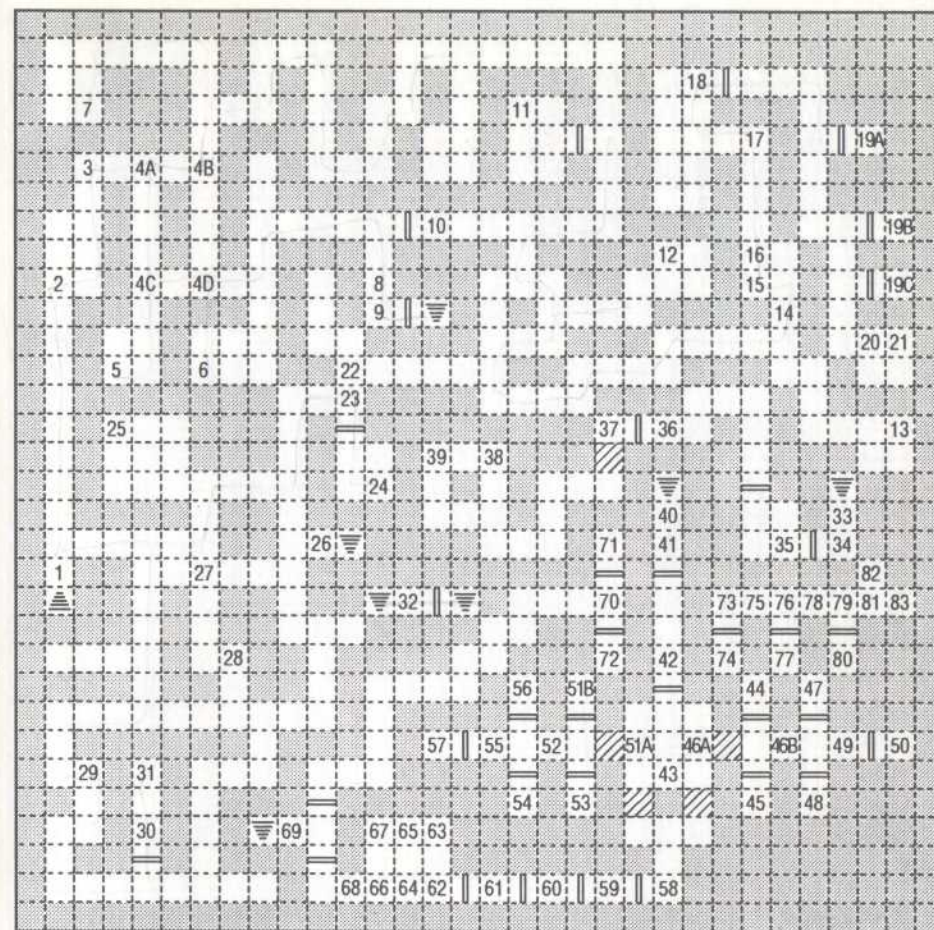
Main Level



Sublevel

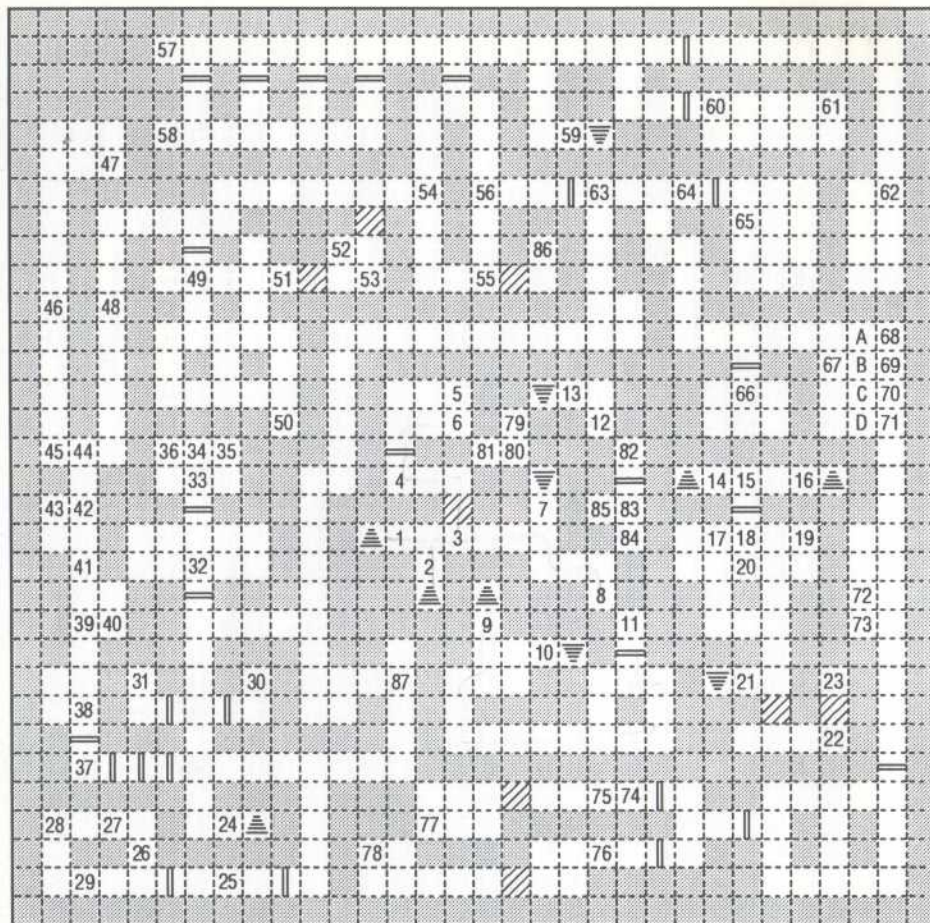
- | | |
|------|------------------------------|
| Wall | Stairs Up |
| Hall | Stairs Down |
| Door | Illusionary or Moveable Wall |

Level 7 — Upper Reaches of the Drow



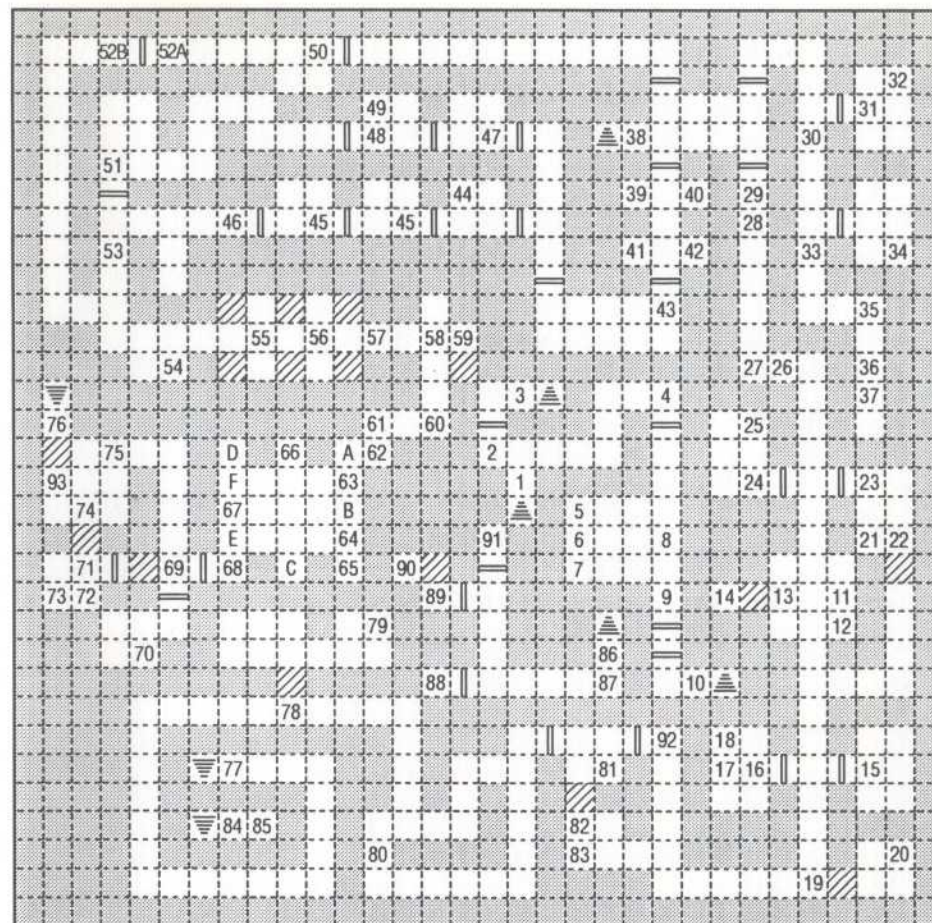
- | | |
|------|------------------------------|
| Wall | Stairs Up |
| Hall | Stairs Down |
| Door | Illusionary or Moveable Wall |

Level 8 — Drow Outcasts



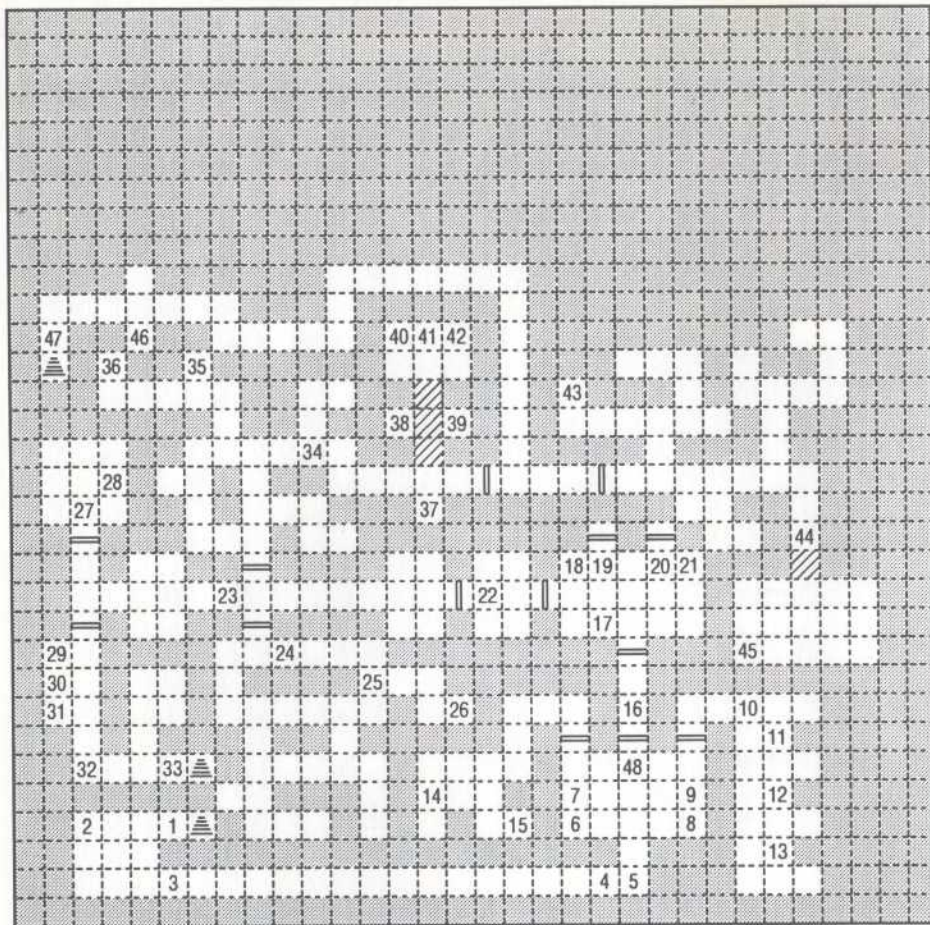
- | | |
|------|------------------------------|
| Wall | Stairs Up |
| Hall | Stairs Down |
| Door | Illusionary or Moveable Wall |

Level 9 — Lower Reaches of the Drow



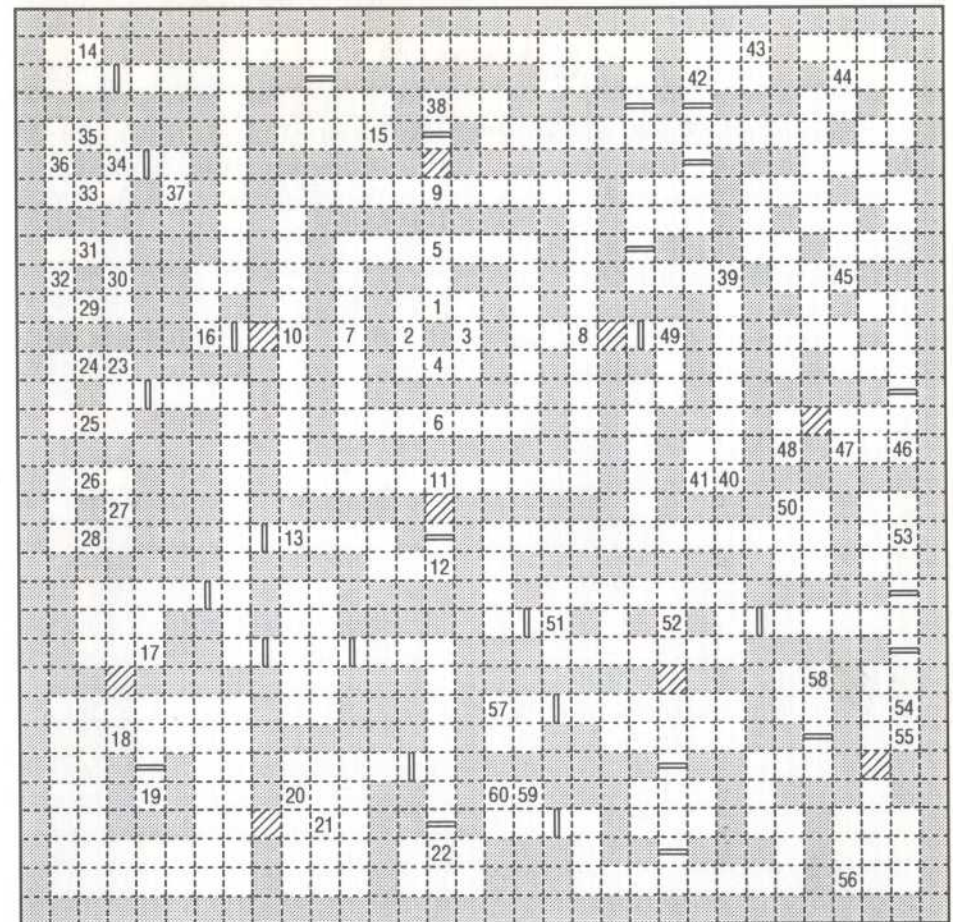
- | | |
|------|------------------------------|
| Wall | Stairs Up |
| Hall | Stairs Down |
| Door | Illusionary or Moveable Wall |

Level 10 — Xanathar's Outer Sanctum, Mantis Hive

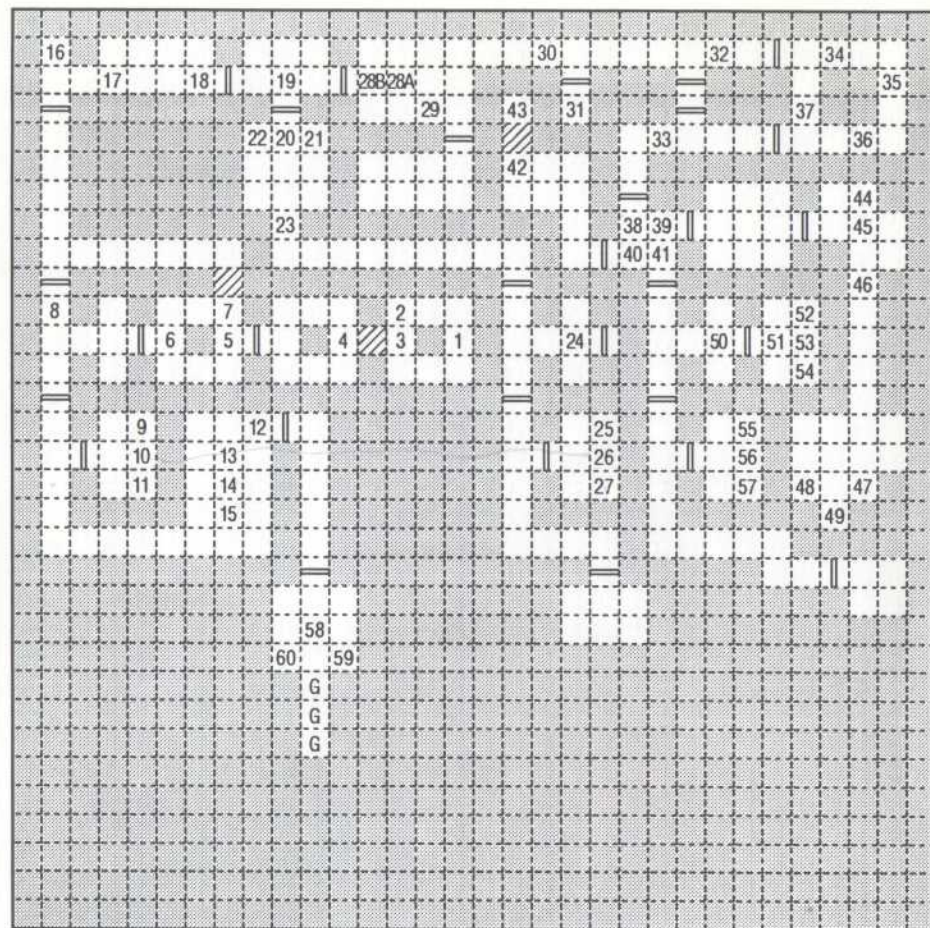


- | | |
|------|------------------------------|
| Wall | Stairs Up |
| Hall | Stairs Down |
| Door | Illusionary or Moveable Wall |

Level 11 — Xanathar's Outer Sanctum, Lower Reaches



- | | |
|------|------------------------------|
| Wall | Stairs Up |
| Hall | Stairs Down |
| Door | Illusionary or Moveable Wall |



- | | |
|------|------------------------------|
| Wall | Stairs Up |
| Hall | Stairs Down |
| Door | Illusionary or Moveable Wall |



HINTS

The following is a book of notes entitled "The World Beneath Waterdeep." It contains selected notes from the self-proclaimed "famous archaeologist" Wently Kelso. The notes refer to the maps in the Maps section. They describe his expedition to the deepest depths of the sewers of Waterdeep.

Level 1 — Upper Sewer Level (p. 16)

Our guide is a mangy humanoid of indeterminate species. I can't pronounce his real name, so I call him Bennet, in honor of my mangy half-brother on my mother's side of the family. As we followed Bennet into the tunnels and catacombs of the sewer system, we can hear the soft foot steps of large dog-like creatures known as kobolds.

3. This area was used to control the water flow through the first level of the sewer system. If the water flowed from the north, certain passageways would close to prevent the water from flooding the level. The same would happen if the water flowed from the east.

12. According to the city sewer layout, some of the doors require a constant flow of water over their pressure plate to remain open. Once the water stopped flowing over the pressure plate, the door would close, to prevent backwash.

16. This is a silly place for a dead end. I wonder if we are missing something here?

18. Our guide, Bennet, pointed out a secret door here. He tried (with our help)

to bash the door in with his head, but was unsuccessful. There must be a secret button or lever around here somewhere.

19. Here we found an emergency flood control door. It is designed so that if the area flooded, any trapped workers could open the door by pushing the button. The water would rush down into the second level saving the workers.

21. There is a depression in the north wall with rolled up papers inside. I am surprised that the papers survived. I would have thought that unprotected paper would rot in the sewer.

Level 2 — Middle Sewer Level (p. 17)

We looked down the long dark hole that led to the second level of the sewer system. The smell of rotting flesh filled our nostrils and we decided that the Bennet, our guide, should go down first. Looking down into the dark, he became frightened and stopped about five feet down. We encouraged him to continue on by dropping rocks down the hole.

5. There is a secret passage here, but we are unable to find a lever or button that opens the wall.

6. This door was stuck partially open. Bennet gripped the bottom of the door and pulled up as hard as he could. By his whining I assume that he has somehow hurt himself.

9. Bennet has informed us that there is a secret passageway to the north. Now where did that button go to?

15. If we could just hit the pressure plate beyond the pit, I know the pit would close. I wonder how heavy our guide is!

24. Our guide was overcome by sewer gas. He spun around a couple of times and ended up facing the wrong direction.

30 – 33. This area is an emergency exit. If the water level became too high for the workers to get out, they would step into this area and it would teleport them to the surface. Unfortunately, the teleporter has broken down and it will only teleport you to another area within the sewer system. I don't know how we will ever find our passage out of here.

40. When our guide read "R.A.T.S." he ran in terror. We had to track him down and drag him back. The city sewer map claims that R.A.T.S. stands for Rapid Access Teleport System. I wonder where it will teleport you to.

41. This area appears to be a shuttle of some kind. We pushed the button and the door closed. Then, we pushed the button again and there was a strange sound. What does the inscription on the side wall mean?

51. We were warned by our guide not to push the button on this wall. What does our guide know? I pushed it anyway. I wonder what will happen.

67. This keyhole is different than the others we have run into thus far. Does it require a special key?

Level 3 — Lower Sewer Level (p. 18)

The stench of sewer gas makes our heads spin. Our guide, Bennet, has informed us that this is the perfect environment for the kuo-toa. We will have to keep our guard up.

2. We are having a horrible time breathing here. The sewer gas steals our breathe and clouds our vision. We have been wandering this hallway for hours. We can't seem to get our bearings straight.

4. The same stench overcomes us again. If we could just get our bearings, we could make it down the hallway.

12 – 14. There are three tarnished silver locks here. Our guide is sniffing at the center lock, but it is an important part of the scientific method to try each lock, one at a time.

25 – 31. There is a forest of pits and pressure plates in this room. Perhaps if we trigger the pressure plates one at a time, we can explore the whole room. However, I do wonder what is down the pits. Perhaps we could throw Bennet down there and have him take a look.

40. Here we found the remains of a fighter. I wish we had the facilities or the time to have her resurrected.

46. The sewer gas is so strong here that we passed out. When we came to, we found ourselves in the southeast corner and facing the opposite direction.

48. Bennet translated the rune on the wall here. It reads, "Museum". Imagine, a museum down here. How nice. I just love museums.

56. We had to use up all four of the gems we found to open the passageway. What a waste.

57 – 58. These are broken down teleporters. If you step in these areas they will teleport you to another part of the sewer system.

S – Z. What curious statues. They are very lifelike.

Level 4 — Upper Level Dwarven Ruins (p. 19)

Just as we thought our adventure was coming to an end, we found a stairway leading down to another level. The stone work on this level looks nothing like the sewers above. Could these stairs lead to the fabled dwarven ruins? Our hopes are high.

3. The pressure plate through the open door to the south makes Bennet nervous. I think that he is still rattled by the effects of the poison he was hit by in the battle with the giant spider.

12. A new type of key! I think it is of dwarven manufacture.

34. There is an interesting dwarven statue on the far wall. It is in the shape of a gargoyle with one arm raised. Our guide pulled the gargoyle's arm and nothing seemed to happen. Those dwarves are such jokers.

40. There is another gargoyle statue. Bennet, our guide, pulled its arm and a pit closed. I wonder if a pit closed when we pulled the last gargoyle's arm.

59. We have found a strange stone construction with a number of symbols on either side. One symbol seems to be missing.

66. Another gargoyle statue. After a thorough examination, I pulled the arm, but nothing happened. Our guide began getting nervous again, even though there are no spiders in sight. I fear that the multiple spider bites are beginning to effect him.

70. We had a hard time opening this door. Maybe, it requires a special key.

82. As I pulled the chain, our guide's sensitive ears picked up the faint sound of a wall moving.

85. There is a dwarven rune that reads, "Emergency Exit." I have no idea what this means.

89. We continue going south. Some of the landmarks are starting to look familiar. I take this as a good sign. However, I don't know how many more spider bites our guide can take.

Level 5 — Dwarven Ruins and Camp (p. 20)

It is amazing! After years of research and hard work. I, Wently Kelso, have discovered the fabled dwarven ruins beneath Waterdeep. We are now prepared to enter the second level. I wonder what treasure we will find.

2 – 3. Our guide has informed us that the rune on the wall reads, "Safe passage". We decided to see how safe it was by pushing our guide into the wall. Amazingly, he passed right through.

14. I am convinced that the door in the west wall of this room will not open from this side. Bennet keeps sniffing around the walls as if he were looking for something.

24. We have found another of those strange stone constructions. This one is missing a different symbol than the one on the level above.

27. There are dwarves down here! One dwarf named Armun, claimed that this area was his lost kingdom. He asked us to help them find Keirgar, a prince, that had been captured by the dwarves' enemies. I told them that we would do what we could to help them with their little quest.

30. We found a very nice dwarf here that tended to a cut I received on my finger. Our guide, Bennet, asked the dwarf to look at a large gash on his head. It is just so hard to find good help these days.

48. There is a strange keyhole here. Perhaps it requires a special key.

72 – 83. We were told by the dwarves to be careful of this area. It was used centuries ago to teleport materials to the surface. Now, the teleporters seem to be interconnected.

Level 6 — Bottom Level of Dwarven Ruins (p. 21)

This level is infested with nasty creatures called the kenku. We have been collecting their eggs for their scientific value. Our guide wanted to crack one open and fry it for breakfast. Somehow, the thought of eating a kenku egg turned my stomach.

3. This area was used for diplomatic meetings. The Dwarves would stand on one side and of the pressure plate and their enemy would stand on the other side. Both parties would lay down their weapons, and the talks would begin.

10. We met a dark-robed person. He was very unfriendly and would not give us so much as his name. He just stood there glaring at us. I would have challenged him, if we were not in such a hurry.

19. I think that we found an example of the classic dwarven "dart trap". In such a trap, you step on a pressure plate and darts fly out of the holes. To test my theory I had our brave guide, Bennet, stand in front of the holes, while I step on the plate.

22. Bennet's sensitive nose lead us to this dark pit. Before we could stop him, Bennet scrambled over the edge and into the darkness. We had no choice but to follow him.

33. There is some kind of message on the east wall. Before I can translate the message, Bennet emits his 'I'm hungry' whine. I toss him a packet of rations to keep him quiet. Bennet uses a dart like a make-shift fork and stabs his rations. I turn away in disgust and resume my translation.

Level 7 — Upper Reaches of the Drow (p. 22)

We have found the drow here. These evil dark elves can only be up to no good, but what are they doing down here? It is up to us to unravel this mystery.

1. We were stopped by drow and not allowed to pass. Bennet reluctantly gave his next breakfast to the drow and then we were allowed to go on.

4. When we stepped on this pressure plate we heard a whooshing sound. Luckily, we all ducked behind our guide, Bennet, just before the explosion.

15. As we moved forward we heard the whooshing sound again. Again, everyone ducked but Bennet. He doesn't look much the worse for wear, however.

20. When I stepped on this pressure plate, skeletal lords came out of their dens. I raised my hand and ordered the foul beasts to return to their master. This did not seem to have any effect on them.

37. I removed a dart from our guide's chest and placed it on the shelf, but nothing happened. Our guide, Bennet, skulked away and is now sniffing at something over on the north wall.

38. Another pit. I hate pits, but Bennet seems to show no fear at this location.

44 – 57. After a scholarly examination, I believe that these ten 'cells' are cross linked somehow.

63. This looks like the same kind of stone construction we have been running into from time to time. They resemble portals of some kind. All we have to do is determine which item around the portal is missing.

73 – 81. I have found three inscriptions and three levers. I believe that first I will pull the lever which represents the item I want the most.

Level 8 — Drow Outcasts (p. 23)

We have survived the drow encampment. There is no way for us to return to the surface, our only option is to continue going down. The drow seem to be afraid of us. They will not follow us down to the next level.

4. This keyhole seems to require a special key.

17. There is an inscription on the north wall. After some examination, I come to believe that it resembles a gem of some kind.

19. I carefully examine a shelf on the east wall. While I ponder its uses, Bennet is sniffing around one of the south walls. I wish he would stay with the group.

25. I think that Bennet has been underground for too long, he is urging us to go back the way we came.

29. Bennet is causing trouble again, he still wants us to turn around and go back where we came.

46 & 48. Bennet is looking around as if he is confused. This does not surprise me, for I believe that his brain is only slightly larger than that of a grub fish. We go on despite Bennet's confusion.

51. I am continuously fascinated by the intricate pattern of the stones that make up these halls. We stop here so that I can examine them more closely.

54. Our guide read the message on the wall, and became confused again. I believe that the value of an education is wasted on Bennet.

57. I told our guide, Bennet, not to touch the spider button on the west wall, but he accidentally slipped and hit it with his head. There was a strange sound and suddenly, we were attacked by many hell hounds. The party ran up the hall to see if the path was clear, while Bennet stayed behind to keep the hell hounds in check. The last utterance I heard from our guide was, "Sit boy! Sit!"

67 – 71. These buttons, pressure plates, and pits seem to be interconnected in a pattern. I will have Bennet trigger each one in turn and record the reactions.

75 & 76. We continued north for quite a ways when passing the first of these points, but after passing the second point, we ran into a dead end.

Level 9 — Lower Reaches of the Drow (p. 24)

We have lost our faithful guide, Bennet. No doubt, he is back on the surface, probably, at the Yawning Portal Inn, enjoying a nice mutton pie and a pint of ale. We, on the other hand, are forced to continue onward and downward.

5 – 7. After a thorough scientific study, I believe that the words on the wall, the shelf, and the button all seem to be connected.

8. I translate the writing on the wall to the east. The wall itself seems solid, so I assume that 'the other side' means the other side of this room.

13. The wall to the west is directly opposite another of those strange stone portals. I am going to examine the wall to test a

theory that says proximity to such a portal may lead to changes in the composition of the stones in the wall.

28. I found a dagger in a niche on the wall. I am pleased, it is an exact copy of the dagger I was carrying. But, when I put the new dagger in my belt pouch, I seem to have misplaced my old dagger. Perhaps it was with Bennet when he disappeared.

30. This gem inscription on the wall does not react to any of the gems that we are carrying. Perhaps it will respond to another small solid object.

39 – 42. Although, we were running extremely low on armor and weapons, we found that it was worth the sacrifice to place the required items on the pressure plates.

54. We stepped into this area and darts started flying at us. We no longer had a guide to absorb the attack, so we ran as fast as we could down the hall.

75. I believe I am getting the hang of exploring these halls. We are cut off by pits, but I see a pressure plate. I toss a rock toward the pressure plate to activate it. Before it can activate the plate, the rock turns around in flight. We duck to the side at the last moment to avoid the turncoat missile.

89. A dead end!

Level 10 — Xanathar's Outer Sanctum, Mantis Hive (p. 25)

This level is swarming with mantis warriors. We are low on supplies and our guide is missing. I do not know how we are going to survive. We must continue to go on and, hopefully, find a way out.

4 & 5. To the west is a forest of teleporters and levers. Another problem with a binary solution, we either make it through the teleporters, or we do not.

15. We found our guide, Bennet, chained to the wall with a dwarf. Too bad, we only had time to rescue our guide, but I am sure some other adventurers will come along and rescue the dwarf.

16, 19, & 20. We must be more careful the next time, our guide took massive damage from pushing some of these buttons.

29 – 31. We had to abandon three of our weapons here to open the door. Such a waste seems grossly unfair.

37 – 39. I am exploring the relationship between these levers and the sliding wall. By moving these levers in the proper sequence, I think we can get past the sliding wall.

41. We have searched the whole level and this seems to be the only way down to the lower levels. We looked down the pit and could not see the bottom, so I pushed our guide into it. There was an almost immediate thump. It cannot be that deep.

Level 11 — Xanathar's Outer Sanctum, Lower Reaches (p. 26)

When will this ever end? When will we find our way out? I am afraid that we will never return to the surface and that no one will ever read this marvelous work.

1 – 11. The buttons here seem to rotate the stars on the walls and the openings in the hallways. One of the statements on the walls says that the 'alignment must be

true.' Perhaps if we align the stars we can make some progress on this level.

23 – 37. Our guide, Bennet, is continuously confused as we move around these halls. We seem to be circling endlessly, but we also seem to be finding new things as we pass. I am not sure how we missed these things the first times around.

39. Here we found a hallway of levers. "Never leave a lever down!", my mother always told me.

40. Our guide found a dwarven Potion of Healing. He was just about to drink it, when I snatched the vial away from him. Who knows who's lips have touched that potion?

46 & 47. While I translate the writing on the south wall, Bennet is sniffing around the wall over to the west. I am glad to have Bennet back, but his distractions are annoying.

55. We are all exhausted after dodging around the mind flayer. While we catch our breath, Bennet scratches at the wall to the south. I wish he would stop making so much noise, I don't want the mind flayer to return.

Level 12 — Xanathar's Inner Sanctum (p. 27)

We have met the evil crime lord Xanathar and he will not let us leave. We are doomed to stay here forever.

3. The walls in this area are beautiful. The ornamentation is exquisite. If we are doomed to stay here forever, at least we can do so in civilized surroundings.

9. What a curious sensation. After pressing the button on the east wall, we seem to be inside the wall. I wonder if we should go back to the room we were in, or continue through to the next room?

10 & 11. After pushing the buttons on the walls to the east, Bennet became confused again. I believe that he is uncomfortable in these posh surroundings.

13. There is a beautiful ring and a potion here. I thought that the ring would make a nice gift for my sweet heart Miltinda. After I retrieved the ring, my burdens felt somehow lighter.

15. There is a stunning necklace and potion here. Another gift for my puddin cakes, Miltinda. Again, after I retrieved the necklace, it was as if a great weight were taken from me.

20. We were astonished to find an enormous eye floating above a pedestal in this room. What an amazing piece of art. There are two empty pedestals to the right and left of the eye. I wonder what would happen if you placed spherical items on those pedestals?

25 & 27. After pushing the buttons on the walls to the east, Bennet became confused yet again. All this travel has not been good for poor Bennet.

28A. In this location, we find the items that had disappeared from the pedestal. I am glad that they were not lost forever.

42. While we examined everything in this room, our guide, Bennet, sulked in the north west corner and scratched at the north wall. As I looked over at his mangy form, I realized that Bennet actually has a rather noble profile. Perhaps I have just been underground too long.

45. This is my last entry. We have met Xanathar and that is all that I can say.

46. Our guide, Bennet, crossed a light beam in this area and was hit in the head by a giant fireball. For a brief moment, he looked just like a dwarven torch.

49. Our guide, Bennet, tripped over my extended foot and crossed another light beam. Huge spikes came crashing down on him. Luckily, he was able to turn sideways and the spikes only took off an inch of skin from his chest and back.

55 & 56. After pushing the buttons on the walls to the east, Bennet became confused yet a third time.

58. When we stepped into this room, three stone golems came out to greet us. Our guide somehow offended them and they attacked us. Of course, we ran away.

→ SOLUTIONS ←

Level 1 — Upper Sewer Level (p. 16)

Walls: Red brick walls covered with slime.

Monsters: Kobolds and Leeches inhabit this level.

Locations and Events:

1. This is the cave-in area where you begin the game. Encamp here, and have characters memorize and pray for spells. Do this now, because there may not be time later. Also pick up the two rocks here — they will come in handy. Rocks can be thrown at monsters or fired from slings.

2. The lever on the north wall of this room opens the door. Always, when opening doors, be ready to step in front of the door and fight. Pick up the halfling bones here — these are the remains of the thief Tod Uphill. There is an opportunity to resurrect him later. Also, don't forget to take Tod's lockpicks.

3. There is a kobold wandering in this area. If you go through the door north of here, walls appear in areas 23 and 24. If you go east, walls appear at areas 25 and 26.

4. There is a kobold rune on the east wall. A gnome in the party will translate it to read: "Entrance".

5. There are four kobolds patrolling this area. There are also rations on the ground, for when characters get hungry.

6. There are four kobolds in this area. A pressure plate on the floor opens and closes the door to the north. There is a button on the north side of the door on the south wall that also opens and closes the door.

7. There are five kobolds, one with a mage scroll of Detect Magic in this area. There are also two rations in the southwest corner of the room.

8. There is a pressure plate in front of the door. Weight on the plate opens and closes the door.

9. There is a button on the west wall that opens and closes the door.

10A & 10B. This door is opened by a button that moves depending on from which direction you approach. If you go east at location 3, the button is on the west wall at location 10A. If you go north at location 3, the button is on the south wall at location 10B.

11. There is one rock in the southeast corner of this room.

12. There is a pressure plate here. Placing weight on it causes the south door to open. Place an item on the plate to keep the door open.

13. A lever on the north wall opens and closes the door.

14. In the north alcove is a +2 dart. This is a good weapon for any non-cleric character in the back ranks.

15. There is a hole in the ceiling here.

16. There is a secret brick on the west wall that opens a hidden passage to the north.

17. There is a rock here.

18. There is a secret brick on the east wall that opens a hidden passage to the north.

19. There is an arrow in the southeast corner of this room. Place any item on the pressure plate in front of the door, then push the button on the east wall. This causes the door to stay open. Behind the door is the ladder leading down to level 2, location 1.

20. Three leeches inhabit this area. There is a shield in the southeast corner of the room.

21. In this alcove there is a shelf carved into the north wall. On the shelf are two scrolls: a mage's Armor spell and a cleric's Bless spell. Make sure to scribe the Armor spell the next time the party rests. There are two kobolds guarding this area.

22. There are three leeches in this area.

23. If you went north through the door at location 3, a wall is here.

24. If you went north through the door at location 3, a wall is here.

25. If you went east at location 3, a wall is here.

26. If you went east at location 3, a wall is here.

Level 2 — Middle Sewer Level (p. 17)

Walls: Red brick walls covered with slime.

Monsters: Skeletons and zombies inhabit this level.

Locations and Events:

1. There is a ladder on the west wall leading up to level 1, location 19, as well as a silver key lying on the ground.

2. Insert a silver key in the west keyhole to open the door. Once a key is inserted in any lock, it is gone forever — but you will find others.

3. Insert a silver key in the north keyhole to open the east door.

4. Insert a silver key in the east keyhole to open the south door.

5. When you have taken the items at locations 12, 17, and 34, come back to this point and the passage to the west will have opened completely. There is a message on the wall: "Only the strong shall pass."

6. Push the button to get the door to open part way. The door must then be forced fully open. To force the door, Manipulate the door from the keyboard, or place the mouse pointer near the bottom of the door and press the left mouse button.

7. The only way this door can be opened is by forcing it. Be careful, behind the door waits a skeleton. There is a Potion of Vitality here that will refresh a hungry character.

8. There is a dagger inscribed on the north wall. Throw a dagger, dart, or rock through the gate to hit the button on the east wall and the wall disappears, revealing location 9.

9. Push the button on the north wall to open the secret passageway to the north.

10. This door must be forced open.

11. The south door must be forced open. There is a zombie in this room.

12. The carved shelf in the wall contains rations, a silver key, and a Potion of Giant Strength. If you picked the lock at location 2, the key here will have disappeared. Take the items and one of the blocks west of location 5 disappears.

13. The ladder on the north wall leads down to a room at location 60 beneath the pits to the east.

14. Pull the lever to close and open pit D to the east.

15. This area is safe to step on. A pit lies to the north — Do NOT step into it. You will drop below into location 60 on the Correction Facility sub-level and take damage. Throw any item north, over the pit, onto the pressure plate just beyond it. This closes the pit so you can safely cross it.

16. This pressure plate closes pit E to the south when there is weight on it. As soon as there is no weight on the plate, the pit opens.

17. There is a shelf in the wall. The shelf contains rations and a silver key. If you picked the lock at location 3, the key here will have disappeared. Take the items and one of the blocks west of location 5 disappears.

18. This pressure plate opens and closes pit C.

19. This button opens pit B and closes pit A and vice versa.

20. There are rations here.

21. It is safe to step here.

22. It is safe to step here.

23. It is safe to step here.

24. When you step here, the square magically rotates the party 90 degrees to the right — Check your compass when entering this area.

25. The wall to the east indicated by the orcish rune of passage is an illusion. These markers always indicate illusionary walls.

26. There is a mage scroll of Shield on the floor. The walls to the east and south are illusions indicated by runes of passages.

27. There are two zombies in this room. There is a dagger inscribed on the west wall.

28. The wall to the west is an illusion created when you step on this pressure plate. There is an inscription of a dagger on the south wall and one rock here.

29. There is a sling here.

30. If you step into this area, your party is teleported to location 33 and rotated 180 degrees — Watch your compass. The best strategy is to go through the illusionary walls that are indicated by runes of passage.

31. If you step into this area, your party is teleported to location 32 and rotated 180 degrees — Watch your compass. See location 30 for best strategy. There is an illusionary wall to the north.

32. Your party is teleported here from location 31. There is an illusionary wall to the south.

33. Your party is teleported here from location 30.

34. There is a shelf in the south wall that contains rations and a silver key. If you picked the lock at location 4, the key here will have disappeared. The wall to the east is an illusion. Take the items and one of the blocks west of location 5 disappears.

35. The walls to the north and west are illusions. This can be indicated by the runes of passage on the walls. There are two arrows here.

36. There are rations in the southwest corner of this room.

37. There is a stone dagger in the southwest corner of this room. Take the stone dagger — it is used as a portal key in the lower levels.

38. Throw a dagger, dart, or rock through the gate to the east. The item will land on the pressure plate at location 39 and open the gate.

39. There are rations and a Potion of Extra Healing in this alcove.

40. This area is the R.A.T.S. — Rapid Access Teleport System teleporter. By stepping into this area, your party is teleported just east of location 66.

41. This room is a shuttle between the main part of level 2 and the two sub-levels. To operate the shuttle, step into the room, close the door, and press the west button. If you look at the south wall, you can find out which sub-level you are on. There are three sub-levels: Main Level (which you are on), Correction Facility, and Death Section.

42. Place the silver key in the keyhole on the east wall to open the door to the north.

43. There are a pair of leather boots and rations in this room.

44. There are zombies patrolling in this general area. Be careful and have your cleric ready.

45. Zombies patrol in this area.

46. There are rations here.

47. Zombies patrol in this area.

48. Zombies patrol in this area.

49. This door must be forced open.

50. Place an item on the pressure plate to open the door.

51. There is a button on the north wall — Do not push it. It will change many of the altered walls in the northern half of level 2. It will open some walls and close others. The lever in this room opens the door in location 52. There are four skeletons in this room. The door must be forced open, but you can fire ranged attacks at monster through the opening.

52. There are two zombies in this room and a Potion of Healing.

Correction Facility 53 – 61

53. There are two skeletons in this cell.

54. There are two skeletons and a bow in this cell.

55. There are two skeletons in this cell.

56. There are two skeletons and a mage scroll of Invisibility.

57. There are two skeletons here.

58. This room is a shuttle between the main part of level 2 and the two sub-levels. To operate the shuttle, step into the room, close the door, and press the west button. If you look at the south wall, you can find out which sub-level you are on. There are three sub-levels: Main Level (which you are on), Correction Facility (which you are on), and Death Section.

59. When you press the secret brick on the west wall, it removes the southern wall. There are two skeletons here.

60. The ladder on the south wall leads up to location 13.

61. There is a Potion of Healing here.

Death Section 62 – 65

62. There is a gold key in this area.

63. This door must be forced open. There are also three zombies in this area.

64. There is a rock here.

65. This room is a shuttle between the main part of level 2 and the two sub-levels. To operate the shuttle, step into the room, close the door, and press the west button. If you look at the south wall, you can find out which sub-level you are on. There are three sub-levels: Main Level, Correction Facility, and Death Section (which you are on).

66. This area is the R.A.T.S. Rapid Access Teleport System teleporter. By stepping into this area, your party is teleported just east of area 40.

67. Put the gold key into the north keyhole to open the door.

68. On the west wall is the ladder down to level 3, location 1.

A – G. Pits

Level 3 — Lower Sewer Level (p. 18)

Walls: Red brick walls with slime.

Monsters: Flinds and kuo-toa inhabit this level.

Locations and Events:

1. There is a ladder to the east that ascends to level 2, location 68.

2. When your party enters this area, it rotates them 180 degrees — Watch your compass. Turn around and continue on your way.

3. There is a silver key in the northwest corner of this room.


4. This is a spin-trap like location 2, but from east to west.

5. There is one flind in this area. When you kill the flind, he will drop a silver key.

6. There is one kuo-toa in this area — Watch out for his Lightning Bolt. You also find an arrow here.

7. This area is the R.A.T.S. — Rapid Access Teleport System teleporter. By stepping into this area, your party is teleported to just south of location 8. The party is teleported to location 73 the first time it walks west past location 7.

8. This area is the R.A.T.S. — Rapid Access Teleport System teleporter. By stepping into this area, your party is teleported to just north of location 7.

- 
9. There is a secret button in the west wall that reveals an alcove.
 10. There is a cleric scroll of Cause Light Wounds here.
 11. There is one kuo-toa in this area.
 12. This is one of three keyholes on the south wall. If you put a silver key in this keyhole, a red button appears. If you press the red button, a kuo-toa will attack from behind. When you kill it, the creature drops a silver key, which you can use the key in one of the two remaining keyholes on this level.
 13. If you put the silver key in this keyhole, a blue button appears. If you press the blue button a secret passage opens. You will also find an arrow here.
 14. If you put the silver key in this keyhole, the same thing will happen as in location 12.
 15. Step here to open a pit to the west. There is a mage scroll of Detect Magic just north of here.
 16. There is a red gem and a +3 dagger named "Backstabber" here.
 17. There is one kuo-toa in this area.
 18. Use a silver key in this keyhole to open the door to the east. Two kuo-toa will appear to the west and south.
 19. Use a silver key in this keyhole to open the door at location 18.
 20. There is a kuo-toa, a Potion of Extra Healing, and a Potion of Healing here.
 21. There are kuo-toa in this area.

22. If you step here, a pit opens to the west.
23. Put the red gem in the hole to open the door.
24. There is one kuo-toa in this area.
25. There are four arrows, a red gem, and a Potion of Speed here.
26. This pressure plate closes pit L.
27. This pressure plate closes pit Q.
28. This pressure plate permanently closes pit A. Close the pit to get the items at location 25.
29. This pressure plate opens pit F. There is also one kuo-toa and a rock in this room.
30. This pressure plate also opens pit F.
31. This pressure plate opens pit P.
32. Place the red gem in the hole to open the south door.
33. There are two flinds patrolling this chamber.
34. Push this button to open and close the door to the north.
35. There is a mage scroll of Fireball here.
36. This lever opens and closes the door to the south.
37. There are two flind patrolling this area.
38. There is one flind in this area.
39. There are two kuo-toa in these halls.
40. There is a spear, leather armor, a long sword, and human bones here. Be sure to pick up the bones, for these are the

remains of the fighter Anya. You can resurrect her later.

41. There are two flind patrolling in this area.
42. There is a secret button on the north wall that opens a passage to the north. There is also a rock here.
43. There is one flind in this area.
44. You can't open the door from this side — you must enter this room from the door at location 48.
45. There are rations here.
46. There is a trap here that will spin your party 180 degrees and teleport them to the southeast corner of the room.
47. There are kuo-toa in this area.
48. There is an inscription on the west wall: "Museum." There is also a lever that opens the door to the south.
49. There is a shield here.
50. The lever on the north wall opens the door to the north.
51. There is a trap here that teleports your party to location 52. This trap only goes off once.
52. Your party is teleported here from location 51.
53. There is a blue gem on the shelf.
54. Place a blue gem in the left eye on the wall. When you have placed all four blue gems at locations 54, 56, 62, and 63 the passages open up at locations 56 and 63.
55. There is a blue gem here.

56. Place a blue gem in the left eye on the wall. When you have placed all four blue gems at locations 54, 56, 62, and 63 passages open up here and at location 63.
57. If you step here, your party is teleported to location 68 and rotated 90 degrees counterclockwise.
58. If you step here, your party is teleported to location 69 and rotated 90 degrees counterclockwise.
59. There are two flinds patrolling these halls.
60. There is a blue gem here.
61. There is a blue gem here.
62. Place a blue gem in the left eye on the wall. When you have placed all four blue gems at locations 54, 56, 62, and 63 passages open up at locations 56 and 63.
63. Place a blue gem in the left eye on the wall. When you have placed all four blue gems at locations 54, 56, 62, and 63 passages open up at here and at location 56.
64. There is a shield, chain mail, and arrow here.
65. There are three iron rations here.
66. This ladder leads down to level 4, location 1.
67. This ladder leads down to level 4, location 2.
68. Your party is teleported here from location 57.
69. Your party is teleported here from location 58.

70. This is a teleporter that will teleport your party to just west of location 23.

71. There is a Wand of Magic Missiles here.

72. The party is teleported to location 73 every time it walks east through this location.

73. The party is teleported here the first time it walks west past location 7 and every time it walks east past location 72.

A – R are pits.

S. It is safe to step here.

T. This is a statue of a flind.

U. This is a statue of a kuo-toa.

V. This is a statue of a flind. There are also rations here.

W. This is a statue of a kuo-toa. There is also a Potion of Healing here.

X. This is a statue of a kuo-toa.

Y. There is a statue of a flind and a cleric scroll of Flame Blade here.

Z. There is a kua-toa statue and a rock here.

Level 4 — Upper Level Dwarven Ruins (p. 19)

Walls: Fitted stone walls.

Monsters: Giant spiders inhabit this level.

Note: Because the spiders roam the halls of this level, it is impossible to tell the exact location of each spider. Listed below are spider hot spots where the spiders are most likely to be. These are labeled "Spider area."

Locations and Events:

1. These stairs lead up to location 66 on level 3.

2. These stairs lead up to location 67 on level 3.

3. Push the button on the west wall to open the door to the south. A hidden passage will also open to the east. Watch out though — a giant spider will attack from the secret passage.

4. There is one giant spider in this room.

5. There are 3 iron rations here.

6. This pressure plate closes the door to the north.

7. This pressure plate closes the door to the north.

8. There are two giant spiders in this room.

9. There is one giant spider in this room.

10. Spider area.

11. There is a rock here.

12. There is dwarven key here.

13. Spider area.

14. Spider area.

15. There is an arrow here.

16. There is a rock here.

17. This pressure plate closes the door to the west.

18. There is a rock here.

19. Spider area.

20. There is a blue-gem ring here — it has no magic powers.

21. There is an arrow here.

22. Spider area.

23. There is a stone scepter and four spiders here. The scepter is a portal key.

24. There is an arrow here.

25. There is a green-gem +3 Ring of Protection here.

26. When you step in location 89, this wall disappears.

27. When you step in location 90, this wall disappears.

28. Place the dwarven key in the keyhole on the south wall to open the west door.

29. The shaded blocks are magical and will recede as your party approaches. The blocks will only move counterclockwise — so you must move up the eastern corridor.

30. Spider area.

31. Spider area.

32. There is a mace here.

33. This is an empty room.

34. Pull on the gargoyle's arm to close the pit at location 91. There is a dwarvish inscription on the south wall: "Access control lever."

35. There is a mace here.

36. There is a chain on the south wall. Pulling it locks and unlocks the moving blocks at location 29.

37. There is a gargoyle decoration on the north wall. The passage to the north can be opened from location 87.

38. There is a dwarven key here.

39. There is an injured dwarf named Taghor here. He will ask to join your party, and makes an excellent companion. He is armed with an axe, chain mail, and a dwarven helmet.

40. There is a gargoyle here with its arm up. If you pull the arm down, the pit at location 41 closes.

41. There is a pit here that can be closed from location 40.

42. There is a dwarvish inscription here that reads: "Kruen — King under the mountain."

43. There is a gargoyle keyhole here. Insert a dwarven key and the middle southern door opens — The two doors to the west and east must be closed for location 82 to open.

44. There is a gargoyle decoration on the south wall.

45. Pull this lever down and a pit at location 51 will disappear.

46. There is a gargoyle decoration on the south wall.

47. There is a gargoyle decoration on the south wall, and non-magical robe and medallion here.

48. There is a dwarven inscription on the west wall that reads: "Kruen — The fearless one."

49. There is a dwarven key here.

50. There is a dwarven inscription on the west wall that reads: "Kruen — the holder of wisdom".



51. There is a pit here. It can be closed at location 45.
52. There is a pressure plate here. Stepping on it opens and closes the three pits to the east.
53. Spider area.
54. This jeweled lever opens and closes the west door.
55. There is a gargoyle decoration on the west wall.
56. There is a gargoyle decoration on the south wall. The passage to the south can be opened from location 87.
57. There is a gargoyle decoration on the east wall.
58. There is a message on the wall that reads: "There is evil which lies beyond this room".
59. The portal on the north wall requires the stone medallion as a key. Using the key will teleport the party to level 7, location 63.
60. There are two Cure Poison Potions here.
61. There are two Cure Poison Potions here.
62. Push the button on the door to open it.
63. There is a message on the south wall that reads: "Oracle of Knowledge".
64. The shelf on the south wall is empty. If you place an Orb of Power on the shelf, all magic items carried in your party will be identified.
65. There is a gargoyle decoration on the west wall.
66. On the west wall, pull the gargoyle's arm and spiders appear at locations 92 and 93.
67. These stairs go down to level 5, location 1.
68. There is a gargoyle decoration on the north wall.
69. This button opens and closes the south door.
70. Use a dwarven key in the gargoyle keyhole in the north wall to open the northern door. There is another keyhole on the wall to the north-east of the door.
71. The button on the north wall opens the southern door to location 72.
72. The first time you enter this magic room, it contains: one spider, a Potion of Healing, and a dwarven key. Enter the room from one direction, get the items, and exit closing the door behind you. Go to the next door and repeat the process — You can do this once for each door and get three more potions.
73. The button on the east wall opens the western door to location 72.
74. Use a dwarven key in the gargoyle keyhole to open the door to the north.
75. The button on the south wall opens the northern door to location 72.
76. The button on the west wall opens the eastern door to location 72.
77. Use a dwarven key in the gargoyle keyhole to open the door to the south.



78. These stairs lead down location 17 on level 5.
79. There is a Potion of Healing here.
80. There is a gargoyle keyhole on the east wall. Insert a dwarven key to open the door.
81. There are two Cure Poison Potions here.
82. There is a +3 axe called "Drow Cleaver" behind the secret wall. Pull the chain on the south wall to open the secret passage at 50. If this location is not open see the note at location 43.
83. There is a cleric scroll of Slow Poison, a mage scroll of Flame Arrow, and a Potion of Healing here.
84. This is a hidden pressure plate that opens and closes the pit in the center of the room.
85. There is a message on the east wall that reads: "Emergency Exit". There is also a dwarven shield and a dwarven helmet here.
86. The south wall is an illusion.
87. On the north wall is a gargoyle lever. Pull it to open and close the passage between locations 37 and 56.
88. There is a secret button on the west wall that opens and closes the secret passage to the west of location 84.
89. Step here to open the passage at 26.
90. Step here to open the passage at 27.
91. This is a pit opened and closed by the lever at location 34.
92. A spider appears here after pulling the lever at location 66.
93. A spider appears here also after pulling the lever at location 66.
- Level 5 — Dwarven Ruins and Camp (p. 20)**
- Walls:** Fitted stone walls.
- Monsters:** Dwarves, possibly friendly, and giant spiders inhabit this level.
- Locations and Events:**
1. The east steps lead up to location 67 on level 4.
 2. There is a dwarvish rune of safe passage on the illusionary north wall. These runes mark the ancient dwarves maze of illusionary walls.
 3. There is a dwarvish rune of safe passage on the illusionary west wall.
 4. There is a cleric scroll of Prayer here.
 5. There is scale mail and a dwarven key here.
 6. There is a dwarvish rune of safe passage on the illusionary west wall.
 7. Spider area.
 8. There is an illusionary wall to the north.
 9. There is no way to open the door on this side — it must be opened from the north side.
 10. There is a gargoyle keyhole in the north wall. Use a dwarven key to open the door.



11. There are iron rations here.
12. There are iron rations here.
13. This door is part way open — it must be forced open.
14. There is a secret button on the west wall that opens the western door.
15. There is a dwarvish rune of safe passage on the illusionary west wall.
16. Spider area.
17. The stairs lead up to level 4, location 78.
18. Push the button to open this door — It can only be opened from this side
19. Spider area.
20. Spider area.
21. There is a cleric scroll of Hold Person.
22. There are iron rations here.
23. There is a gargoyle decoration on the illusionary north wall.
24. There is a portal on the north wall. The door requires the stone necklace as a key to teleport to level 7, location 67.
25. There is a mage scroll of Haste.
26. A stone necklace portal key can be found on a shelf in the east wall.
27. You meet Armun, the leader of the dwarven camp. If you agree to help the dwarves, they will give you six rations and a stone medallion portal key. Dorhum, a dwarven fighter, will also ask to join. He wants to help find prince Keirgar.
28. There is a dwarvish rune of safe passage on the illusionary west wall.
29. There are three pits on the ceiling here from level 4.
30. A dwarven cleric here will heal wounded characters or resurrect any dead NPCs. This is an opportunity to bring any of the bones you found back to life.
31. There is an inscription reading: "Pantry" on the east wall. There is also a poison potion here — Do NOT drink it.
32. These doors cannot be opened from the north side.
33. There is a gargoyle keyhole on the north wall — Use a dwarven key to open the northern door.
34. There is a gargoyle keyhole on the north wall — Use a dwarven key to open the northern door.
35. These stairs lead down to level 6, location 1.
36. There is a message here: "Please reset drain holes when finished."
37. There is a gargoyle lever with his arm in the up position. Pull it down to resets drain holes which closes most of the pits on this level.
38. There are more dwarves here.
39. There is a jeweled lever in the up position on the west wall. Pull it down to open the south door. As you move into the maze to the south, pits will open behind your characters. Be careful as the party moves through the area not to double back or get trapped in a dead end.



40. There is a message on the south wall that reads: "Greed will be your downfall."
41. There is a -3 cursed sling here and a -3 cursed axe to the north-east.
42. This is a teleporter to just south of location 37.
43. There is a key here.
44. There is a pair of leather boots here.
45. There is a blue-gem ring of Feather Fall here.
46. There is a key here.
47. There is an ornate keyhole here. Insert a key to open the east door.
48. There is a keyhole on south wall. Insert a key to open the eastern wall. There is plate mail and a mage scroll of Invisibility 10' here.
49. The teleporter here will take the you to location 50.
50. Your party is teleported here from location 49.
51. Spider area.
52. Spider area.
53. Spider area.
54. Push the button on the north wall to make the western wall disappear.
55. There is dwarven rune of safe passage on the illusionary east wall.
56. There is a rock here. The walls to the east are an illusion.
57. This area will teleport your party to location 58A and rotate them 180 degrees — Watch your compass.
- 58A. Your party teleports here from location 57.
- 58B. The walls to the north and west are illusions and there is a Wand of Frost here.
59. The pressure plate here opens a pit to the north.
60. There is a dwarvish rune of safe passage on the illusionary north wall.
61. There is a dwarvish rune of safe passage on the illusionary west wall.
62. There is a rock here.
63. There is a dwarvish rune of safe passage on the illusionary north wall. On the west wall is an inscription that reads: "You've made it this far. Good luck."
64. There is a spear and iron rations here.
65. There is a dwarvish rune of safe passage on the illusionary east wall.
66. These stairs lead down to level 6, location 2.
67. There is a cleric scroll of Aid here.
68. There are iron rations here.
69. Push the secret button on the east wall to make it disappear.
70. Spider area. There is a mage scroll of Dispel Magic here.
71. The secret button on the south wall opens the passage to the south.
72. Destination of teleporters A, B, C.
73. Destination of teleporter D. The lever here opens the door at 81.



74. Destination of teleporters E, F.
75. Destination of teleporter G. This door is opened by the lever at 82.
76. Destination of teleporter K.
77. Destination of teleporter L. On the east wall is inscribed: "Things are not always as they appear."
78. Destination of teleporter M.
79. This lever opens the door at 80.
80. This door is opened by the lever at 79.
81. This door is opened by the lever at 73.
82. This lever opens the door at 75.
83. There is an inaccessible non-magical long sword here.

Teleporters:

- A. Teleporter to 72.
B. Teleporter to 72.
C. Teleporter to 72.
D. Teleporter to 73.
E. Teleporter to 74.
F. Teleporter to 74.
G. Teleporter to 75.
H. Teleporter to 72.
I. Teleporter to Teleporter A.
J. To Teleporter K. There is also an inaccessible cleric scroll of Detect Magic here.
K. Teleporter to 76.
L. Teleporter to 77.

- M. Teleporter to 78.
N. Teleporter to teleporter G.
O. Teleporter to Teleporter F.

Level 6 — Bottom Level of Dwarven Ruins (p. 21)

Walls: Fitted stone walls.

Monsters: Kenku and an evil wizard inhabit this level.

Locations and Events:

1. These are stairs lead up to level 5, Location 35 — This door can only be opened from the other side.
2. These are stairs lead up to level 5, location 66.
3. There is an inscription on the south wall that reads: "Store weapons before proceeding." You must put a weapon or two on each of the two pressure plates to the south and north for the eastern door to open. You can then take your weapons, and the door will remain open.
4. There is one kenku in this room.
5. There is one kenku in the area.
6. There are kenku in the area.
7. There is a kenku egg here.
8. There are kenku in this area.
9. There is a kenku egg here.
10. There is a dark-robed mage here. If slain, the mage may drop a mage Hold Person scroll, one or two Potions of Extra Healing, and a Wand of Frost.
11. Step here and four darts will fly from the dart holes on the east and west walls.



12. There is a key here.
13. Push the button on the west door to open it.
14. Insert a key into the keyhole to open the west door.
15. There are two kenku here.
16. There are four kenku here guarding one kenku egg.
17. There are three kenku here guarding five kenku eggs.
18. There are three kenku and two kenku eggs here.
19. Four darts are triggered by stepping on the pressure plate in the center of this area.
20. These stairs lead down to location 21.
21. These stairs lead up to location 20.
- 22A. Drop through the pit to 22B to find a dwarven key.
- 22B. You land here from 22A and take the dwarven key.
- 23A. Drop through the pit to 23B to find a dwarven key.
- 23B. You land here from 23A and take the dwarven key.
24. There are kenku patrolling this area.
25. There are kenku patrolling this area.
26. Locations 26, 27, and 28 are keyholes around a large t-shaped block that must be rotated out of the way. Use a dwarven key in the south keyhole and the block will rotate clockwise to the first position.

27. After using the key at location 26, the keyhole rotates to here. Use the dwarven key and the block will rotate clockwise to the second position. South-east of this location is an inscription that reads: "Round and Round..."

28. After using the key at locations 26 and 27, the keyhole rotates to here. Use a dwarven key and the block will rotate clockwise to the third position and allow you to reach the stairs at location 46. A kenku will attack after the block shifts to its last position.

29. There is a rock here.

30A, 30B, 30C. There are pressure plates on the floor here that activate dart traps the first two times they are stepped on. After that, the darts are expended. The trap at location 30A will fire one additional parting shot when you try to leave the level.

31. There is a pressure plate on the floor here that activates a dart trap.

32. There is a Wand of Magic Missiles on the shelf in the east wall.

33. There is an inscription on the east wall that reads: "Silverware rack, be neat." Put a dart or a dagger in the shelf at 32 and the passage opens with another shelf. Keep opening the passageway in this manner — make sure you have collected 15-20 darts or daggers to fill all the shelves.

34. There is a dwarven key here — Take the key before placing an item on the shelf or it will be lost.

35. There is a +1 dwarven shield here.



36. Here you find cleric scrolls of Dispel Magic and Cure Serious Wounds.

37. Push the secret button on the south wall, and the wall to the east will disappear. There is also +3 mace here.

38. There is one kenku here.

39. There is a non-magical red-gem ring here.

40. These are pits in the ceiling from level 5 and a rock here.

41. There is a secret button on the east wall. Pushing it makes the passage to the east disappear.

42. There is a cleric scroll of Flame Blade here.

43. There is one kenku in this area.

44. These doors can only be opened from this side.

45. There is portal on the east wall activated by the stone ring. This teleports to and from level 10, location 9.

46. These stairs lead down to level 7, location 1.

47. There is a stone ring here. This is a portal key — Be sure to keep it.

48. There are stairs here that lead down to level 7, location 9.

49. There are non-magical bracers here. You can only get to this room by falling through pits in the vicinity of location 46 on level 5.

50. There is one kenku here. You can only get to this room by falling through pits in the vicinity of location 46 on level 5.

51. There is a shelf on the west wall with a dagger and a dart.

52. The writing on the south wall read "Nest."

53. There are two kenku here.

54. There is a secret button on the west wall. Pushing it makes the passage to the west disappear.

Level 7 — Upper Reaches of the Drow (p. 22)

Walls: The walls of this level are carved out of dark, purple bloodstone mixed with black onyx.

Monsters: Skeletal lords and drow inhabit this level.

Locations and Events:

1. These stairs lead to up level 6, location 46.

46. When you reach level 7, there will be several drow guarding the entrance to the level — Do not attack them. Bribe them with kenku eggs, and no drow patrols will attack you unless you attack first.

2. Drow patrol this area.

3. A message is inscribed on the north wall reads: "Don't delay."

4. Stepping on pressure plates 4A, 4B, 4C, or 4D sets off a Fireball that flies east from 4A, and turns north at 4B and then flies up the corridor and into the wall — Beware!

5. There is a cleric scroll of Slow Poison here.



6. There is a cleric scroll of Create Food here.

7. There is a mage scroll of Fireball here.

8. On the east wall is a spider keyhole. Insert a gold key to open the door.

9. Beyond this door to the east are stairs leading up to level 6, location 48.

10. This door can only be opened from this side.

11. One drow guards this room. There is a cleric scroll of Bless, a necklace, and rations in the south west corner of the room.

12. There is an arrow here.

13. There is an ornate, non-magical shield here.

14. There are two pits to the north of this location. Push the button on the west wall to close the pit directly to the north. When you push the button, a Fireball flies south from location 17, turns east at location 16, and hits the wall east of location 16.

15. Stepping on this pressure plate sets off a Fireball trap from location 17 towards the party — Don't move, the Fireball will turn east at location 16 before it hits the party.

16. This is where the Fireball veers off to the east.

17. There are scorched holes in the north wall from the Fireball trap at location 15.

18. This door can be opened from either side.

19A. A skeletal lord is released from this alcove when you step on the pressure plate at location 20. There are also the human bones of the cleric Ilaria and a cleric holy symbol here.

19B. A skeletal lord is released from this alcove when you step on the pressure plate at location 20.

19C. A skeletal lord is released from this alcove when you step on the pressure plate at location 20.

20. Step on this pressure plate to open the three doors at location 19, releasing three skeletal lords at locations 19 A, B, and C.

21. There is a key, a cleric scroll of Remove Paralysis, and a cleric scroll of Protection from Evil 10' here.

22. Two drow patrol this area.

23. Insert a key in this keyhole to open the south door.

24. There are arrows here.

25. There is a Luckstone Medallion here.

26. These stairs lead down to level 8, location 1.

27. A drow patrols this area.

28. There is an arrow here.

29. There are three drow patrolling this area.

30. There are scorch holes on the east and west walls here.

31. There are scorched holes on the east and west walls. There is also a Potion of Healing and a key here.



32. The stairs to the west lead down to level 8, location 2. On the south wall is a spider keyhole that requires a drow key. This opens the door to the east, revealing stairs that lead down to level 8, location 9.

33. These stairs lead down to level 8, location 16.

34. There is an inscription on the south wall read: "One battle for glory."

35. One skeletal lord guards this room.

36. On the north wall is a message that reads: "One sacrifice made."

37. There is a spider button on the north wall, and an empty shelf on the west. Place an item on the shelf then push the spider button to open the south passage

38. This pit leads to level 8, location 81. You can jump through without being harmed.

39. On the northern wall is a message that reads: "One leap of faith." There is a +2 ring of protection here.

40. These stairs lead down level 8, location 14. The writing on the west wall reads: "No turning back."

41. A message is written on the east wall reads: "One way."

42. Written on the east wall is a message that reads: "Fight for your freedom."

43. The button on the south wall reveals four passages — one to the west, one to the east, and two to the south.

44. There is a skeletal lord in this alcove. Step in here to open the door at location 53 and find a suit of banded armor.

45. Stepping in here opens the door at location 51B. There is also a jeweled key in this area.

46A. There are spider buttons on the north and south walls. The north button opens the door to location 44, while the south button opens the door to location 45.

46B. There are spider buttons on the north and south walls. The north button opens the door to location 47, while the south button opens the door to location 48.

47. There is a skeletal lord in this alcove. Stepping in here opens the door at location 54. There are also three arrows here.

48. There are two skeletal lords in this alcove. Stepping in here opens the door at location 56. There is also a ruby key here.

49. The spider button on the south wall opens the door to location 50.

50. There are skeletal lords in this alcove. Stepping in here opens the door at location 57. There is also a mage scroll of Lightning Bolt here.

51A. This location is blocked by a wall until the button at location 43 is pushed. There are spider buttons on the north and south walls. The north button opens the door to location 51B, while the south button opens the door to location 53.

51B. Step in here to open the door at location 45. There is also a jeweled key here.

52. There are spider buttons on the north and south walls. The north button opens the door to location 56, while the south button opens the door to location 54.



53. There is a skeletal lord in this alcove. Step in here to open the door at location 44 and find a cleric scroll of Cure Light Wounds.

54. There is a skeletal lord in this alcove. Step in here to open the door at location 44 and find a drow key.

55. The spider button on the north wall opens the door to location 57.

56. There is a skeletal lord in this alcove. Step in here to open the door at location 48 and find a mage scroll of Fear.

57. There is a skeletal lord in this alcove. Step in here to open the door at location 50 and find a drow key.

58. On the south wall is a silver spider keyhole. Insert a jeweled key to open the door to the west.

59. On the south wall is a silver spider keyhole. Insert a drow key in it to open the door to the west.

60. On the south wall is a silver spider keyhole. Insert a drow key in it to open the door to the west.

61. On the south wall is a silver spider keyhole. Insert a jeweled key in it to open the door to the west.

62. There is an empty shelf carved in the south wall.

63. On the north wall is a portal which requires the stone medallion as a key. Place the key on the blank brick to activate the portal and teleport your party to level 4, location 59. On the east wall is an inactive portal.

64. There is a useless wand and a rock here.

65. On the north wall is a portal which requires the stone dagger as a key. Place the key on the blank brick to activate the portal and teleport your party to level 9, location 11.

66. There is a glowing rock here.

67. On the west wall is a portal which requires the stone holy symbol as a key. Place the key on the blank brick to activate the portal and teleport your party to level 11, location 3. On the north wall is a portal which requires the stone necklace as a key. Place the key on the blank brick to activate the portal and teleport your party to level 5, location 24.

68. There is a silver spider keyhole on the north wall. Insert a ruby key in it to open the door.

69. These stairs lead down to level 8, location 24.

70. This is the destination of the teleporter at location 83.

71. There are two skeletal lords in this alcove.

72. This teleporter transports the party to location 82.

73. There is a message inscribed on the north wall that reads: "Weapon."

74. In this area is a +3 short sword named "Slicer."



75. There is a gold lever on the south wall. Pull it to open the door to location 74. Once this is done, location 80 and 77 can no longer be reached.

76. There is a message inscribed on the north wall that reads: "Armor."

77. In this room are +3 elven Bracers of Defense.

78. There is a gold lever on the south wall. Pull it to open the door to location 77. Once this is done, location 80 and 74 can no longer be reached.

79. There is a message inscribed on the north wall: "Magic."

80. There is a Ring of Wizardry here.

81. There is a gold lever on the south wall. Pull it to open the door to location 80. Once this is done, location 77 and location 74 can no longer be reached.

82. This is the destination of the teleporter at location 72.

83. This teleporter transports the party to location 70.

Level 8 — Drow Outcasts (p. 23)

Walls: The walls of this level are carved out of dark, purple bloodstone mixed with black onyx.

Monsters: Driders and hell hounds inhabit this level.

Locations and Events:

1. These stairs lead up to level 7, location 26.

2. These stairs lead up to the western stairs at level 7, location 32.

3. There is a spider carving on the illusionary northern wall.

4. There is a spider keyhole on the western wall. Insert a ruby key in it to open the door to the north.

5. There is a ruby key here.

6. There is a drow bow and a mage scroll of Vampiric Touch here.

7. These stairs lead down to level 9, location 1.

8. There is a drow key and a red gem here.

9. These stairs lead up to the eastern stairs at level 7, location 32.

10. These stairs lead down to level 9, location 86.

11. There is a jeweled key and a mage scroll of Shield here.

12. There is a drow key here.

13. These stairs lead down to level 9, location 3.

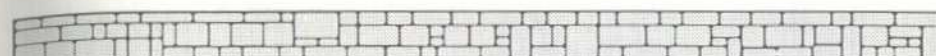
14. These stairs lead up to level 7, location 40.

15. There is a ruby key here.

16. These stairs lead up to level 7, location 33.

17. There is an inscription of a gem on the north wall. Insert a red gem to open the north door.

18. This is the destination of the teleporter at location 84.



19. On the east wall is a shelf and a spider button. Insert a key in the shelf, push the button, and a red gem appears. You can make as many gems as you have keys.

20. Written on the south wall is a message that reads: "One gem for one key."

21. These stairs lead down to level 9, location 10. On the southern wall there is a secret button that opens a passage to the south.

22. On the northern wall is a spider inscription. This wall is an illusion.

23. There is a drow key here.

24. These stairs lead up to level 7, location 69.

25. This is a spin trap that rotates the party 180 degrees — Watch your compass.

26. There are driders patrolling this area.

27. Your party is teleported here from location 29.

28. There is a Scepter of Kingly Might and a non-magic robe here.

29. Stepping in this square will teleport your party to location 27 and rotate them 180 degrees.

30. There is a non-magic flail here.

31. There is a suit of magical plate mail here called "Plate Mail of Great Beauty." Beware — the armor is -3 plate mail.

32. There are two driders and a hell hound in this room.

33. There are two driders here.

34. On the north wall is a portal that requires the stone scepter as a key. Place the key on the blank brick to activate the portal and teleport your party to level 10, location 7.

35. There is a pair of drow boots here.

36. There is a cleric scroll of Protection from Evil here.

37. There is a Flame Gauntlet on the south wall. The spider button on the west wall opens the door to the north.

38. A Fireball flies down the hall from the north when you step here — Sidestep to the west.

39. A Fireball flies down the hall from the north when you step here.

40. There is a pit here — Be careful when sidestepping a Fireball.

41. A Fireball flies down the hall from the north when you step here — Quickly step forward and sidestep to the west.

42. A Fireball flies down the hall from the south when you step here.

43. There is a pit here — Be careful when sidestepping a Fireball.

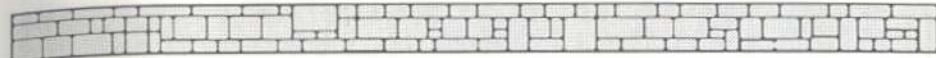
44. There is a Flame Gauntlet on the north wall.

45. There are two hell hounds in this hall.

46. Stepping here teleports your party to location 48.



47. In the east shelf is a green-gem Ring of Sustenance.
48. Stepping here teleports your party to location 46.
49. Many hell hounds roam this area — Beware!
50. There is a mage scroll of Invisibility 10' here.
51. A secret button on the south wall opens the passage to the east.
52. On the north wall is a spider button. Push it to open the passage to the north.
53. There is a cleric scroll of Hold Person here.
54. There is a message on the east wall that reads: "Turn around." Reading the message teleports your party to location 56, facing west.
55. The wall to the east is an illusion.
56. There is a message on the west wall that reads: "Turn around." Reading the message teleports your party to location 54, facing east.
57. On the west wall is a spider button. Pushing it opens the four doors to the south and release four hell hounds from behind the southern doors.
58. There is a non-magical ring and medallion here.
59. These stairs lead down to level 9, location 38.
60. There is a pressure plate here. Inside this room are twelve Flame Gauntlets.
61. There are cleric scrolls of Cure Critical Wounds, Neutralize Poison, and Prayer here.
62. There are two driders in this area.
63. This door cannot be opened from this side.
64. This door cannot be opened on this side. The only way to access the room beyond is by dropping through a pit on level 7 east of location 16.
65. There is one hell hound in this room and two pits on the ceiling from level 7, location 16. The teleporter in the northeast corner transports you to location 1 on this level.
66. There are two hell hounds in the room.
67. There are four pressure plates in a row next to the pits. Each pressure plate opens and closes the adjacent pit. There is also a glowing rock here.
68. The spider button on the east wall opens and closes the pit at location C.
69. The spider button on the east wall opens and closes the pit at location D.
70. The spider button on the east wall opens and closes the pit at location A.
71. The spider button on the east wall opens and closes the pit at location B.
72. On the north wall is a portal. This is the destination of the portal at level 10, location 7. It cannot be activated from here.
73. There is a Wand of Lightning Bolt in the shelf on the wall here.



74. One hell hound roams this area.
75. Stepping on this pressure plate removes the wall to the west, but also makes the lockpicks in the room at location 78 to the south inaccessible.
76. Stepping on this pressure plate will remove the wall to the southwest, but will make the parallel hall to the north 75 permanently impassible. The mage scroll of Ice Storm at location 77 will then be inaccessible.
77. There is a mage scroll of Ice Storm here.
78. There is a set of lockpicks here.
79. This teleporter transports you to location 85.
80. There is an inscription on the eastern wall that reads: "One's faith repaid."
81. This location is accessed by falling through a pit on level 7, location 38.
82. There is a cleric scroll of Raise Dead and a Potion of Extra Healing.
83. This door can only be opened by the button on this side.
84. This teleporter transports you to location 18.
85. This is the destination of the teleporter at location 79.
86. In this alcove is a +3 long sword named "Nightstalker."
87. There are driders wandering in this area.

Level 9 — Lower Reaches of the Drow (p.24)

Walls: The walls of this level are carved out of dark, purple bloodstone mixed with black onyx.

Monsters: Rust monsters and displacer beasts inhabit this level.

Locations and Events:

1. These stairs lead up to level 8, location 7.
2. There is a spider keyhole on the west wall. Insert a jeweled key to open the door to the north.
3. These stairs lead up to level 8, location 13.
4. There is a keyhole on the east wall. Insert a drow key to open the door to the south.
5. On the west wall is written a message that reads: "One key for one gem."
6. There is a shelf carved in the west wall. Place a gem inside, push the spider button in location 7, and a jeweled key is created. You can do this as many times as you have gems.
7. On the west wall is a spider button.
8. On the east wall is a message that reads: "It is written, the key lies on the other side."
9. There is a spider keyhole on the east wall. Insert a jeweled key to open the door to the south.
10. These stairs lead up to level 8, location 21.



11. On the east wall is a portal that requires the stone dagger as a key. Place the key on the blank brick to activate the portal and teleport your party to level 7, location 65.
12. There is a pair of drow boots here.
13. The wall to the west is an illusion.
14. There is a +3 drow shield here.
15. There is one displacer beast in this room.
16. There is one displacer beast in this room.
17. There is a shelf carved into the west wall. If you place an Orb of Power (from levels 11 or 12) on the shelf, all magic items carried in your party will be identified but the Orb will disappear.
18. There is a message that reads: "Oracle of Devouring."
19. The wall to the east is an illusion.
20. There is a suit of chain mail here.
21. There is a mage scroll of Invisibility here.
22. The wall to the south is an illusion.
23. This door can only be opened from this side.
24. Stepping on this pressure plate closes and opens the door. Inside this room are two displacer beasts.
25. There are three arrows here.
26. Stepping on this plate deactivates the Hall of Thieves, location 28.
27. Written on the south wall is one of the following messages: "Thank you" or "You forgot something."
28. Down this hall, on the west walls, are carved shelves. As the characters step next to these shelves, some of their items will be placed there. The only way to deactivate this trap is to step on the pressure plate at location 26.
29. On the west wall is written: "Hall of Thieves."
30. On the east wall is an inscription of a gem. Insert a glowing rock to open the eastern door.
31. There are two displacer beasts in this room.
32. There is a drow key here.
33. On the east wall is an inscription of a gem. Insert a glowing rock to open the eastern door.
34. There is a mage scroll of Stoneskin here.
35. On the east wall is written a message that reads: "Watch your head." There are pits in the ceiling.
36. When you step here, a glowing rock flies from the east and lands here. Step on location 37 to get a second glowing rock.
37. When you step here, a glowing rock flies from the east, landing in location 36.
38. These stairs lead up to level 8, location 59.



39. On the west wall, above a pressure plate is the message that reads: "Donate sword." If any sword is placed here and the correct items are placed at locations 40, 41, and 42, the door to the south 43 opens.
40. On the east wall, above a pressure plate is the message: "Donate armor." If any armor is placed here, and the correct items are placed at locations 39, 41, and 42, the door to the south 43 opens.
41. On the west wall, above a pressure plate is the message: "Donate food." If any rations are placed here, and the correct items are placed at locations 39, 40, and 42, the door to the south 43 opens.
42. On the east wall, above a pressure plate is the message: "Donate missile." If any missile (rock or arrow) is placed here, and the correct items are placed at locations 39, 40, and 41, the door to the south 43 opens.
43. This door opens when the four items are placed at locations 39, 40, 41, and 42. There are 2 displacer beasts in this room.
44. There is a poison potion here — Do NOT drink it.
45. There is one displacer beast guarding each of these rooms.
46. There is one displacer beast guarding this room.
47. There is one displacer beast guarding this room.
48. There is one displacer beast guarding this room.
49. There is a cleric scroll of Detect Magic here.
50. There are displacer beasts that guard this area.
51. There are two rust monsters that wander in this area.
- 52A. There is a spider keyhole on the south wall. Insert a drow key to open the western door.
- 52B. There is a spider keyhole on the south wall. Insert a drow key to open the western door.
53. There is one rust monster that wanders in this area.
54. There is a message written on the wall that reads: "The cunning and agile shall survive." The party should run down the hall to the east to avoid being hit by the dart traps in the illusionary walls to the north and south.
55. Stepping on this pressure plate will set off dart traps from the illusionary walls.
56. Stepping on this pressure plate will set off dart traps from the illusionary walls.
57. There are bones here. These are the remains of the fighter Beorham and his gear. There is a dagger, a shield, plate mail, helmet, holy symbol and an ancient +5 long sword named "Severious".
58. Stepping on this pressure plate will set off dart traps from the illusionary walls.
59. The wall to the south is an illusion.

60. There is an uncharged Magic Missile Gauntlet in the south wall.

61. There is a message written on the west wall that reads: "Drow word for button."

62. Stepping on this pressure plate sets off a Magic Missile from the area to the west.

63. There is a spider button on the east wall. Pushing it will activate a Magic Missile Gauntlet at A.

64. There is a spider button on the east wall — Pushing it will activate a Magic Missile Gauntlet at B.

65. There is a spider button on the south wall — Pushing it will activate a Magic Missile Gauntlet at C.

66. There is a spider button on the north wall — Pushing it will activate a Magic Missile Gauntlet at D. There is also a drow key here.

67. On the west wall is a spider button — Pushing it will activate a Magic Missile Gauntlet at F.

68. Stepping on this pressure plate sets off a Magic Missile Gauntlet at E. To the south is a spider button — pushing it also sets off a Magic Missile Gauntlet. On the east wall is a spider keyhole. Insert a drow key to open the door to the west.

69. The wall to the west will disappear after the appropriate actions at location 75.

70. This room can only be accessed by falling through the pit on level 8 at location 40. There is a Potion of Extra Healing here.

71. The wall to the north is an illusion.

72. There is nothing here.

73. There is a cleric scroll of Protection from Evil 10' here.

74. There are five darts and a cleric scroll of Dispel Magic here.

75. Throw an item through the northern wall and the wall to the west disappears. Next, throw an item at the newly revealed pressure plate to the west to cause the illusionary wall at location 69 to disappear. There are also pits to the west and south of this location.

76. These stairs lead down to level 10, location 47.

77. These stairs lead down to level 10, location 53. **33**

78. Push the secret button on the south wall to open the passage to the north.

79. There is a cleric scroll of Raise Dead here.

80. There is one rust monster wandering in this area.

81. There is a Wand of Fireballs here.

82. On the west wall is a spider button. If this button is pushed after placing an item into the shelf at location 83, the item is devoured and the passage to the north opens.

83. There is an empty shelf on the west wall.

84. These stairs lead down to level 10, location 1.

85. There is a cleric scroll of Raise Dead here.

86. These stairs lead up to level 8, location 10.

87. There is a message on the south wall that reads: "Storage."

88. There is a spear here.

89. The wall to the north is an illusion. and there is a mage scroll of Armor here.

90. There is a cleric scroll of Flame Blade here.

91. There is one displacer beast in this alcove.

92. This door is opened by a button on the other side.

93. This is the pressure plate that opens location 69.

A – F. Magic Missile Gauntlets.

Level 10 — Xanathar's Outer Sanctum, Mantis Hive (p. 25)

Walls: The walls of this level consist of fitted stone, covered by moss and slime.

Monsters: Mantis warriors inhabit this level.

Locations and Events:

1. These stairs lead up to level 9, location 84.

2. There is a suit of plate mail here.

3. The hall between locations 3 and 4 is filled with teleporters that bounce your party randomly around this corridor. This

pressure plate deactivates all teleporters down the east wall. To get here easily, follow the procedure described at location 4.

4. Written on the south wall is the message that reads: "Proper sequence." The correct procedure to bypass this hall is:

A. Step into the first teleporter to the west of location 4 — your party will be teleported down the hall.

B. Turn 180 degrees from your new location, and step into the next teleporter — the party will then be teleported to location 3.

5. Written on the south wall is a message that reads: "Thirteen."

6. There are cleric scrolls of Remove Paralysis and Flame Blade here.

7. On the west wall is a portal that requires the stone scepter as a key. Placing the key on the blank brick activates the portal and teleports your party to level 8, location 72. This portal only teleports the party one way.

8. There is nothing here.

9. On the east wall is a portal that requires the stone ring as a key. Place the key on the blank brick to activate the portal and teleport your party to and from level 6, location 45.

10. In the four eastern alcoves are four mantis warrior guardians.

11. There is a poison potion here.



12. There is a Wand of Frost here.
13. There are cleric scrolls of Cure Critical Wounds and Flame Blade here.
14. If you press the button on the west wall, a mantis warrior will appear to the east behind you. There is a useless wand here.
15. Prince Keirgar is here. He should be returned to the dwarven camp on level 5.
16. The message on the east wall reads: "Welcome." A Magic Missile trap fires when you step here.
17. On the south wall is a keyhole. Inserting a skull key opens the south door.
18. Written on the north wall is "In case of fire..."
19. Opening this door reveals a button on the north wall. Pushing this button sets off a Magic Missile trap.
20. Opening this door reveals a button on the north wall. Pushing this button causes the party to be hit by a Fireball spell.
21. There is a message on the north wall that reads: "In case of flood..."
22. There are two mantis warriors here.
23. Written on both the north and south walls is the message that reads: "Hive."
24. Two mantis warriors guard this area.
25. There is a mantis warrior in this area.
26. There is a arrow here.
27. There is a mantis warrior in this room.
28. The pit in the ceiling here is from level 9, location 75.
29. If you enter this level at location 33, stow weapons on the pressure plates at locations 29, 30, and 31 to open the door to the north.
30. This pressure plate should be left alone unless the party entered at location 33.
31. This pressure plate should be left alone unless the party entered at location 33.
32. The writing on the wall to the north of this area reads: "Stow yer weapons." A mantis warrior guards this area.
33. These stairs lead up to level 9, location 77.
34. Three mantis warriors are in this area.
35. Mantis warriors patrol this area.
36. Here are the remains of the ranger Tyrre. He can be resurrected by the dwarven cleric. There is also a skull key here.
37. There is a sliding block in the corridor to the north that is moved with the levers at locations 37, 38, and 39. Push the lever on the south wall twice to move the block to the north and expose locations 38 and 39.
38. Push the lever on the west wall twice to make the block move to the south and expose the room with locations 40, 41, and 42.



39. Push the lever on the east wall twice to move the block north and expose the southern corridor again.
40. Written on the north wall is a message that reads: "Jump." There is a Potion of Giant Strength here.
41. This pit will drop the party down to level 11, location 1. This is the only way down to level 11.
42. Written on the north wall is a message that reads: "Jump." There is a Ring of Feather Fall here.
43. There is a Cleric scroll of Neutralize Poison here.
44. There is a secret button on the west wall. Pushing it opens the passage to the south.
45. There is a mage scroll of Cone of Cold here.
46. There is an arrow here.
47. These stairs lead up to level 9, location 76.
48. Here you meet Shindia, Xanathar's female drow elf spy. You will learn additional information if the party chooses to "Hear her out."

Level 11 — Xanathar's Outer Sanctum, Lower Reaches (p. 26)

Walls: The walls of this level consist of fitted stone, covered by moss and slime.

Monsters: Mind flayers and xorn inhabit this level.

Locations and Events:

1. This area is accessed only by falling through a pit at level 10, location 41.

2. Written on the west wall is the message that reads: "Your fate lies in the stars."

3. On the west wall is a portal which requires the stone holy symbol as a key. Place the key on the blank brick to activate the portal and teleport your party to level 7, location 67.

This is also part of the "Celestial Stars of Navigation." — a device that aligns the three concentric squares (containing locations 1-11), and allows you to explore the different sections of this level.

To align the rings, press the buttons located around the perimeter to rotate the opening 90 degrees clockwise. Align the rings from the inner ring outward, and repeat the process as you complete different section of the level.

4. "Celestial Star of Navigation" button/opening.

5. There is a message here that reads: "Leave no stone unturned."

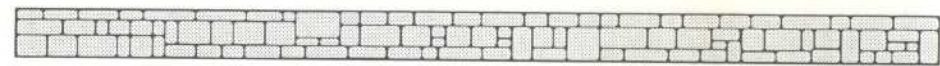
6. "Celestial Star of Navigation" button/opening.

7. "Celestial Star of Navigation" button/opening.

8. "Celestial Star of Navigation" button/opening.

9. "Celestial Star of Navigation" button/opening.

10. There is a mossy rock here.



11. Written on the south wall is a message that reads: "Alignment must be true."

12. This is a normal door — no keys are required.

13. On the south wall is a keyhole. Insert a drow key to open the west door.

14. There is +3 banded armor and a +4 long sword named "Slasher" here.

15. There is a non-magical ring here.

16. This is a normal door — no keys are required.

17. A secret button on the south wall opens a passage to the south.

18. On the south wall is a keyhole. Insert a drow key to open the southern door. There are also two xorn here.

19. There is a mind flayer here. Also, on the south wall is a portal which requires the stone orb as a key. Place the key on the blank brick to activate the portal and teleport your party to level 12, location 1.

20. A secret button on the west wall opens the passage to the west.

21. There is one mind flayer here.

22. There is one mind flayer here.

23. There is a Wand of Lightning Bolt here.

24. From here your party is teleported to location 31.

25. Your party is teleported here from location 28.

26. Your party is teleported here from location 35.

27. There is a mage scroll of Hold Monster here.

28. From here your party is teleported to location 25.

29. Your party is teleported here from location 33.

30. From here your party is teleported to location 34.

31. Your party is teleported here from location 24.

32. From here your party is teleported to location 36.

33. From here your party is teleported to location 29.

34. Your party is teleported here from location 30.


35. From here your party is teleported to location 26.

36. Your party is teleported here from location 32.

37. There is a Luckstone Medallion and a cleric scroll of Raise Dead here.

38. This is a normal door — no keys are required.

39. Down this entire hall are levers on the east wall. Continually move up and down the hall, setting all levers to the up position. Keep doing this, even though some of the levers flip back down, push them back up. Once they all remain up, a Wand of Frost is delivered to the shelf at location 40. There is also a dwarven



Healing Potion here, which must be taken to the dwarves on level 5 to awaken their king.

40. There is a dwarven Potion of Healing in the south shelf. This needs to be returned to the dwarves' camp on level 5. A Wand of Frost also appears here after location 19 is complete.

41. There is a cleric scroll of Cure Serious Wounds here.

42. There are three xorn in this room.

43. There is a mossy rock and a cleric scroll of Raise Dead here.

44. In the maze between locations 44 and 45 there are seven xorn patrolling.

45. Xorn patrol this area.

46. Written on the south wall is: "Room of the Key."

47. On the west wall is a secret button that opens the passage to the west.

48. There is a drow key and a stone orb portal key here.

49. This is a normal door — no keys are required.

50. There is one mind flayer in this room.

51. Written on the east wall is "Chwat."

52. There is a secret button on the west wall that opens a passage to the south. There is also one xorn here.

53. There is one mind flayer in this room.

54. There is one mind flayer in this room.

55. On the south wall is a secret button that opens a hidden passage to the south.

56. There is an Orb of Power here.

57. There is one mind flayer guarding this room and a drow key.

58. There is one mind flayer in this room.

59. There is one mind flayer in this room. There is also a stone holy symbol here.

60. The bones that are the remains of the mage Kirath are here. There is also a spell book, +2 Bracers of Defense, +2 Ring of Protection, +5 dagger called "Flicka", and a Robe of Protection +5 here.

Level 12 — Xanathar's Inner Sanctum (p. 27)

Walls: The walls of this level consist of opulent decor.

Monsters: Stone golems and Xanathar himself inhabit this level.

Locations and Events:

1. On the west wall is a portal which requires the stone orb as a key. Place the key on the blank brick to activate the portal and teleport your party to level 11, location 19.

2. On the west wall is a hole that reeks of smoke.

3. Push the wall ornamentation and a hidden passage opens to the west.

4. On the west wall is a sign which reads: "Turn back, no trespassing."

5. There is a normal door here.



6. Stepping on this pressure plate closes the door to the east. There are four stone golems in this area. One stone golem carries a skull key.
7. A button on the east wall opens the passage to the north.
8. This door can only be opened from the other side.
9. A button on the east wall teleports the party one square east, into the wall. Characters may step forward into the next room (with locations 12-15), or back into the previous one.
10. Push the button on the east wall to teleport your party to location 26.
11. Push the button on the east wall to teleport your party to location 57.
12. The door can only be opened by inserting a skull key in the keyhole.
13. A non-magical ring and a Potion of Healing are placed on this pedestal. If you go directly over and take the items, other items will be stolen from the party and lost permanently. To get the ring and potion, characters must drop their own small items before going to the pedestal.
14. There is a skull key here.
15. A non-magical necklace and a Potion of Healing are placed on this pedestal. This works like the trap at location 13.
16. This is where the stone golem is created from location 17.
17. Along the north wall of this room are three pedestals. To the south of each

pedestal are three signs that read: "Stone for substance," "Potion for strength," and "Sphere for animation." Put a rock, potion, and orb on each of the appropriate pedestals, and push the button on the north wall to create a stone golem in location 16. Making golems is not a good idea unless you want more combats and EXP.

18. This door can only be opened from the east.

19. This room can only be entered from the south. The doors to the east and west can only be opened in this room.

20 - 22. The pedestal at location 20 has a large eye on it. Place an orb of power on each pedestal to the east at location 21 and west at location 22, and the eye and those pedestals will disappear. Place an orb of power on the pedestal at 20 and it will disappear.

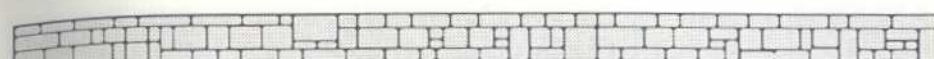
23. Written on the west wall is "Room of the spheres."

24. Stepping on this pressure plate closes the door to the east. Opening the door reveals a button on the east wall. Pushing this button creates a Wand of Fireballs in a shelf in the south alcove.

25. There is a button on the east wall. Pushing it teleports the party to location 9.

26. A button on the east wall teleports the party one square east, into the wall. Characters may step forward into the next room (with locations 55-57), or back into the previous one.

27. There is a button on the east wall. Pushing it teleports the party to location 57.



28A. There are three Orbs of Power here.

28B. This door can only be opened from the other side.

29. A secret button on the south wall opens the door to the south.

30. The button on the south wall opens the southern door.

31. There is one stone golem here.

32. On the south wall is a keyhole. Inserting a skull key opens the door to the south. This reveals a Wand of Magic Missiles.

33. On the north wall is a keyhole. Insert a skull key to open the door to the north and reveal a Wand of Magic Missiles.

34 - 37. These four rotating shelves will dispense a total of four iron rations.

38 - 41. Step on one of these pressure plates to close all of the doors to this room.

42. A secret button on the west wall opens the alcove to the north.

43. There are two Potions of Invisibility here.

44. On the north wall is a hole that reeks faintly of smoke — it launches Fireballs to the south.

45. Xanathar inhabits this area — BEWARE! The most effective way to destroy Xanathar is to use the Wand of Silvas. This is obtained from the dwarves after returning the potion to revive their king. The wand should be used to repel him into his spike trap at location 49.

46. There are light beam projectors to the east and west. Breaking the hidden beam

sets off a Fireball from the north (location 44). The trap can be avoided if all your characters are invisible.

47 & 48. There is one large eye on each pedestal.

49. There are light beam projectors to the east and west. Breaking the hidden beam while visible causes spikes to fire at the party. Enter this trap with all characters invisible. There are copies of portals keys in the south shelf: a stone orb, stone holy symbol, stone ring, stone necklace, stone medallion, stone dagger, and a stone scepter.

50. Step on this pressure plate to close the door to the east.

51. Step on this pressure plate to close the door to the west.

52. There is a button on the east wall. Push it to create a shelf with a Potion of Speed in the north wall.

53. There is a button on the east wall. Pushing it triggers two Fireballs that fly east from holes west of locations 52 and 54. The Fireballs fly one square and then turn towards location 53 to hit the party.

54. There is a button on the east wall. Push it to create a shelf with an Orb of Power in the south wall.

55. There is a button on the east wall. Push it to teleport your party to location 9.

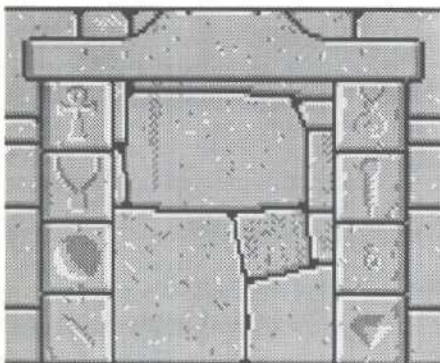
56. There is a button on the east wall. Push it to teleport your party to location 26.

57. There is a button on the east wall. Push it to teleport your party one square to the east, into the wall. Characters may see into the next room (with locations 47-49), but must step back into the previous one.

58. To each side is a pedestal with a large eye on it. These eye triggers will release 3 stone golem guards from the south if your characters are not invisible.

59. There is a Potion of Vitality and a Potion of Invisibility here.

60. There is a Potion of Vitality and a Potion of Invisibility here.



Portals

The dwarves that built the halls beneath the Waterdeep sewers used a series of magic portals to move quickly through their underground empire. These portals are now used by Xanathar and his minions as a system of high-speed transportation. These portals and the stone items that trigger them make it much easier for the party to move and explore.

There are 16 different portals, each one requiring a special enchanted stone item as a key. There are 7 different stone items

in EYE OF THE BEHOLDER: holy symbol, necklace, orb, dagger, medallion, scepter, and ring.

Portal Table:

ENTRANCE ID	LEVEL	AREA	DESTINATION LEVEL	AREA	PORTAL	KEY LEVEL	AREA	STONE ITEM
A.	4	59	7	63	G	5	27	Medallion
B.	5	24	7	67	E	5	26	Necklace
C.	6	45	10	9	M	6	47	Ring
D.	7	67	11	3	O	11	59	Holy Symbol
E.	7	67	5	24	B	5	26	Necklace
F.	7	65	9	11	K	2	37	Dagger
G.	7	63	4	59	A	5	27	Medallion
H.	7	63	-	-	-	-	-	Gem*
I.	8	34	10	7	L	4	23	Scepter#
J.	8	72	-	-	-	4	23	Scepter#
K.	9	11	7	65	F	2	37	Dagger
L.	10	7	8	72	J	4	23	Scepter#
M.	10	9	6	45	C	6	47	Ring
N.	11	19	12	1	P	11	48	Orb
O.	11	3	7	67	D	11	59	Holy Symbol
P.	12	1	11	19	N	11	48	Orb

* The stone gem that triggers the portal on level 7 is unavailable in EYE OF THE BEHOLDER.

The three stone scepter portals are connected in series.

Entrance

ID: The unique letter representing this portal
Level: The level that the portal is located
Area: The map area number where this portal is located

Destination

Level: Which level the party is teleported to
Area: The map area number where the party is teleported
Portal: The destination portal ID

Key

Level: The level on which the stone portal key is located
Area: The map area number where the stone key is located
Stone Item: Which stone key will activate the portal

TREASURE GUIDE

This section includes the treasure in EYE OF THE BEHOLDER. This includes both the list of items by level and a list of hints to the "Beholder Special Quest Bonuses" for players who want to get the most out of the game.

Items By Level

The following lists include all of the main items in EYE OF THE BEHOLDER. If the party finds a lock that needs a specific key, or a trap that requires a specific item, use these lists to find the nearest place to get what the party needs.

Level 1

LOCATION	ITEM
1.	2 rocks
2.	Lock picks, halfling bones
5.	Rations
7.	Two rations, mage scroll of Detect Magic
11.	Rock
14.	+2 dart
17.	Rock
19.	Arrow
20.	Shield
21.	Mage scroll of Armor, cleric scroll of Bless

Level 2

LOCATION	ITEM
1.	Silver key
7.	Potion of Vitality
12.	Rations, Potion of Giant Strength, silver key
17.	Rations, Silver key
20.	Rations
26.	Mage scroll of Shield
28.	Rock
29.	Sling
34.	Rations, silver key
35.	2 arrows
36.	Rations
37.	Stone dagger (portal key)
39.	Rations, Potion of Extra Healing
43.	Leather boots, rations
46.	Rations
52.	Potion of Healing
54.	Bow
56.	Mage scroll of Invisibility
61.	Potion of Healing
62.	Gold key
64.	Rock

Level 3

LOCATION	ITEM
3.	Silver key
5.	Silver key
6.	Arrow
10.	Cleric scroll of Cause Light Wounds
12.	Silver key
13.	Arrow
15.	Mage scroll of Detect Magic
16.	Red gem, +3 dagger
20.	Potion of Extra Healing, Potion of Healing
25.	4 arrows, Potion of Speed, red gem
29.	Rock
35.	Mage scroll of fireball
40.	Spear, leather armor, human bones, long sword
42.	Rock
45.	Rations
49.	Shield
53.	Blue gem
55.	Blue gem
60.	Blue gem
61.	Blue gem
64.	Shield, chain mail, arrow
65.	3 iron rations
71.	Wand of Magic Missiles
V.	Rations
W.	Potion of Healing
Y.	Cleric scroll of Flame Blade
Z.	Rock

Level 4

LOCATION	ITEM
5.	3 Iron rations
11.	Rock
12.	Dwarven key
15.	Arrow
16.	Rock
18.	Rock
20.	Ring (non-magical)
21.	Arrow
23.	Stone Scepter (portal key)
24.	Arrow
25.	+3 Ring of Protection
32.	Mace
35.	Mace
38.	Dwarven key
47.	Robe, medallion (non-magical)
49.	Dwarven key
60.	2 Potions of Cure Poison
61.	2 Potions of Cure Poison
72.	Dwarven key, Potion of Healing
79.	Potion of Healing
81.	2 Potions of Cure Poison
82.	+3 Axe called "Drow Cleaver"
83.	Cleric scroll of Slow poison, mage scroll of Flame Arrow, Potion of Healing
85.	Dwarven shield, dwarven helmet

Level 5

LOCATION	ITEM
4.	Cleric scroll of Prayer
5.	Scale mail, dwarven key
11.	Iron rations
12.	Iron rations
21.	Cleric scroll of Hold Person
22.	Iron rations
25.	Mage scroll of Haste
26.	Stone Necklace (portal key)
27.	6 Rations, stone Medallion (portal key)
31.	Poison potion
41.	-3 Cursed sling
43.	Key
44.	Leather boots
45.	Ring of Feather Fall
48.	Plate mail, mage scroll of Invisibility 10'
56.	Rock
58B.	Wand of Frost
62.	Rock
64.	Spear, iron rations
67.	Cleric scroll of Aid
68.	Iron rations
70.	Mage scroll of Dispel Magic
83.	Long sword
84.	-3 Cursed axe
J.	Cleric scroll of Detect Magic

Level 6

LOCATION	ITEM
7.	Kenku egg
9.	Kenku egg
10.	Mage scroll of Hold Person, 2 Potions of Extra Healing, Wand of Frost
11.	4 Darts
12.	Key
16.	Kenku egg
17.	5 Kenku eggs
18.	2 Kenku eggs
19.	4 darts
22.	Dwarven key
23.	Dwarven key
29.	Rock
30A.	4 Darts
30B.	4 Darts
30C.	4 Darts
31.	4 Darts
32.	Wand of Magic Missiles
34.	Dwarven key
35.	+1 Dwarven shield
36.	Cleric scroll of Cure Serious Wounds, cleric scroll of Dispel Magic
37.	+3 Mace
39.	Ring (non-magical)
40.	Rock
42.	Cleric scroll of Flame Blade
47.	Stone Ring (portal key)
49.	Bracers (non-magical)

Level 7

LOCATION	ITEM
5.	Cleric scroll of Slow Poison
6.	Cleric scroll of Create Food
7.	Mage scroll of Fireball
11.	Cleric scroll of Bless, necklace (non-magical), iron rations
12.	Arrow
13.	Ornate shield (non-magical)
19A.	Human bones, holy symbol
21.	Cleric scroll of Protection from Evil 10', Cleric scroll of Remove Paralysis, key
24.	3 Arrows
25.	Luckstone Medallion
28.	Arrow
31.	Potion of Healing, Key
39.	+2 Ring of Protection
44.	Banded armor
45.	Jeweled key
47.	3 Arrows
48.	Ruby key
50.	Mage scroll of Lightning Bolt
51B.	Jeweled key
53.	Cleric scroll of Cure Light Wounds
54.	Drow key
56.	Mage scroll of Fear
57.	Drow key
64.	Useless Wand (non-magical)
66.	Glowing +1 rock
74.	+3 Short Sword called "Slicer"
77.	+3 Elven Bracers of Defense
80.	Ring of Wizardry

Level 8

LOCATION	ITEM
5.	Ruby key
6.	Elven bow, mage scroll of Vampiric Touch
8.	Drow key, Red gem
11.	Mages scroll of Shield, jeweled key
12.	Drow key
15.	Ruby key
23.	Drow key
28.	Scepter of Kingly Might, robe
30.	Flail
31.	-3 Cursed Plate Mail of Great Beauty
35.	Drow boots
36.	Cleric scroll of Protection from Evil
47.	Ring of Sustenance
50.	Mage scroll of Invisibility 10'
53.	Cleric scroll of Hold Person
58.	Ring (non-magical), Medallion (non-magical)
61.	Cleric scroll of Cure Critical Wounds, cleric scroll of Neutralize Poison, cleric scroll of Prayer
67A.	Glowing +1 rock
73.	Wand of Lightning Bolt
77.	Mage scroll of Ice Storm
78.	Lockpicks
82.	Cleric scroll of Raise Dead, Potion of Extra Healing
86.	+3 Long Sword called "Nightstalker"

Level 9

LOCATION	ITEM
12.	Drow boots
14.	+3 Drow shield
20.	Chain mail
21.	Mage scroll of Invisibility
25.	3 Arrows
32.	Drow key
34.	Mage scroll of Stoneskin
44.	Potion of Poison
49.	Cleric scroll of Detect Magic
57.	Human bones, +5 long sword called "Severious", shield, plate mail, helmet, holy symbol, dagger
66.	Drow key
70.	Potion of Extra Healing
72.	5 Darts (not always there)
73.	Cleric scroll of Protection from Evil 10'
74.	Cleric scroll of Cure Serious Wounds, cleric scroll of Dispel Magic
75.	5 Darts
79.	Cleric scroll of Raise Dead
81.	Wand of Fireballs
85.	Cleric scroll of Raise Dead
88.	Spear
89.	Mage scroll of Armor
90.	Cleric scroll of Flame Blade

Level 10

LOCATION	ITEM
2.	Plate mail
6.	Cleric scroll of Remove Paralysis, cleric scroll of Flame Blade
11.	Potion of Poison
12.	Wand of Frost
13.	Cleric scroll of Cure Critical Wounds, Cleric scroll of Flame Blade
14.	Useless wand (non-magical)
26.	Arrow
36.	Human bones, skull key
40.	Potion of Giant Strength
42.	Ring of Feather Fall
43.	Cleric scroll of Neutralize Poison
45.	Mage scroll of Cone of Cold
46.	Arrow

Level 11

LOCATION	ITEM
10.	Mossy +2 rock
14.	+3 Banded armor, +4 long sword called "Slasher"
15.	Ring (non-magical)
23.	Wand of Lightning Bolt
27.	Mage scroll of Hold Monster
37.	Luckstone Medallion, cleric scroll of Raise Dead
40.	Dwarven Healing Potion
41.	Cleric scroll of Cure Serious Wounds
43.	Mossy +2 rock, Cleric scroll of Raise Dead
48.	Drow key, stone Orb (portal key)
56.	Orb of Power
57.	Drow key
59.	Stone Holy Symbol (portal key)
60.	Spell Book, +2 Bracers of Defense, +2 Ring of Protection, human bones, +5 dagger called "Flicka", +5 Robe of Protection



Level 12

LOCATION	ITEM
13.	Ring (non-magical), Potion of Healing
14.	Skull Key
15.	Necklace (non-magical), Potion of Healing
24.	Wand of Fireballs
28A.	3 Orbs of Power
33.	Wand of Magic Missiles
34.	Rations
35.	Rations
36.	Rations
37.	Rations
43.	2 Potions of Invisibility
49.	Portal keys: stone orb, stone holy symbol, stone ring, stone necklace, stone medallion, stone dagger, stone scepter
59.	Potion of Vitality, Potion of Invisibility
60.	Potion of Vitality, Potion of Invisibility

Special Quest Bonuses

Scattered throughout the game are Beholder Special Quest Bonuses! It is not necessary to complete any of the special quests to win the game. But for each special quest the party completes, they will receive items, EXP, and clues to completing the game. These items are not listed in the regular item lists.

There are 12 special quests, one on each level of EYE OF THE BEHOLDER. When the party completes a special quest, a chime will sound, and there will be a message.

Hints

To give the party a head start, here are eleven clues to the first eleven Beholder Special Quest Bonuses! The clues to the twelfth special bonus are part of the game itself. Good luck!

Level 1: The magic that appears to protect may also empower a weapon...

Level 2: Match four of what you have the most with their like.

Level 3: ...Do idols really need to see?

Level 4: The courteous adventurer leaves things as they were, but also keeps the dungeon clean.

Level 5: All adventurers can benefit from a full pantry!

Level 6: Those that are scattered belong together.

Level 7: Find the three that hold the key.

Level 8: Ancient traps may be turned to your advantage.

Level 9: Where it is written, items may pass where you may not.

Level 10: Replace the treasure with that which the drow treasure.

Level 11: Those second from the ends must differ from the rest.