THREE WORLDS
—OF—

OFFICIAL
Advanced Dungeons & Dragons
2nd Edition
COMPUTER GAMES

Al-Qadim · **DARK·SUN** · **Ravenloft**

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OFFICIAL
Advanced Dungeons & Dragons
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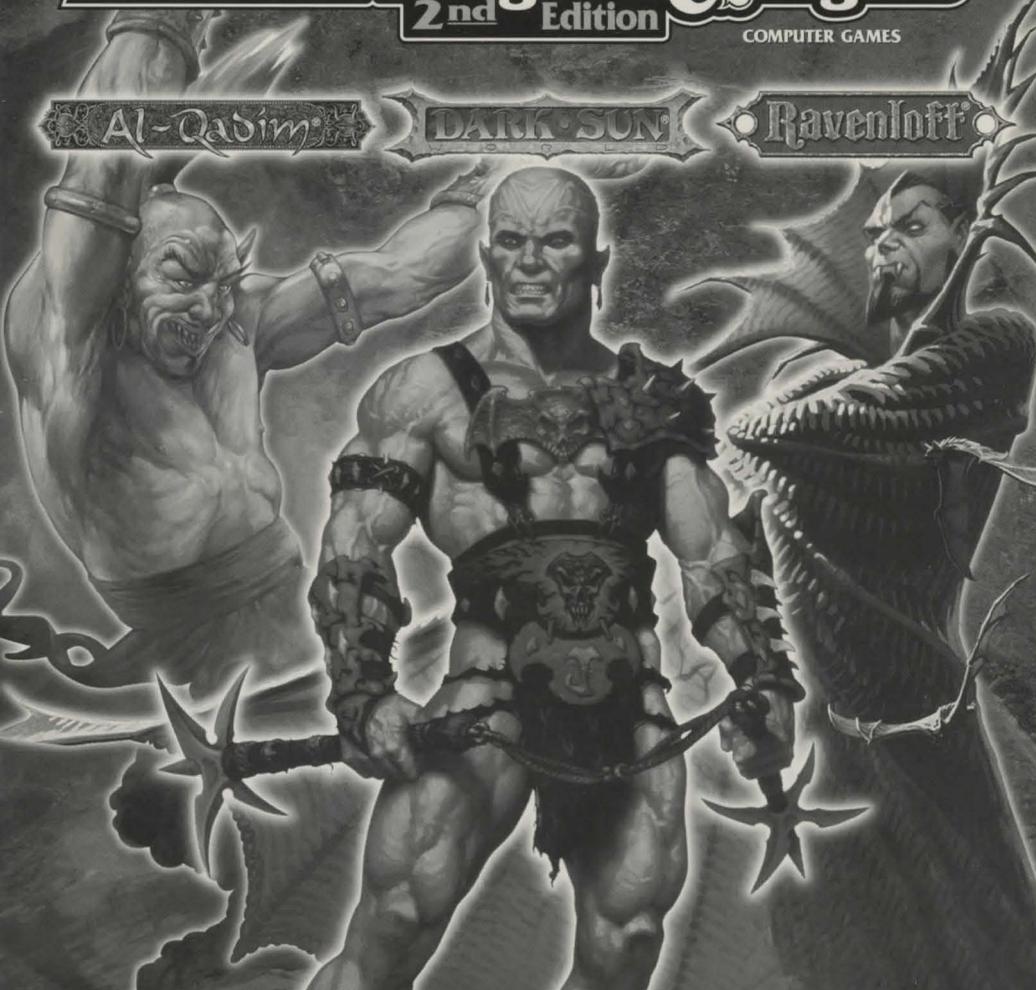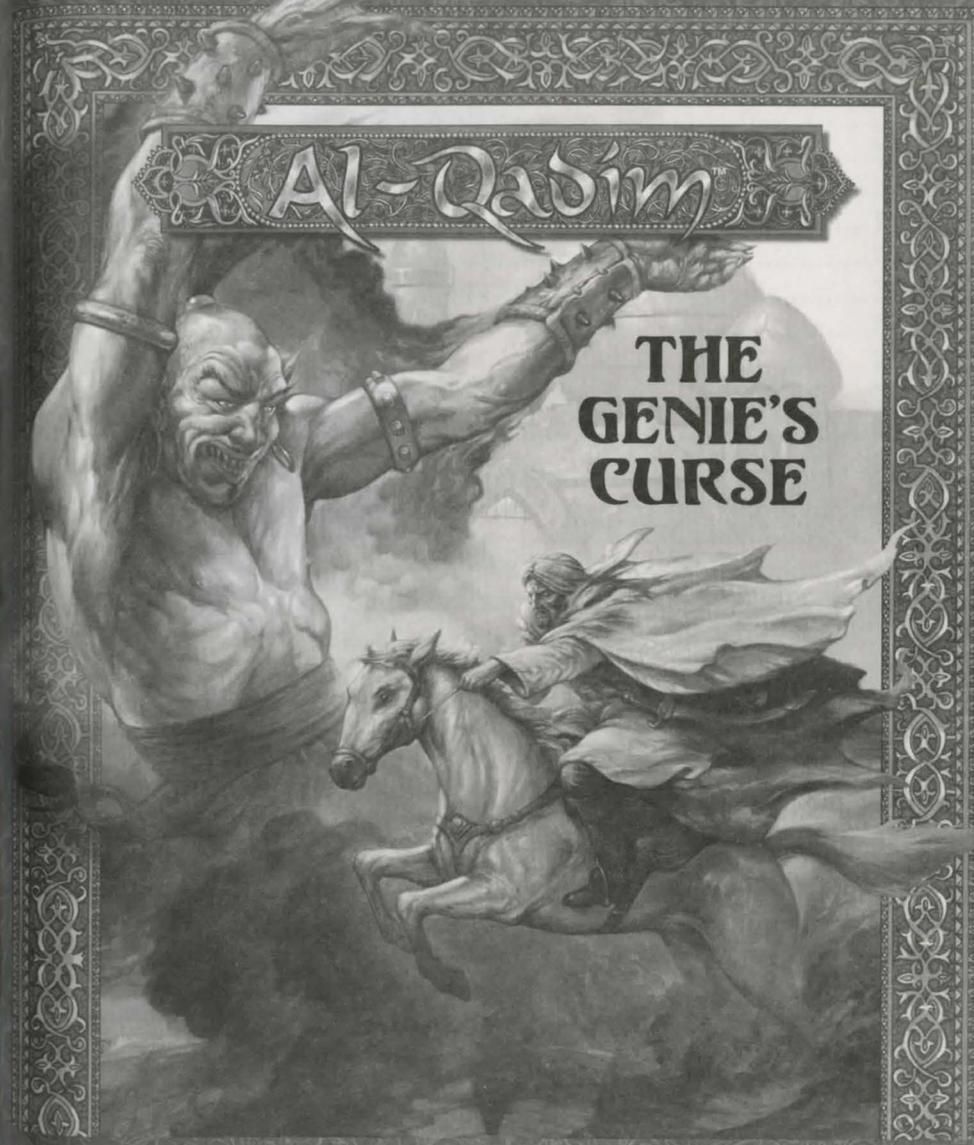
Al-Qadim

THE GENIE'S CURSE

RULE BOOK

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The Genie's Blessing

T he dao burst into the fiery chambers without being announced. The efreeti's servant quickly floated to her on a cushion of flame, blocking the dao's path.

"Why, if it isn't the magnificent Beya Hrampulpishkin! She of the Divine Countenance and Mighty Muscles! Rivener of Skulls and Suzerain of the Subterranean! What a wonderful pleasure. Unfortunately . . . his eminence, the great efreeti Mirza Gubishbuskin is, once again, enthralled in a particularly challenging chess match and is not accepting visitors. Thank you for gracing us with your presence and . . ."

"Enough of your prattle!" The dao crunched her huge fist into the servant's face, sending her spinning across the giant chess board. The genie looked at her fist: the hair was singed by the contact with the lesser genie. "Next time I'll have to remember to bring my axe," she grumbled.

The genie tromped across the chessboard, knocking the invisible chess pieces left and right. From across the board came a very formidable roar.

"Who dares interrupt the pleasure of the noble efreeti Gubishbuskin! What foolish, impudent, brainless . . . "

The noble dao walked up to the giant genie lord, pushing aside the chess queen. "It is I, Beya Hrampulpishkin, the Mighty Shaker of Mountains! And I demand an audience with his great eminence, the blowhard, soot-spitting king of cooking fires!"

The giant efreeti grew even redder in the face, the flames around him roared in anger. "I should have known it was you, you insolent witch! Where is my servant?"

"I dismissed her. Now if you will stop ranting for one moment, I have something urgent to discuss with you." The dao flung the sack she carried, to the ground. There was a groan as the sack squirmed, then was still.

The efreeti folded his huge arms across his chest. "I have put up with your foul presence on this island for too long, Mighty Rivener of Pebbles, She Who Can Frighten Small Animals. But, now you have gone too far! I will give you one chance to hold my attention. If you fail I will send my wrath down on the heads of you and your pathetic consorts until not one of you stands!"

The dao stood with her hands on her hips and her eyes narrowed. The flames reflected off her ebony skin. "Another genie will be blessed," she announced, allowing a small smile to creep to her lips.

The efreeti's eyes opened wider. He looked away from the dao, his flames shriveling almost imperceptibly. "Nonsense," he said softly. "That is preposterous, and if it were true . . . what concern is it of mine?"

"Let us not play games, great efreeti," she said more gently. "We both know the answer to that question. Would I come here myself, would I stoop so low as to enter this infernal oven, if this were not urgent?" The heat rose around her in waves, the efreeti's image distorting and dancing behind the curtain of intense heat.

Gubishbuskin leaned forward, "Give me proof."

The dao bent down and slit open the sack with one long nail. She pinched its end and yanked it upward. Out tumbled a disheveled young woman. She rolled across the chessboard and scrambled to her feet in front of the giant efreeti. Looking up, her eyes widened with terror, "Your highness, spare me, I . . . I beg for mercy! I pray my intrusion has not overly disturbed your most magnificent chess match. A thousand pardons, Mighty Melter of Armies." She fell to her knees trembling.

> "That is preposterous, and if it were true . . . what concern is it of mine?"

The efreeti smiled, a whiff of black smoke drifting from his mouth, "I love groveling." He extended his little finger and a tiny speck of flame flicked off and landed at the woman's feet. Suddenly, the flame shot up and in a flash encircled her. "Please, mercy, mighty lord, your highness, your eminence . . . please!" A tiny fire elemental leapt onto her robe and began spreading rapidly. Her face contorted in horror, she flailed desperately at the flame.

> "**What need is there to see the past? What was was, and is no longer of concern.**"

"Enough of these games!" The dao stepped forward and filling her lungs with the hot air, blew across the chess board. The flames around the woman were instantly extinguished . . . as well as a few of the flames surrounding the efreeti.

Gubishbuskin glared at the dao, and opened his mouth to speak.

"This is my hakima," Hrampulpishkin skillfully cut him off. "She is my seer, and she has shown me a future that you will be most interested in."

"She is but a child! Look at me, human!" The frightened woman met the genie's gaze. Rivers of sweat ran down her cheeks. "Can you really see the future, child?"

"Oh, yes, most munificent and, ah . . . handsome, genie lord. And I can see the past as well."

"What need is there to see the past? What was was, and is no longer of concern. The future, now that is another story. But, a child like you . . . "

"She is not a child," the dao interrupted. "She is over four hundred years old. I believe that is quite mature by human standards." The dao towered over the woman and stroked her hair clumsily. The woman shuddered. "Her name is Khatariana. She has been in my employ for many years. She has never failed to predict correctly, although some things are closed to her. Show us your vision, woman. Show his eminence what was and what is no longer of any concern."

"With your permission, your eminence."

The efreeti nodded.

Khatariana withdrew a small sack from her robe and removed a handful of sand from it. "The Sand of Sight, the Dust of Destiny . . . each grain comes from a different land. From the deepest south of Zakhara to the frozen north. Each grain tells a tale." She spread the sand out before her, its grains reflecting the flame before them.

"Sand of Sight! Dust of Destiny! How absurd!" The efreeti roared with laughter." Do you expect me to believe that . . . "

The woman waved her hand over the sand and an image appeared, dazzling in its clarity. A town bustled before them, children danced in the streets, mages practiced their trade with much sparkle and explosions.

"By the Loregiver's big toe, I can even smell the camels!" The efreeti stared in amazement.

"It is a town unlike any other. Magic bubbles up from the very earth. The sick are healed, old walk erect, children grow up to be mighty warriors. But, as has been the truth since genie and man first walked this world, there are those who will steal what is not theirs. And, so a great sha'ir and his magnificent genie protect the town. Theirs is the task to . . . "

"Wait," the efreeti bellowed. "This town is Zaratan. The Sorcerer's Isle that I am all too familiar with. Why show me this drivel? I know the tale! I do not need it repeated."

"You know only part of the tale, great one." Hrampulpishkin said. "What was was, but what will be will be as it was . . . "

"Enough double talk! If I must endure this, continue and get it over with!"

The town in the sand continued to bustle. Suddenly, the peace was interrupted by a cry, "To arms! To arms! Monsters at the gate!" The people froze in horror, then broke into mad runs. Men and women came from their houses brandishing weapons. The elderly gathered the children, and soldiers and mages prepared for battle. There on the beach before the town gate, monsters materialized out of thin air. Ogrimas, ettins, and strange creatures no man had seen before, suddenly descended on the soldiers.

"No one knew where these horrors came from. There was no warning. They struck fearlessly, cutting down the soldiers and townsfolk that stood in their way. Everyone knew that the town had only one hope."

The woman waved her hand across the image and another form appeared. It was a sha'ir, standing in shock as people rushed by him.

"How can this be? Who would dare?" he mumbled.

A man suddenly grabbed him by the front of the robe, "Farid! Farid al-Mutan! You must help us! Quickly, summon the genie, before all is lost!"

Screams of death and horror filled the air. An ogrima strode through the town gates, holding a limp soldier by the neck. It tossed the man away and began swinging his club.

"Yes, Al-Jurat . . . yes . . . of course . . . the genie! I just don't understand. . . . "

"Now, Farid! Summon the genie now." The man implored.

The sha'ir snapped out of his daze and quickly raised his arms. "Great genie efreeti, my honored servant, come at my command, aid your master Farid al-Mutan."

A fiery whirlwind appeared before the Sha'ir. It grew, gathering sand and debris, then it burst apart as a thick column of flame exploded from the earth. Out of the flames a vast image formed. The great efreeti towered above the man, its arms crossed, a half-smile on its face.

The genie stared at the image in the magical sand before him and chuckled. "I was wrong. This little display is most entertaining. Look at me, do I not look handsome and fearsome? And that entrance! Ha! No one could do it better. Continue, little woman, this is the best part."

The image in the sand grew more vivid.

"Mighty genie, your presence here is most appreciated. I hope my call did not disturb you. But, the situation is urgent." The sha'ir bowed politely before the huge efreeti.

"Your call always disturbs me! But, never have I had a choice but to obey my master." The genie spat out the words with contempt. "What is it that you need?"

"O genie, the town is under siege by an army of monsters. Use your magnificent power to blow them off this isle. This would be such a simple thing to one as powerful as you."

"Hmmm, I see you have a problem," the genie smirked. Two townsfolk struggled by, carrying a body. "I have an answer for you, my slavemaster." The genie glanced casually at the scene of carnage by the town gates.

"Please, great one, your humble master begs that you not hesitate in helping us!" Nearby, a scream cuts the air. "Please, efreeti, do this now!" the sha'ir begged.

The genie slowly allowed his gaze to return to the sha'ir. He cocked his head to one side and said one word very slowly, "No."

Khatariana interrupted the vision. "Such a small word. But, a word that carries more power than any other. A word that no genie has ever said to his master."

In the image, Farid al-Mutan fell to his knees in shock. "No?" The genie only stared at him. The sha'ir rose to his feet and clenched his fists. "Genie, you will rid this town of our enemy!" The stench of burning flesh drifted by.

"No, no, no!" the genie laughed. "I no longer will obey you. You are no longer my master!"

The efreeti leaned far forward so that his face was a mere foot from the man. "NO!" he bellowed. The gust of heat knocked the old man backward to the ground, "Genie, I command you! You can not disobey me! You will feel my wrath if you . . . "

"No, no, no!" the genie laughed. "I no longer will obey you. You are no longer my master! I have been blessed! I am free, free!" The giant soared high into the air, over the town wall. "Good-bye, old man. May you and your wretched town perish as you deserve! And may all genies be blessed by the same magic that has freed me! Ha!"

The images in the sand began to jump from one scene to another. The old man mounted a steed, and weaving his way through the battle, chased after the efreeti. The genie taunted him, always staying just out of his reach, until finally disappearing in a ball of flame. The sha'ir looked back at his ravaged town and wept. Flames began to rise above the town walls.

"Do you know what happened after this?" Hrampulpishkin asked gently.

"No," the efreeti replied, "That was the last I ever saw of that worm, or that forsaken island."

"You call him a worm. Was Farid al-Mutan ever unkind to you?"

"I was his slave," the efreeti grumbled.

"Was he ever . . . hmmm, inconsiderate?" the dao probed gently.

"I was his slave!"

"Could you not have saved those poor innocent people, who only treated you with the utmost respect and love?"

"I was a slave, Hrampulpishkin! A respected slave! A loved slave! You have never been under a sha'ir's control, you do not know what it is like!" Black smoke belched from his nostrils.

"Many genies are honored to serve a . . . "

"Many genies are fools! On with this tale, I long to get back to my chess match!"

In the sand at their feet, the sha'ir buried his face in his hands, "I have failed, I have let my people down. I must never return. Never! I am a disgrace! May the Loregiver forgive me!"

The image faded and was replaced by a scene of the ravaged town. Smoke curled from ruined buildings, survivors stumbled among the bodies of their friends.

"The battle was long and hard," the hakima interrupted, "but the magic of the isle was enough to let its defenders triumph. The toll was heavy, Sorcerer's Isle never fully recovered from the disaster. Years later a new sha'ir was appointed to guard the town with his genie. Zubin Al-Hazrad, an honorable man, and his family wield the power of Muliban, a djinn. It is their duty, now, to protect the innocent."

"What of the old Sha'ir, what became of him?" the dao asked.

The sands swirled and revealed a lofty palace, standing like a sentinel over the town of Zaratan. In its dungeon was a treacherous maze, built to keep visitors out.

The hakima continued. "He lived in seclusion for many years, refusing company or the pleading of the townsfolk for him to return. He took a bride, a woman of the sea, who loves him dearly. But, alas, he is so afraid to lose her, as he already has lost so much, that he keeps her confined. Such are the ways of love."

The efreeti looked strangely thoughtful for a moment, "Harumph! So much for him! He got what he deserved!" the efreeti growled. "Is this why you have broken into my house? To tell me things I already know or do not care about?"

"Patience, mighty efreeti, now look into the future." The dao squatted next to the sand and peered intently into its depths.

An image appeared, unclear and foggy. A mighty djinn rode the wind; from his hand rose a hurricane that smashed a ship. The sail snapped as crew men were flung into the sea. A beautiful young woman gasped as she was plucked from the ship's deck by a whirlwind. Time passed. An old man lay in a cold cell, a rat nibbling on his untouched food.

"What is this nonsense?" the efreeti asked. "So, a genie kills a few humans? Was he ordered to do this?"

"Yes, your fiery mightiness," the hakima answered.

"So be it! If his master orders him to kill some . . . " the efreeti stopped himself as his eyes met those of the dao.

"Gubishbuskin, I think there is more for you to see," she said.

In the sand could be seen a small island, all but deserted. A group of dark figures paced around a glowing stone. The power of the stone could be felt rising from the magic sand. A genie rose over a huge gleaming city; fire leapt from his fingers, raining death on those below. A dao clapped his hands together and the earth opened at his feet. A city was swallowed. On his shoulder sat a black figure cackling with delight. In a cave of ice another shadowy figure spoke; his words came out with steam. He picked up a thick chain and viciously yanked it. He pulled the chain towards him. The chain was tied around the neck of the noble efreeti, Mirza Gubishbuskin.

"I have seen enough! I do not claim to understand all I've seen. What is the meaning of all this? What can be done?"

"I am afraid another genie is about to be 'blessed,' as you call it, then another and another. This time, though, these genies will not be merely freed, but they will find themselves with a new master. I believe that the same force that freed you years ago is at work here. I don't think that they intended to free you at all. They wanted to control you, but they were too weak then. They wanted you to fight at the side of the monsters," the dao replied.

"I have suspected the same. And now they finally have the power to capture our kind. I have dreaded this day. The day the . . . "

"Do not speak their name! We know who is behind this, that is enough!" Hrampulpishkin screamed.

"What can we do? If a genie were to interfere . . . come too close, he too may fall under their influence!" The efreeti shook his head in disbelief. "I can hardly believe it! We the genie lords . . . powerless!"

"Pardon my interruption, mighty ones," the hakima said humbly. "I believe there may be one who can help."

"Speak up, woman!" the dao urged.

Again the woman waved her hand over the sand and an image appeared. A young man was training in the ways of the sword. He was strong and handsome, and he showed the hard-earned scars of experience. He was wearing the garb of a corsair, a warrior trained in the ways of the sea. His skin was dark from the sun, his muscles hard from adventuring.

"Hmmm," the dao purred. "He looks positively delicious."

"What? Do you actually find that puny human attractive?" the efreeti rumbled.

"I didn't say I thought he looked attractive. I said he looked delicious." the dao replied, licking her lips.

"He is the son of Al-Hazrad, the protector of Sorcerer's Isle. He will be drawn into this dilemma. It will be up to him to put an end to the Genie's Curse," the hakima catches herself. "I mean the Genie's Blessing."

She waved her hand across the sand and the image changed. The young man was battling the undead before a beached wreck. He disappeared into a doorway as an automaton marched by. He rode a magical flying carpet. He stood before the mighty genie lords themselves.

> "It will be up to him to put an end to the Genie's Curse . . . I mean the Genie's Blessing."

"Hmmm, he will come here? How interesting." The dao stroked the stubble on her chin. "Maybe we should help him."

"Nonsense! I am not convinced a human can change the future and rid this land of those shadowy demons who shall remain unnamed."

"Still, Mirza, if he is clever enough to come here. . . . "

"Bah! There is no proof to any of this. These things you have shown me have not even happened yet! Let Fate take its course."

"You burnt-out bag of hot air! Did you not see yourself in chains! Did you not . . . " the dao screeched.

"And what are we to do about it? Hmmm? Can there be a power greater than we? If there is, then so be it! If this is just this witch's lies, then both of you be gone and let me enjoy my match!" Flames leapt powerfully around the genie.

The dao clenched her teeth and let her anger pass. She looked away from the efreeti. "Perhaps you are correct. Perhaps none of this will happen. We shall see. But, if the hakima is correct, this could mean the end of Zakhara."

"Enough talk, be gone, I wish to return to my chess match."

The hakima scrambled to pick up the magical sand. She quickly began to pour handfuls of the enchanted alluvium back into her pouch.

"Mirza, we must do something. We can not ignore this prophecy!"

"No, we shall not ignore it. It seems our fate may be in the hands of that mortal." The efreeti bent forward and plucked a pinch of sand with his huge fingers. "The risk to our safety is too great, if we become directly involved. May Fate steer this young man down the path to victory."

The genie held the pinch of sand to his eye and squeezed it. "This is for you, hakima." He tossed the diamond to the woman. "May your prophecy prove untrue."

The woman gleefully clutched the gem. "The future is as mysterious as Fate. Thank you, great genie."

"Come, Khatariana. Let us leave his fieriness to his games." The dao roughly pushed the woman toward the door. "I'm sure we will speak of this again. Take care, Mirza; the next time I see you, you may be wearing that chain around your neck."

"Yes, yes. I know, I know. Dust of Destiny, and all that! I will believe it when I see it." He dismissed them with a wave of his hand.

The two women walked back across the chess board, the hakima trying to keep up with the dao's giant strides.

"And one more thing, Hrampulpishkin." the efreeti called after them. "The next time you want to drop by, please make an appointment first."

The dao stopped, clenched her fists and left the chambers of the great genie lord Mirza Gubishbuskin.
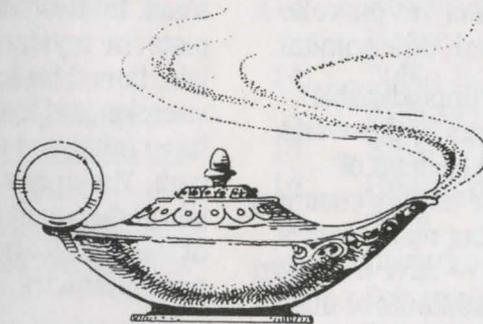
INTRODUCTION

The AL-QADIM™ Game World

The AL-QADIM™ game world is a land of desert sands, scattered islands, and powerful genies. It is a place where some devote themselves to honor while others tread upon it. An insult to one's family is more likely to provoke a duel than the slash of a scimitar.

"Powerful" and "unpredictable" describes the genies of this world. Those with some element of control over these mighty creatures are often rulers, but many genies have no masters — save their own whims. Most inhabitants of this land fear the greatest genies and refer to them as gods.

Much of this world is colonized and bereft of monsters. However, the region known as the Crowded Sea is an area with little civilization and fraught with danger, where only the strong dare to tread. In these dangerous waters rests the mysterious Sorcerer's Isle, famed for its intense magical energies and for the sorcerers that have inhabited the isle from ages past. The only settlement on the isle is the small but thriving town of Zaratan. This is the home of your character.
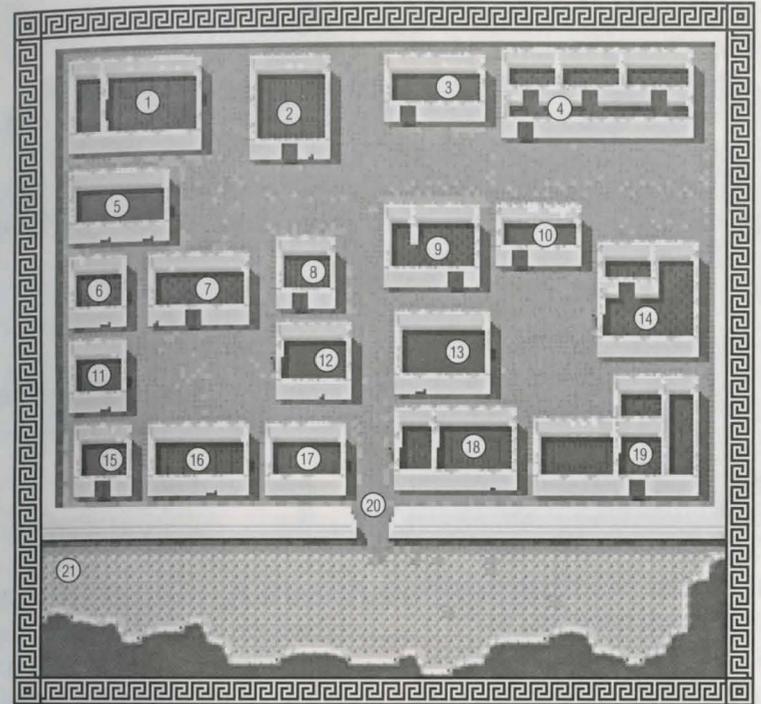
Zaratan

Table One: Locations in Zaratan

1.........Temple
2.........Qadi's Hall
3.........Weapon's Master
4.........The Inn
5.........Qadi's House
6.........Shopkeeper's House
7.........Haroom & Merwani abi Wassab's House
8.........Poor Resident's House
9.........Babazar the Merchant's House
10.......Tarik Al-Hazrad's House
11.......Storage Shed
12.......Mamoon & Latifah abi Wassab's House
13.......Ru'tan Al-Hazrad's House
14.......Zubin & Jessamin Al-Hazrad's House
15.......Aliya's House
16.......Under Construction
17.......Store
18.......Barracks
19.......Sorcerer's Guild
20.......Town Gates
21.......Towards Western Desert

You see the world from an overhead view. This game takes place in real time. There are no turns for you to perform an action before the monster acts. If you want your character to strike at a creature, then be quick on attack and equally quick to dodge away from its blow.

In GENIE'S CURSE your character will talk with scores of people and fight dangerous monsters and evil minions as he ventures across oceans and through deserts, dungeons, towns, villages, and the Great Palace of the Caliph. He will sneak past patrolling guards, slash at vicious enemies, fire explosive spells, avoid brutal traps, and solve mystifying puzzles as he strives to uphold honor and strike blows of justice.

What Comes With This Game

In addition to this rule book, the box should hold the disks containing the game and a data card. This rule book explains how to play the game, details monsters and spells, and contains a story which sets the scene for the drama on the computer. Install the game from the disks onto your computer using the data card instructions.

Copy Protection

There is no physical copy protection on your GENIE'S CURSE disks. Please duplicate them and set the originals aside for safe keeping. To assure that you have a legitimate copy of the game you will be asked a verification question after the credits. The answer will be a word from this rule book. Please see the data card for help if you have any trouble finding the correct word.

GENIE'S LAMP · SPELL ICON · ACTION CIRCLES · HEALTH BAR · GEMS · GOLD · POTION EFFECTS

YOUR CHARACTER
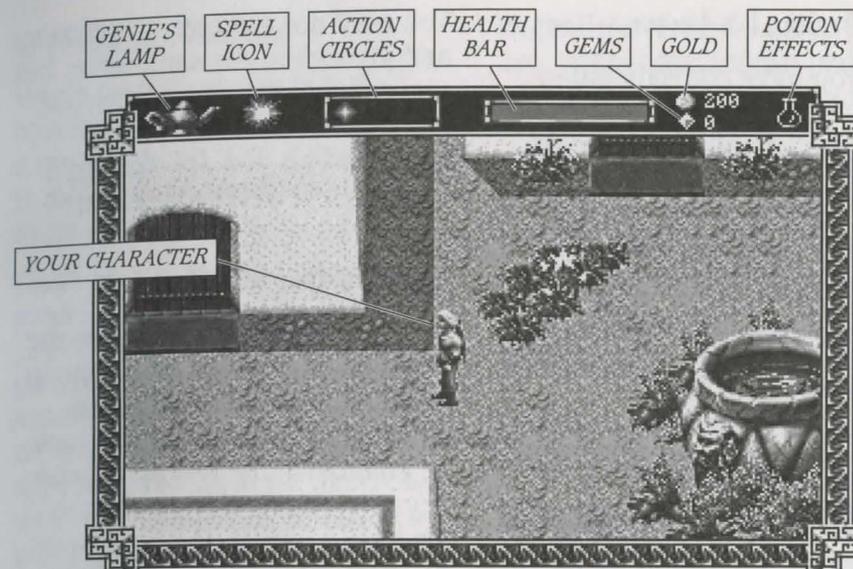
Adventure Screen

How to Start Playing Now

If you are an experienced player and you want to jump right into the game before reading the rule book, here are the absolute basics.

In GENIE'S CURSE you control a male corsair, a warrior in a dangerous land. Your character can perform a number of different tasks, and the controls are easy to master. Move your character by holding down the right mouse button, while moving the mouse in the desired direction. When he is adjacent to something that you would like him to act upon, left-click. Your character will then do whatever is appropriate, whether it is: talking to a noble, slashing at a zombie, opening a door, or pulling a switch. For keyboard and joystick controls see the following sections, "Using a Joystick" and "Using the Keyboard."

To use an item in your character's possession, click on the genie's lamp, located at the top of the screen. A menu will appear. Select INVENTORY and click on the item twice. If you desire to ready the sling or a magic shard, similar to a wand, select READY WEAPON and click on the weapon twice. To fire the weapon, press the space bar.

The Initial Menu

After you have correctly entered the answer to the verification question, the initial game menu appears. LOAD GAME allows you to load a previously saved game. NEW GAME starts the game from the beginning. VIEW CREDITS and QUIT TO DOS are self-explanatory. Click on the desired option using the sword cursor.

Using a Joystick

To move your character, just move the joystick. You can move him in all eight of the major compass directions. To perform an action upon anything adjacent to your character, press the first button. This is referred to as "pressing the action button" or "clicking."

To fire a readied missile weapon or spell, press the second button.

To access the menu, press the escape key. This also pauses the game.

To chose a selection from a list, or move between areas in the menu, push the joystick up or down and then press the action button when your choice is highlighted. To view an item which your character is carrying, choose INVENTORY or READY WEAPON from the menu and move the joystick until the desired item is highlighted. Press the action button to use it.

You may not use both the mouse and joystick at the same time, but you can use the keyboard while the joystick is active. This is helpful when you are making a very tight or exact maneuver.

Using the Keyboard

To move your character, press the arrow keys. You can move him in all eight of the major compass directions. To move him diagonally, hold down the two appropriate keys simultaneously, or use the diagonal keys (1, 3, 7, and 9) on the numeric keypad. To perform an action upon anything in your character's path, press the "Ctrl" key. This is referred to as "pressing the action button" or "clicking."

To fire a readied missile weapon or spell, press the space bar.

To access the menu, press the Esc key. To chose a selection from a list, use the up or down arrow keys and then press the action button when your choice is highlighted. To see an item which your character is carrying, choose INVENTORY or READY WEAPON from the menu and press the arrow keys until the desired item is highlighted. Press the action button to then use it.

You may use either the mouse or joystick while still using the keyboard controls.

Using a Mouse

When your character is *not* moving, your mouse cursor is a sword. When your character is moving, the sword changes to an arrow.

There are two different mouse modes which allow you to move your character according to your preference. In the *mouse normal mode*, hold down the right button: an arrow cursor (a pointer) appears, pointing in the direction you want to move. If you have a problem moving, move the sword cursor away from your character in the direction you want him to travel. You can move in all eight of the major compass directions. This is the default method of movement; see "Input Device" on page 19 to change the mouse mode.

Mouse travel mode is the optional mouse control. It does not require that you hold down the right button. To move your adventurer, click the right button once. From that point until the right button is clicked again, your hero walks in the direction of the arrow pointer. If he reaches the pointer, he stops traveling until the mouse is moved again. To make him stop walking, click the right button.

Regardless of which mode you use, your character can perform an action upon anything adjacent to him and in front of him, simply by left-clicking. It is not essential to place the sword cursor precisely on the item or object, only that your character be adjacent to the target. This is referred to as "pressing the action button" or "clicking."

To fire a readied missile weapon or spell, press the space bar.

To access the menu, click on the genie's lamp at the top of the screen using the sword cursor. To choose a selection from a list or select a menu item, place the cursor over the selection and then press the action button. To see an item which your character is carrying, choose INVENTORY or READY WEAPON from the menu, move the cursor over the desired item and click once to highlight it. Press the action button again to use it.

You may not use the mouse and joystick at the same time, but you can use the mouse and keyboard together. This is helpful when you are making a very tight or exact maneuver.

SOME SAVE GAME TITLES

Have Large Key   Too Hard Headed
Nearly Dead   Empty
Boarded Ship!!   Empty
In Desert   Empty
Hot Feets!   Exit

UNUSED SAVE GAMES

Saving Your Progress

The Options Menu

Saving Your Game

You may have up to nine saved games at one time. To save a game, select OPTIONS from the menu. Click on SAVE GAME, select the file slot you wish to fill, type in a descriptive name, and press Enter/Return. You may save at any point in the game.

Restoring Your Game

To play from a saved game, select LOAD GAME from the initial menu, or from OPTIONS during play. Select the game and click on it. **WARNING:** the game you are currently playing will be lost if it has not been saved.

Sound

Under the OPTIONS menu, select SETUP. Both the MUSIC and SOUND EFFECTS in the game can be toggled on and off by clicking the action button on the appropriate choice. The volume of both can also be selected using the slider. Drag the slider with the mouse, or select it and move the arrow keys or joystick right and left.

Input Device

Click on INPUT on the SETUP menu (under OPTIONS) to toggle between: mouse travel mode, mouse normal mode, joystick, or keyboard only. The keyboard input is valid with the mouse and the joystick. See "Using a Mouse" on page 18 for a description of all the mouse modes.

YOUR CHARACTER

Character Basics

In GENIE'S CURSE you control a single adventurer striving to maintain his family's honor and foil the plots of evil forces. When the game begins, your character has already completed both his training and several previous adventures. In one of these adventures, his charisma and daring won him the love of a princess. Now, after a final test, your character will be ready to return home, marry, and become a prince.

By profession, your character is a second-level human corsair (see "Experience Points" on page 22 for information on levels). Corsairs are seafaring warriors in this world. They are known for bold explorations and daring exploits across rough waters where few would dare to go.

The corsair is a freer spirit than most others, cares little for social status or grace, and may seem rough around the edges to more civilized beings. Often the envy of those in less glamorous occupations, the corsair embodies bravery, leadership, and honesty among allies. Corsairs following an ignoble path usually become pirates and scalawags, while those who have a firm grasp on

honor are the rough and ready heroes of the bard's tales most frequently requested at local pubs.

Sailing the Crowded Seas

While the corsair scorns armor because it hinders movement and encumbers swimming, this is made up for with weapon skill. Both hands are available for wielding weapons, and this is important in GENIE'S CURSE as your character can perform stunning feats with the scimitar in the right hand, while firing spells from magic items, or stones from a sling, with the left.

Attacking with the Scimitar

Character Attributes

When the game first begins, you are shown a full screen picture of your hero and must name him. Your hero's last name is Al-Hazrad, but his first is up to you. After typing it in, press Enter/Return to continue.

Some sample names from the AD&D® AL-QADIM™ Arabian Adventures game are:

Ahmad	Kerim
Aziz	Khalid
Farid	Najib
Hakim	Rashad
Jamal	Yusuf

After naming your character, you will be able to select the difficulty level of the game, which defaults to **Normal** and can be changed to **Easy** or **Hard**. This does not effect the puzzles in GENIE'S CURSE, but does effect the strength and voracity of the monsters.

The two major attributes of your character which require frequent attention are experience points and hit points. Other character attributes take effect behind the scenes. GENIE'S CURSE is designed to keep you in the action without needing to frequently pause and check your character's current statistics.

The Stats Screen

Experience Points

As you solve puzzles, achieve goals, and kill monsters, your character will gain experience points. Refer to the "Warrior Experience Levels" table below to see the point totals needed to increase in level. When you have enough experience points for level advancement, you will automatically gain more hit points. Your character's current experience point total can be viewed by clicking on the menu selection VIEW STATS. When you are done with the stats screen click the action button to return to the menu.

At certain points in the game, your character becomes eligible to learn a new attack move. At this point, you must guide your character to the Weapons Master. He will quickly give your character the necessary training.

WARRIOR EXPERIENCE LEVELS

LEVEL	POINTS NEEDED
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	125,000
9	250,000

Hit Points

Your character's health is measured in hit points, and is visually depicted by the red health bar at the top of the screen. The numerical maximum value can be seen by clicking on the menu selection VIEW STATS. As you are hit in combat, or injured by a trap, your hit points are taken away. If they fall to zero, your character dies. To continue play, either start another game or restore a saved game.

To regain hit points, use a healing potion or find areas in GENIE'S CURSE where healing is available. You may never recover more hit points than your current maximum, and that maximum number is only increased by obtaining a higher level (see the "Warrior Experience Points" table above).

The health bar is always full when your character is at maximum hit points, and empty when he is dead. If you have gained more hit points by advancing in level, the bar will decrease by smaller increments when your character is damaged.

Moving Your Character

This section details the many types of maneuvers which your character can perform and gives some hints for better play. In general, all you need to know to play GENIE'S CURSE is how to make your character walk, and that most

actions are performed by pressing the action button when he is adjacent to the target of that action.

Walking

See the "Using a Mouse," "Using a Joystick," or "Using the Keyboard" sections on pages 17-18 to learn how to walk.

You will not be able to move your character into areas of obviously deadly nature, such as over a cliff or into a sea of acid. However, to keep from taking damage, you will need to deftly maneuver him through traps like rising spikes and blowing flame jets.
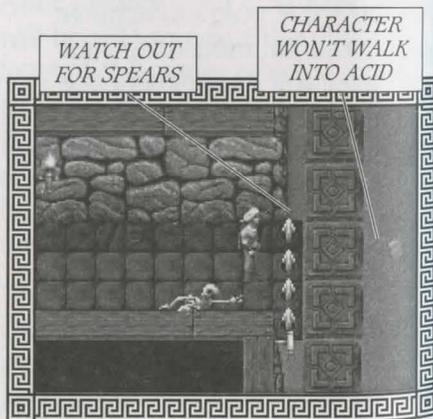

Adventuring in the Acid Dungeon

On rare occasions your character must follow someone else in the game. When this happens, just wait until he reaches the destination; once the situation is resolved, you will be able to take control again.
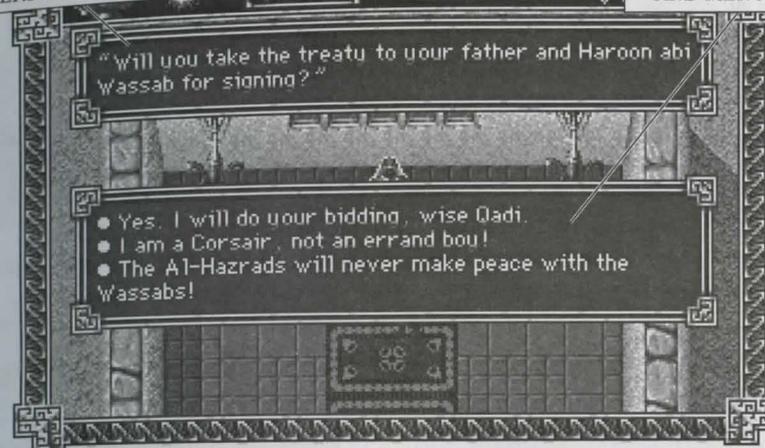
Conversing in GENIE'S CURSE

Talking

To speak with other people, or perhaps even monsters, click on the action button when your character is next to them. Anything that they say is printed at the top of the screen, and anything which your character might normally say is displayed in the lower middle of the screen. Click the action button after you have read the text. If your character is in the middle of combat, or if there are monsters lurking in the immediate vicinity, a person may not say anything until after the threat is dealt with.

If you have a choice of what to say, a menu will appear. You can define your approach to the game by the types of responses that you give. Sometimes your choice of dialogue has great effect on the success or failure of your character's mission. Hint: people your character has talked to may have more to say later in the game.

Sometimes a person starts a conversation as soon as your character nears them. For instance, a shopkeeper may offer assistance as soon as your character enters the store. If you end a conversation with the person and want to talk again, move your character away from them and approach once more.

Pushing and Pulling

Moving into Push Position

Pushing the Stone Block

Many stone items like blocks and statues, can be moved. To push or pull an object, move to the desired side, face it, and arrange your character with his hands near the top of the object. Then click the action button to grasp the object, and move your character normally to push or pull the object. To continue moving without grasping the object, just click the action button again.

There are both wall and floor switches to be pushed or pulled. To move one, just align your character with it as above, and then click the action button. Hint: flipping a switch may affect an area.

Breaking and Smashing

Smashing a Vase

There are some objects in GENIE'S CURSE which your character can smash to pieces or otherwise destroy. Sometimes, other items can be found inside them. Breakables are usually wooden, although vases and even wall hangings can sometimes be destroyed as well. To destroy something, move next to it and click the action button, or fire a spell at it. See "Magic Shards" on page 32.

Opening and Closing
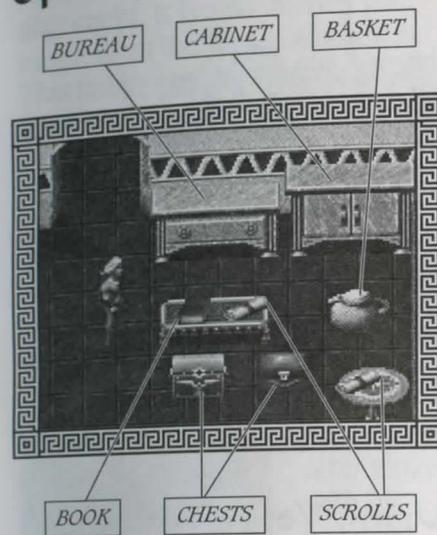
Clicking the action button when adjacent to items like chests, books, baskets, doors, and dressers opens or closes them. If it is a chest, basket, or dresser, you will be informed immediately of its contents. If you leave an item in a chest, it will still be available later.

You may need a key to open some doors. After opening a door, your character can move into the area beyond, and if it is a building with a roof, the roof disappears once the door is open.

For doorways in vertical walls, or at the top of buildings, the door may not be visible due to the overhead perspective. If this is the

case, simply move your character into the doorway. If his movement appears to be blocked, click the action button to open the door, even though it is hidden from view. If your character is close enough to the door, it opens.

To enter a secret door, move your character into the wall where you suspect the door to be. If there is one there, he will glide right through it without needing to click at all, or you will be informed that the secret door needs a key. If there is no secret door your character bumps his nose, but does not take any damage.

Hiding and Sneaking

You will encounter situations when your character must achieve goals stealthily. This may require hiding behind bushes to overhear a conversation, sneaking behind an unsuspecting guard, or dodging around a corner to keep from being seen. These actions are all controlled by how carefully you move your character. Hint: If you find your character getting caught often, try to play through the area slowly and steadily, without blindly running across patrolled halls hoping to make it.

COMBAT

Battling monsters is a common experience as you venture with your character away from human population centers. It requires you to be quick on the controls and always ready for a sudden onrush of rats and spiders from the hallway beyond.

You will be able to ready your character with a scimitar in his right hand and either a sling or magical shard in his left.

Whenever the three attack circles at the top of the screen are visible, your character has entered a dangerous area. If the attack circles at the top of the screen are hidden, there is no need for your sword. If there are friendly creatures to be found in hostile areas, your character will not be attacked while the attack circles are missing.

Using Your Sword

Your character specializes in the scimitar, using it instead of any other melee weapons. This gives him a great advantage. At second-level he can already use the scimitar with stunning ability.

The actual sword your character owns was a gift from his father. It is a one-of-a-kind magical sword with its own intelligence. While is does not speak, it does

refuse to damage anyone of good alignment. It is also imbued with magic from the famed *Moonstone*. This magic enables it to cause additional damage when it strikes a monster. And, more importantly, there are magic shards of the *Moonstone* hidden on certain islands in the Crowded Seas which will automatically meld into the sword, giving it even more destructive power!

To make your character strike with his scimitar, click the action button.

Attacking

He then swings it in whatever direction he is facing, or in the direction the sword cursor lies, if using the mouse. This blow can be done rapidly and for as long as you keep clicking. It damages any monster it hits. When a monster is hit, it flashes briefly. There is a Weapons Master in Zaratan with whom you can spar to practice and learn combat.

To lock and unlock the direction your character faces, press the Alt key. (When "locked" a small L appears in the upper left border.) Locking helps when walking down narrow corridors, but unlocking helps when surrounded by monsters.

As your character gains in experience levels, and trains with the Weapons Master, he acquires two additional sword swings. The second swing damages monsters to the left and right as well as the front, and the third is a spectacular 360 degree swipe, which injures monsters on all sides of your character, including those behind.

Each new swing is more powerful than the one before it and will thus inflict more damage on the target. And in addition to gaining new swings, your character will also be able to use his simpler swings even faster than before. To signify the ability to use a new swing, the next action circle lights up. To use the new swings, hold down the action button for a split second longer. Release it when the second or third action circle lights up in orange, depending on which blow you desire.

The more damage your character inflicts on his opponent, the further the opponent is driven backwards. After striking a blow, your character takes a brief moment to ready his scimitar again.

Hint: Even in the thick of fighting, keep an eye on the health bar. Be sure to have your character drink a healing potion, if you have one, before the bar is gone or he dies. Entering the menu pauses combat.

Using Your Sling

Slinging

The sling your character gains early in the adventure is a rare *sling of seeking*, a magical weapon which sends off its stones with a much greater chance of hitting the target. They also do more damage than a standard sling stone and even hit creatures only damaged by magical weapons. Your character always seems to have ammunition for the sling.

To use the sling, click on it after selecting the READY WEAPON menu choice. This causes your character to put away any shard being carried and pull out the sling. The sling icon appears on the top of the screen, next to the action circles.

Attack with the sling by pressing the space bar or the second joystick button. The stone then fires in whatever direction your character last moved. It is possible to hit enemies which are just off of the viewing screen.

Dodging

Creatures which move slower than your character can often be dodged when they attack. Whether you move your character in to strike and back to dodge, or run circles around the monsters, as long as your character's feet keep moving, he is harder to hit. If a monster is faster than your character, then you may still be able to dodge, but it might be best to press the attack relentlessly. Hint: Try different combat styles against different monsters.

Getting Hit

If your character is dealt a blow in combat, he will be knocked back, wounded, and stunned for a brief moment. Make sure you dodge or attack the second he can move again, or another strike will likely land. The monsters you encounter offer no mercy.

USING ITEMS
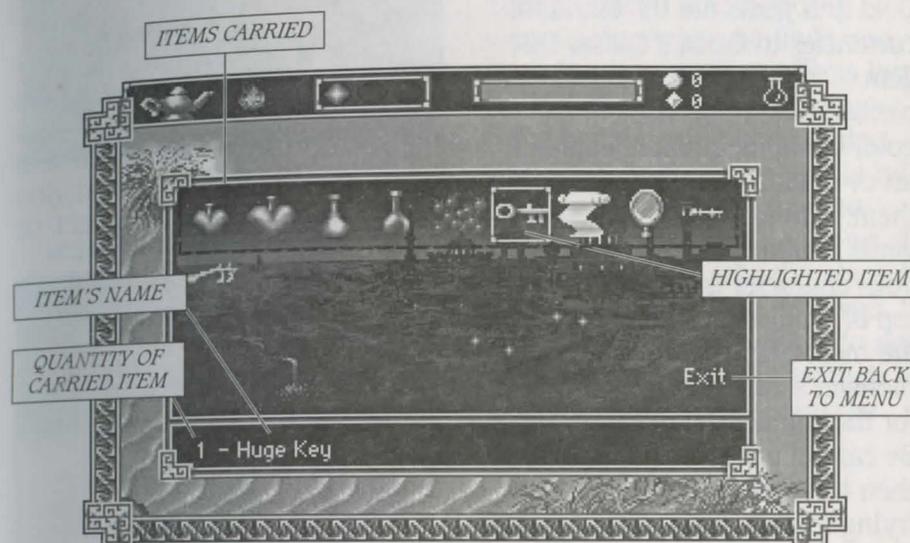
Inventory

Your character starts the adventure with a very useful magic item, a *pouch of accessibility*. This pouch holds any number of objects, and but a thought brings the desired one immediately to his fingertips.

Icons are displayed on the inventory screen for each item which your character carries in the pouch. After selecting an item (see "Using a Joystick," "Using the Keyboard," or "Using a Mouse" on pages 17-18), you see its name and the quantity carried at the bottom of the screen.

There are a large variety of items which your character carries and uses. Some of them are used automatically when he needs them. For example, if your character approaches a door which requires a bone key, and he has one, the key automatically opens the lock. This keeps the game moving and eliminates redundant decisions. However, there are numerous times when you must choose what to use and where.

Gold and Gems

Gold and gems are the standard currencies in GENIE'S CURSE. One gem is worth about ten gold pieces. Most merchants favor gold, but some accept gems and an even smaller number require them. The amount of gold and gems currently being carried by your character is displayed on the top of the screen. Gold and gems are most often found by looting monster's lairs and receiving pay for the completion of tasks. Hint: Be careful not to overspend and then have to adventure about trying to find gold.

Potions

Some potions last only for short periods of time. This is noted in the following potion descriptions. When you activate one of these, the vial on the top of the screen fills with liquid. The liquid then gradually drains from the vial — when it runs out, the potion's effects end. If your character drinks one potion while another is in effect, the former's effects will be lost. Potions, even those of the same type, are brewed with varying potencies so their durations are all different. Note: all durations are listed in real time.
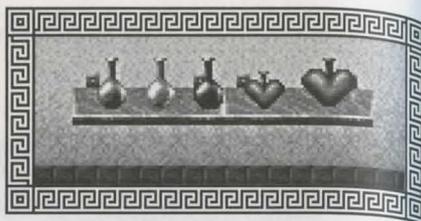
Potion Bottles

There are a number of different potions in GENIE'S CURSE. Each potion may only be used once. Following are descriptions of the potions and the types of bottle they come in.

Extra Healing

♦ *large red heart bottle*

This is the strongest healing potion in GENIE'S CURSE. When used, it heals the character for 6 to 27 hit points.

Giant Strength

♦ *green bottle*

Upon consumption, the individual gains great strength and whenever striking a blow in combat, it does 8 extra hit points of damage. This potion lasts for only a few minutes and is best used immediately upon entering battle.

Healing

♦ *small red heart bottle*

This common potion heals for 4 to 10 hit points.

Invulnerability

♦ *gray bottle*

Weak monsters cannot harm the drinker of this potion and powerful creatures will have a more difficult time doing damage. The effects only last a short amount of time so it is best used as combat starts.

Oil of Elemental Invulnerability

♦ *blue bottle* — Air
♦ *brown bottle* — Earth
♦ *orange bottle* — Fire
♦ *clear bottle* — Water

All of these oils give identical results, only against different elementals. The effect only lasts for a brief time, but when used your character is immune to damage from the elemental of the type listed.

Rings

Your character automatically wears a ring when he finds one. Once in place, a ring's effects last continually. To see which rings are currently being worn, select VIEW STATS from the menu. No two of the same ring type may be worn at one time, so a +2 ring of protection would take the place of a +1 ring when it is discovered. If any rings are found which do not need to be worn for their magic to take effect, they appear on the INVENTORY screen.

Magic Shards

There are tales told amongst the folk of the Crowded Sea of a great stone of magical powers, dubbed the *Moonstone*. While none know where the stone now lies, fragments of it have been discovered throughout Sorcerer's Isle and the surrounding islands. Some of these fragments contain powerful spells and, unlike wands often usable only by mages, they can be used by anyone descended from the original settlers of Sorcerer's Isle. Your character is of that ancient bloodline.

SHARDS BEING CARRIED

READIED WEAPON

SLING

READIED WEAPON'S NAME

CHARGES REMAINING

10 - Sunfire

Exit

EXIT BACK TO MENU
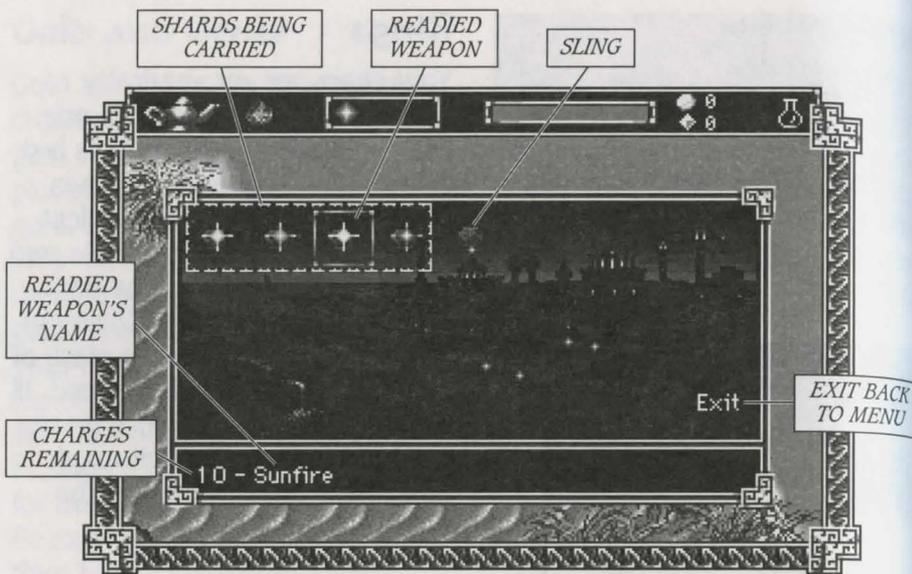
Ready Weapon Screen

Each shard, resembling a glowing rock, holds a number of charges. Each use consumes one charge and, once depleted, the shard breaks apart. Select READY WEAPON from the menu to display any shards currently being carried, and click on one to ready it. Only one shard or the sling can be equipped at a time. While adventuring, you can tell which shard is readied by the small icon next to the attack circles. If the icon area is empty, the one being used ran out of charges, or one was never selected to begin with.

The number next to the shard's name represents the charges it has remaining.

To fire the readied shard, face your character in the direction you want it to go and press the space bar. See the "Spell Listings" below for descriptions of the shards you may find.

SPELLS CONTAINED IN THE MAGIC SHARDS

A Water Blast Spell Hits a Ghoul

These are the spells held in magic shards of the *Moonstone*, which your character uses to blast creatures from a distance, even those just off the playing screen! Each spell operates as though cast by a sixth-level mage. As you delve deeper into GENIE'S CURSE, your character encounters enemies which also cast spells. When hit by a spell, your character's natural magic resistance may protect him. Hint: Dodge spells. If you are quick, some incantations can be avoided altogether . . . but not always!

The icon pictured here appears when a shard with that spell is readied.

Cone of Cold

When cast, this spell causes a cone-shaped area of extreme cold to extend 10 yards from the caster. It freezes anything it touches for 12 to 30 points of damage.

Flame Arrow

This spell empowers the caster to hurl a fiery bolt 20 yards at an enemy. If it hits, the spell causes 1 to 6 points of damage from the blow and 4 to 24 points of damage to any creature affected by flames.

Lightning Bolt

Upon releasing this spell, a powerful stroke of electric energy shoots from the caster, greatly damaging whatever it strikes. The *lightning bolt* can ricochet off walls, sometimes heading straight back into the caster. It damages every target that it hits for 6 to 36 points of damage before petering out after traveling 100 yards.

Magic Missile

When this spell is cast, a tight group of three missiles shoot towards any visible target within 120 yards. They strike the enemy closest to the caster in the direction being faced. The tight ball of missiles cause a total of 6 to 15 points of damage.

Sundazzle

This spell causes small, multi-colored spheres to dance about the eyes of the target, temporarily blinding it.

Sunfire

This spell harnesses the very power of the sun and shoots it up to 70 yards where it forms an explosive ball of flame. Those killed by the sunfire are often burned to ash. The spell does 6 to 36 points of damage to those directly caught in the blast. The caster is never damaged by *sunfire*.

Sunscorch

When cast, the *sunscorch* forms into an intense blast of heat which focuses into a narrow beam and then fires to the target. It curves and wraps around obstacles up to 60 yards or until it unerringly strikes the prey. The beam does 4 to 24 points of damage plus 2 to 8 points if the target is touching any metal item larger than a sword.

Water Blast

A fast moving shot of water springs from the caster and careens to the target exactly like a *magic missile*. The blast does 2 to 12 points of damage and travels up to 60 yards.

BESTIARY

This is a dangerous land, for behind its honorable facade lies intrigue, treachery, and deceit. In addition to the monsters, there are evil humans bent upon your character's destruction, and tremendously powerful genies whose actions are always unpredictable. Perhaps in this section you will find information on your foes to give you a greater chance of success.

Dangerous Inhabitants of GENIE'S CURSE

Acid Blob

See "New Monster Descriptions" on page 47 for a detailed listing of the creatures new to GENIE'S CURSE.

Ammut

The ammut is the legendary witness at the judging of the damned who is then called upon to consume the evil souls. The good news is that they only eat the wicked, and the bad news is that they enjoy killing the honorable as well. Instead of eating the corpse, however, they just play with it until a hungry scavenger comes along. Oily, smelling of decay, and a cross between a crocodile, hippopotamus, and lioness, the ammut does not present a pretty picture. It has massive claws and jaws to match, often roaring deafeningly during combat. Hating the light, the ammut are usually found underground seeking sustenance from amoral beings.

Boar, Giant

This ancestor of the domestic hog is not to be taken lightly. It will charge into and viciously gore its target. The giant boar is an omnivore which will eat anything and everything, and it knows no fear when hunting. The boar resembles a hog, but with a shorter snout, coarser hair, straighter tail, and vicious tusks.

Copper Automaton, Miniature

See "New Monster Descriptions" on page 49 for a detailed listing of the creatures new to GENIE'S CURSE.

Cyclops, Desert

See "New Monster Descriptions" on page 51 for a detailed listing of the creatures new to GENIE'S CURSE.

Debbi

The debbi is a hateful and selfish desert scavenger. It is but two feet tall and resembles a hairy creature halfway between a baboon and a hyena. Its snout, head, and jaws are those of a scavenger, and its body that of a nimble monkey. The debbi "cause fear" in many other desert animals — this ability occasionally causes magical sparks to spring from their coats. While the beasts are cowards at heart, locals have recently reported the debbi in the area being more and more fearless. The reasons for this change are unknown.

Elemental, Miniature (Air, Earth Fire, and Water)

See "New Monster Descriptions" on page 53 for a detailed listing of the creatures new to GENIE'S CURSE.

Ettin

Ettins are powerful, giant-like creatures with two heads. Both heads sit atop the shoulders and give ettins an excellent ability to spot prey. They wear tattered, moth-eaten animal skins and tend to be quite filthy. In combat, the ettin attacks with massive clubs; this monster is truly a fearsome foe. While their normal skin color is greenish, there are rumors of even more powerful albino ettins.

Ghoul

The ghoul is an undead scavenger which feeds on the flesh of corpses. It is recognizable by its ghastly skull and decaying body. Ghouls are often encountered in packs and stop at nothing to feed. If one rakes a target with its filthy nails there is a chance that paralysis will ensue, slowing the target down greatly. While the near-stasis does not last long, it may be enough time for the monsters to finish off their target. Unless consumed, a person killed by ghouls becomes a ghoul.

Great Ghul

The great ghuls are the undead cousins of the genies. They are often female, have donkey ea and hooves, and their flesh is rotting and foul. They have the power to shape shift and appear in more appealing forms. They attack with surprisingly powerful claws and sharp teeth. The victim should not be surprised if ghuls become invisible during combat. Although they cannot be seen, they can still cause and take damage.

Markeen

The markeen is a lesser genie cursed at birth to be the spitting image of a human baby. The markeen then grows of age as the human does, continuing to be an identical twin. However, the genie is not spiritually linked to the human and can die earlier or later. The markeen is not necessarily evil and will rarely encounter its human double. Other genies look down upon the markeen, often exiling them to a life of seclusion.

Mummy

Mummies are horrific, powerful undead who destroy all that is living, usually because their eternal rest was disturbed. Clothed in rotting strips of linen they stand up to seven feet tall and strike with an unnatural strength. Anything that they kill immediately rots. The mummy has one major weakness, and that is flame. All fire-based spells cause extra damage to them.

Nas Nas

The nas nas are perhaps the most bizarre creature in this locale. Created by evil wizards with depraved and dreadful magic which requires their own blood, the nas nas is a human sliced in half and is very, very insane. Hopping on one leg, fighting with one arm, unable to speak with but half a vocal cord, and looking at the world with one crazed eye, the nas nas often finds a way to kill itself before reaching thirty years of age. Unfortunately, that often means throwing itself with wild abandon into combat, hooting and screaming the only sounds it can make. Though only on one leg, the nas nas moves rather quickly, and its one massively muscled arm dexterously wields a scimitar.

Ogrima

The ogrima is a result of breeding between standard ogres and ogre magi. They have limited spell use, and are quite strong and cunning. An ogrima stands nearly nine feet tall, has sickly skin, and has a head covered by thick greasy hair which is topped with a nascent horn. They attack with weapons, and can hold two-handed swords in just one massive hand. The ogrima tend to disdain armor, relying on their natural regeneration to carry them through combat.

Pirate

Pirates are evil corsairs. They roam everywhere on the Crowded Sea and no ship is safe from their marauding. There are many different pirates, from lowly one-eyed buccaneers, to their male sea dog leaders, to the powerful female rovers, to the dreaded captains. Attacking with scimitars and sometimes missile weapons, the pirates will close quickly with a target ship and then rush to board it. On the plus side, if they can be fought back and beaten, their ship nearly always carries treasure.

Rat, Giant Zakharan

See "New Monster Descriptions" on page 55 for a detailed listing of the creatures new to GENIE'S CURSE.

Sorcerer

The sorcerers of this world derive their arcane powers from either one or two of the elemental forces. Whether it be a fire, air, earth, water or a two element sorcerer, at higher levels they are deadly. Sorcerers rely on powerful spells and always avoid hand-to-hand combat when possible. Fleet of foot, they pose a challenge to any they encounter.

Spider, Huge

The huge spider is an aggressive predator often found dwelling in dungeons. Nearly six feet long and usually in groups, they scuttle across the floor quickly and attack without remorse. Their dark colors make them difficult to spot in the shadows of a cavern. The climate has caused the spiders to have a poison somewhat less potent than their kind normally harbors. If bitten by a spider, and affected by the poison, the target merely takes damage instead of automatically dying.

Werehyena

The werehyena is a lycanthrope, able to change from human form to that of a giant hyena at will. In human form, the werehyena is often quite friendly and charismatic. However, it usually fights in its hyena form, where it is six feet long and has massive jaws with which it rends its prey. The werehyena is somewhat afraid of fire, but if cornered is not daunted by it.

Zombie

Zombies are mindless undead creatures following simple commands from a master, who may be long dead. They are known for their rotting flesh and putrid smells. Zombies move very slowly and attack the same way, trying to pummel their target. Typically, they are found underground in charnel places. If encountered in large groups, they can pose a threat to a weakened adventurer. Rumors abound around the Crowded Sea of undead pirate ships somehow controlled by zombies and ghouls.

New Monster Descriptions

These monsters are new to the ADVANCED DUNGEONS & DRAGONS® game. Most of them were created for GENIE'S CURSE. If you would like to incorporate them into your own campaigns, their statistics follow.
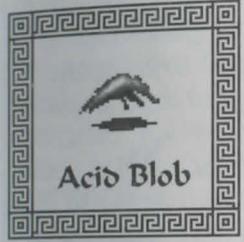
Acid Blob
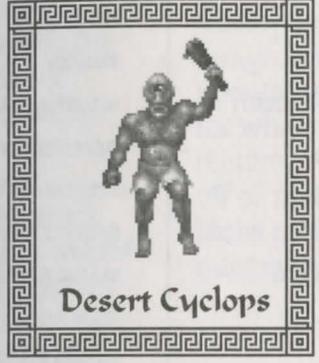
Desert Cyclops
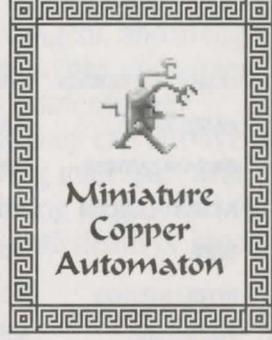
Miniature Copper Automaton

Miniature Elementals – Air, Earth, Fire & Water

Giant Zakharan Rat

Acid Blob

NO. APPEARING:	2-8 (1)
ARMOR CLASS:	8
MOVEMENT:	5
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-3')
MORALE:	(10)
EXP. POINT VALUE:	65

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	None (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

The acid blob is a small but potentially deadly creature living in unkempt underground areas. Its name gives accurate description to the monster, a moving glob consisting of an acidic substance. The acid blob tends to be green, although darker colors have also been sighted. Unlike many of its ilk, the acid blob does not move on the wall or ceiling, it just hops along the ground.

Combat: The acid blob attacks by striking at prey with its body. The acid is not strong enough to continue burning flesh after its strike, but metals are in great danger. Every *non-magical* metal weapon which touches the acid blob and every *non-magical* piece of metal armor which the acid blob hits must make a saving throw or be weakened. Any item failing to save has a 5% cumulative chance of breaking each time it is struck thereafter. For example, a sword which is being used against an acid blob that fails two saving throws has a 10% chance of breaking every time it is used. This corrosion has no effect on magical items.

Habitat/Society: Acid blobs are usually found in groups, since new acid blobs are created by blobs separating from their host and then joining together. This is a purely instinctual occurrence since the blobs have no intelligence.

Ecology: Acid blobs are dungeon scavengers, absorbing non-stone items they encounter for whatever nutrients they require. While they can survive off of non-living materials, acid blobs prefer living targets and will pursue them until death or lunch.

Copper Automaton, Miniature

CLIMATE/TERRAIN:	Any/Ruins
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Constant
DIET:	None
INTELLIGENCE:	Low (5)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1 (20%) 3-18 (80%)
ARMOR CLASS:	5
MOVEMENT:	7
HIT DICE:	3 + 3
THAC0:	17
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4 / 1-4
SPECIAL ATTACKS:	None
SPECIAL DEFENSES:	Spell Immunities
MAGIC RESISTANCE:	Nil
SIZE:	M (3'-5')
MORALE:	Fearless (20)
EXP. POINT VALUE:	120

Miniature copper automatons are very similar to their larger counterpart, the copper automaton. They are magical statues of copper and bronze with numerous levers and gears churning inside of them all held together by magical enchantments.

As they are creations, automatons look quite different from one another. Some have blocky bodies and long arms while others look more like small human knights. All of them are corroding and have blank eyes.

The miniature versions are not as well made as the larger automatons and thus cannot manipulate objects very well. However, a simple task like pulling a switch or turning a door knob is possible.

Combat: Miniature copper automatons attack with their two metallic hands, clubbing or pinching with fair strength for 1 to 4 points of damage per limb. They do not share the heat-generating abilities of their larger versions.

The automatons can only be healed, or repaired, by the combined efforts of a wizard of at least 6th-level and a well-trained smith. With this team, the automaton recovers 1 to 8 hit points per day. Once killed, or destroyed, the automaton may not be rebuilt.

Habitat/Society: Miniature copper automatons are the creations of wizards not powerful enough to create larger automatons, or not desiring to pay the additional expenses for them. Upon inception, and changeable at any time thereafter, the mage gives the mass of clinking parts a simple task to carry out. Some are used to stand guard over the tombs of their dead masters, others patrol dungeons warding against intruders, and some are used as slave labor doing the most simple, but laborious work. They perform any service within their limited mental grasp.

The method of forming a miniature automaton is not a well-kept secret. Any wizard of at least 6th-level with 2,000 gold pieces can build one. The whole process takes about two weeks, and requires copper ore, iron gears, lead counterweights and a gemstone worth at least 500 gold pieces to center the wizard's magical energies. Also needed is half of an *oil of slipperiness* vial to keep the gears turning.

Ecology: Miniature Copper Automatons need no food, no rest, no external energy source and no loving encouragement. They are completely unnatural, with no niche in the ecological balance.

Cyclops, Desert

NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	10
HIT DICE:	6 + 6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8 x 2 or Weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' - 10')
MORALE:	Steady (12)
EXP. POINT VALUE:	420

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	M (Q, D)
ALIGNMENT:	Chaotic Neutral

The desert cyclops is slightly taller than a human and has rough, sand-colored skin. They are secretive creatures, often persecuted by humans who fear their size and the one large eye which seems to peer into their very soul.

The upper body of the desert cyclops is usually quite muscular, sometimes out of proportion to the rest of their frame. Depending on its chosen lifestyle and habitat, desert cyclops can look extremely different from one another. Some wear animal hides and are covered with combat scars and sandpaper skin, while others dress normally, and do not look like fighters at all.

The only facet nearly identical in every desert cyclops is the large eye. It is unblinking, virtually always sky-blue, and is both the pride and shame of its owner. The eye is considered very beautiful among the cyclops themselves, but others use it as a rallying point for vilification.

The cyclops do indeed have a special ability with their eye. While looking at a person who is speaking, they can ascertain if there are any lies being told. If the speaker knows of this power, he or she can try to block it and make the cyclops think that they are telling the truth by making a saving throw against magic.

Combat: Once angered or attacked, the desert cyclops is a vicious foe. A long history of persecution has left them easy to anger and very dangerous when their ire does arise. They attack by punching with their strong arms, or with a large two-handed weapon with which they get a strength bonus of +6 on each hit. The cyclops are not agile enough to use two weapons at one time.

Occasionally the desert cyclops are seen in armor, which needs to be specially made for their oddly-shaped bodies. However, most do not wear armor, since their naturally tough skin is often as good as any but the best metals.

Habitat/Society: It is difficult to pin down the desert cyclops to any one type, as they live in many different ways. The most common arrangement is the desert clan. This is a small group, not usually more than six, excluding children, living as hunters and gatherers in the desert sands. They will move with the weather or as water supplies diminish. These clans are fiercely defensive and usually attack any intruder who does not obey their orders to leave immediately. Some kill anyone for just seeing where their clan is living. These actions help to fuel human anti-cyclops tendencies, which are otherwise largely built upon fallacies.

Other desert cyclops are loners, who live a solitary existence in a rocky cave or in a small building they have pieced together in the middle of some wasteland. These cyclops are also defensive, but some of them begin to crave contact to such a degree that they will talk with strangers instead of attacking or hiding. All desert cyclops speak in the common tongue.

A very few number of desert cyclops have managed to find acceptance in human society, and have pursued careers as any other human would. This is always a tenuous existence which often ends with the cyclops being blamed for some tragedy or murder with which they had no connection. However, there are also stories of Caliphs or other nobles hiring cyclops' to help determine if their subjects are speaking the truth.

Ecology: The cyclops has very similar dietary needs to that of a human, with one major difference. Cyclops will sprinkle sand on their food in the same manner as humans would use a seasoning such as salt. No studies have been done to ascertain how the sand is digested or if it benefits the cyclops in any manner, although common theory states that it aids in digestion. There are no records of a desert cyclops actually living off of sand, but it is a popular garnish.

Elemental, Miniature

TYPE:	Air	Earth	Fire	Water
CLIMATE/TERRAIN:	Any Land	Any Land	Any Land	Any Water/Shore
FREQUENCY:	Uncommon	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Pack	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Air	Earth, Metal, Gem	Any Combustible	Any Liquid
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING	2-12	2-8	2-12	3-18
ARMOR CLASS:	6	6	7	7
MOVEMENT:	14	6	12	10
HIT DICE:	1	1+3	1+2	1+1
THAC0:	19	19	19	19
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1-3	1-4	2-5	1-4
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	See Below	See Below	See Below	See Below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	S (2')	S (2')	S (2')	S (2')
MORALE:	Average (10)	Average (10)	Average (10)	Average (10)
EXP. POINT VALUE:	35	65	35	35

It is not known how miniature elementals came into existence. They used to be extremely rare, and were considered to be myth by most scholars, but recent reports of sightings and attacks by the elementals have increased. Some conjecture that they are small bits of larger elementals which broke free, and now roam of their own accord.

The miniature elementals are all less than two feet tall and look like their element. Fire elementals are small moving balls of flame, air elementals are little whirlwinds, earth elementals are moving rocks, and water elementals are bouncing blobs of cohesive water.

Whatever their origin, the miniature elementals have become a large nuisance in some areas. Although seldom powerful enough to kill an alert warrior, and not intelligent enough to plan attacks against weak opponents, the elementals are not to be ignored. Often traveling in packs, they can be dangerous when surrounding a lone target. Rumors are also circulating about larger versions of the miniature water elemental attacking merchant ships, though this is yet to be confirmed.

As of the date of this writing, no mage has been able to purposely conjure a miniature elemental. Perhaps they are too small to be grabbed from their respective elemental planes by magical snares.

Combat: All miniature elementals attack by launching their body at their targets. In addition, earth elementals launch bits of stone at the target. None of them are powerful enough to cause any extra damage — for instance, a blow by the fire elemental does not require any saving throw to keep items from burning.

All of the elementals have special defenses against certain types of attacks. Water-based spells do 1 point less of damage per die (minimum 1 point per die) against miniature water elementals and fire-based spells have the same damage reduction against miniature fire elementals. Attacks by cutting weapons do one-half damage to miniature earth elementals and lastly, magical weapons (or spells) are needed to damage the miniature air elemental.

Rat, Giant Zakharan

NO. APPEARING:	1-12
ARMOR CLASS:	6
MOVEMENT:	14
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-7')
MORALE:	(10)
EXP. POINT VALUE:	175

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Animal- (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

The giant Zakharan rat is a cousin to the giant rat with the main difference being size. Zakharan rats are huge, with lengths of up to seven feet (not including the tail). They are just as filthy, disease ridden, ferocious, and fleet of foot as their smaller cousins. Their fur is generally brownish and their eyes a deep red.

Combat: Giant Zakharan rats are annoying creatures which rush into a fight with extreme quickness and then maddeningly quickness and claw until they are gnaw and claw until they are killed. It is rare to find a single rat; they tend to roam in packs. While generally easy to kill, there are stories of giant rats closing in and killing a hero weakened after the hero has just defeated a major foe.

Unlike other rats, this variety is not particularly afraid of flames. Many tales exist of adventurers expecting torches or bonfires to keep them safe from the rats only to be viciously attacked while unprepared.

Ecology: The giant Zakharan rat tends to live in dank underground areas like dungeons. It can slip through tight openings as the creature's skeletal system compresses drastically. The rats are usually found in groups, but it is very rare to find more than a dozen in any one place. Their diet is anything and everything which they encounter that is, or was once, living

MONSTER AND MAGIC INDEX

DESIGNER'S NOTES

Creating Genie's Curse presented some unique challenges to us here at Cyberlore Studios. We strove to create a game that was completely unique from other role-playing games. First we wanted our game to be easily accessible to all those players who are frustrated by the complex combat, spell and inventory systems that so many other games employ. We've always thought it was more fun casting a spell than memorizing it. The real-time combat adds an element of danger and immediacy missing in phased combat systems.

We wanted the player character to be a pre-rolled character with a specific background and history. This presents you with a new challenge: non-player characters in the game expect your character to act like an honorable young prince. But, we give you a wide choice of actions. Your prince can be anything you want him to be; honorable, impatient, or down right rude. Of course, being rude to the wrong person can land your character in jail pretty fast.

The AL-QADIM™ game world presented its own challenges to the Cyberlore designers as well as players. This is not the medieval hack and slash world we're all used to playing in. This is a carefully structured society where honor is more important than muscle. The player who plans on hacking his way through this game had better save the game often.

The look of the game is also unique. We wanted it to have the feel of the "Technicolor" Sinbad and Arabian Nights movies we grew up with. We never pictured the game locations as real places. Instead, we pictured them as movie sets on neatly swept sound stages, and we filled the areas with decorative props and dressed the actors in costumes from the "Arabian" section of the costume department.

In a market filled with fantasy role-playing games we hope GENIE'S CURSE stands out and gives you a unique and fun adventure. Enjoy!

CREDITS

Cyberlore Studios, Inc. Credits

Game Design	**Herb Perez**
Producer	**Lester Humphreys**
Lead Programmer	**Ken Grey**
Art	**Garrett McCarthy, Herb Perez**
Writers	**Herb Perez, Joseph Minton, Ken Eklund, Dan Greenberg**
Additional Programmers	**Lester Humphreys, Joseph Minton, Ken Eklund, Dan Greenberg, Steven Wolf**
Rule Book Author	**Joseph Minton**
Lead Playtester	**Jim DuBois**

Strategic Simulations, Inc. Credits

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Additional Producers:	**Nicholas Beliaeff, Chuck Kroegel, George MacDonald**
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Product Testers:	**John Cloud, Cyrus Harris, Jeff Peña**
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Special thanks to:	**Jim Ward and Tom Wahl**

Other Credits

Music:	**Eric Heberling, Rob Wallace, Nada Lewis**
FM Voice Design:	**The Fatman**

DARK SUN
WORLD

SHATTERED LANDS

RULE BOOK

TSR, Inc.

SSI
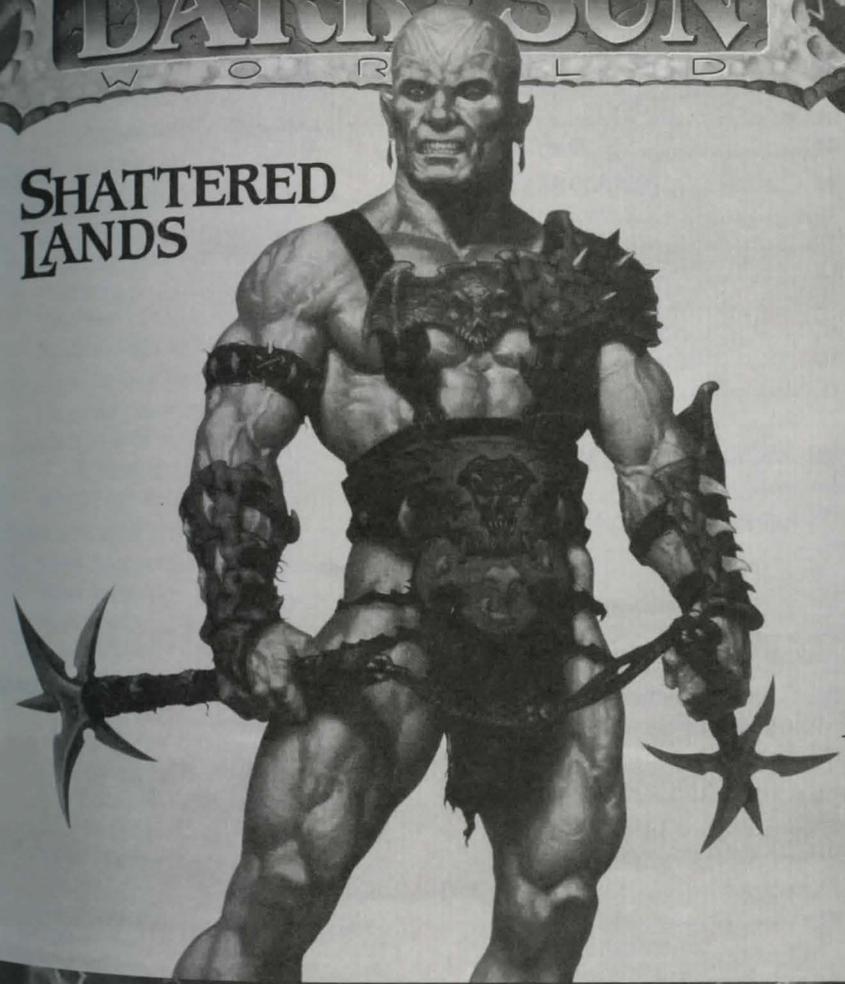
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✳ INTRODUCTION ✳

The World of Dark Sun

Athas, the world of Dark Sun, was once as pleasant as any other. But, after many thousands of years, powerful mages found ways to gain power through draining the planet's vitality. At their zenith, these wizards caused the sun to transform from a pleasant yellow glow to a raging crimson fireball on the horizon. The seas evaporated and were replaced by huge basins of silt.

Mines played out, rendering metal extremely rare and valuable. Scarcer still were any sources of water. The creatures of Athas were twisted by the free use of magic. They constantly adapted to the harsh conditions. New monsters emerged from the deep desert to plague the remnants of man.

Now the only stable concentrations of humanity are in tightly controlled city-states. Without exception, these are ruled by vicious sorcerer-kings — the last remnants of the wizards who depleted Athas. These kings call themselves gods and rule through a religious organization known as the templars. Their rule is uniformly harsh and capricious, and a large proportion of the populace is enslaved. Only the strongest can feel any measure of safety because the templars can condemn anyone without a trial.

The few places with any freedom are isolated villages founded by escaped slaves. Though free, life in the wastelands is precarious. Water supplies can fail, marauding monsters can devastate a village, and slavers are a constant threat. Until these tiny villages can look beyond day-to-day survival and ally with one another, they are unlikely to survive more than a few years.

SHATTERED LANDS takes place in and around the city-state of Draj, ruled by the sorcerer-king Tectuktitlay.

What Comes with This Game?

In addition to this rule book, your game box should contain the game disks and a data card. This rule book explains how to play, and gives you valuable reference information on characters, monsters, spells, and psionics. The disks contain the game. Install the disks by following the instructions listed on the data card.

Copy Protection

There is no physical copy protection on your SHATTERED LANDS disks, so please make copies and put the originals away for safekeeping.

To assure that you have a legitimate copy, there are copy protection questions during the game. Find the indicated word in this rule book, type the correct answer, and press Enter. Do not count headings.

Using the Mouse

You need a mouse for this game. A note to novice users: throughout this book, the term "click" means move the cursor to the desired area and press *either* the left or right mouse button. "Right-click" means move the cursor to the desired area and press the right mouse button. "Left-click" means move the cursor to the desired area and press the left mouse button.

Note that you can hit Esc to exit any menu in the game.

Using the Keyboard

Operations in this game are designed for the mouse, but certain functions do have keyboard commands. See the "Hot Keys" section on page 92 or the data card for a complete list.

Getting Started Quickly with a Pregenerated Party

A saved game containing a pre-built party comes with your game. To get right into the game without creating your own party, select START GAME from the Start Window. The game automatically loads the pre-built party, and you immediately enter the game.

✷ JARETH'S JOURNAL ✷

I am Jareth, an itinerant bard, lately of Draj. I had the dubious honor of spending time condemned to the arena — a noble whom I poisoned regretfully survived. Thankfully, my family was able to bribe a templar with some magic fruit.

While locked in the slave pens, I was able to learn about the other slaves' lives. These illuminate the great challenges of surviving in Draj. The slave most philosophical about his plight was a half-giant named Gareth. A gladiator of some repute, he had won many matches for the noble house of Tehuactl. He also had a misguided loyalty to his master. Thus when a templar came and suggested he lose his next match, Gareth broke the templar's neck. In return, his master declared this an escape attempt and condemned him to die in the royal slave pens. He is still not bitter, but now seeks to escape to freedom.

One of the most bizarre prisoners is the thri-kreen, Tarim. She had been hunting city troops on the salt flats west of Draj, when she was trapped by a powerful templar. Rather than kill her outright, the templar sent her to the arena, so that her death could entertain the masses. While she doesn't mind the fight, she misses the hunt and the freedom of the wasteland.

Selucus was a favorite of the sorcerer-king, destined to become one of the great gladiators of his time. He was pampered and allowed to spend time unescorted in the city. Alas, his brilliance led him to temptation. The Veiled Alliance convinced him to learn the ways of the preservers. Foolishly, he set aside his gladiator's weapons and took to the arcane path of magic. His masters were shocked and condemned him to

the slave pens. I believe they hope to force him to return to his gladiatorial skills to survive. However, I am sure he will not do so until he has mastered the spells of the preserver.

The beautiful Saria is the offspring of a foolish human slave girl and a roguish elven caravan master. Her father left for other cities before she was born. Saria spent her youth on the street, stealing to survive. Before this life could wear her down, she was caught picking a preserver's pocket. He took her out of the city and trained her in the east, near the volcano. She discovered peace amidst the harsh landscape. She learned to call on the spirits of earth, as well as how to master the preserver's dangerous art. She might have stayed forever, but a slaver band captured her and killed her benefactor. At the auction block, she used her spells to slay a templar. Now she lives in the pens, seeking a way back to the wasteland.

Those condemned to slavery without connections such as mine can only find freedom by fleeing into the wilderness. Travellers tell me of whole villages of freed slaves, eking out an existence near small watering holes. Individually, these villages are so weak that a city patrol or band of raiders could wipe them out with ease.

There are very few slaves that have any planning or leadership ability. I believe that a strong personality could unify them into a dangerous force. I know that the Drajian templars are beginning to share this view. I have heard rumors of a punitive expedition to clear the wastes of these villages all the way to the Silt Sea.

HOW TO PLAY SHATTERED LANDS

To start the game from the main menu, select START GAME. You are supplied with a pregenerated party in case you wish to begin adventuring immediately. Otherwise, create a party by selecting CREATE CHARACTERS. See "Creating Your Party" on page 8.

By default, only the leader of your party appears on the map. The other three characters appear whenever combat is initiated. However, if you like, you may also toggle the Collapse Party icon from the Game Menu to have all four characters appear at all times. See "Game Menu" on page 16.

At the start of the game, your characters find themselves in an arena in Draj. To escape — and escape they must — they must battle their way to freedom. If you want them to survive past the first battle, here are some things you should know.

Adventuring and Combat

While your party adventures on Athas, use the mouse to direct their movements and actions.

The mouse has three modes:

• Walk   • Attack   • Look

Right-click to change between these modes. Notice that the cursor cycles through the icons each time you right-click. To make a selected action happen, left-click. For example, if you have the "Walk" mouse icon, left-click to make your characters walk from one location to another.

To scroll the screen, move the mouse cursor in the direction you wish to move the screen. The screen scrolls in the direction selected until you move the cursor away from the screen edge, or until you reach the edge of the map. NPCs do not move unless the mouse pointer is in Walk mode.

Note that the mouse pointer is temporarily replaced by an hour-glass when the game is processing your commands.

Whenever you use an icon to target, aim with the upper-left corner of the icon.

Walk

Use the mouse pointer to find the area you want the party to walk to. Left-click on that location with the Walk icon. If it is possible to get there, the party takes the most direct route to do so. If you ask them to do something impossible or suicidal, like walk into a lava pit, the icon changes to the Can't Walk icon, and the party waits until you make a more sensible request.

You may also move your characters around using the arrow keys on the numeric keypad.

When combat is initiated by one of the two attack icons explained below, use the Walk icon to attack an opponent by clicking on the target. The character walks to the target and automatically attacks it.

Attack

There are two ways to attack enemies in SHATTERED LANDS. They are Hand-to-Hand and Ranged.

There is no need to switch back and forth between Hand-to-Hand and Ranged attacks manually; simply ready both types of weapons — the computer will decide which icon/weapon can be used.

NPCs may flee, fight back, or even summon reinforcements if attacked! Keep in mind that indiscriminate killing may lead to a distinct lack of people to speak with. This in turn may cause the party to miss essential clues and items.

The Hand-to-Hand Attack icon only works when your character is adjacent to an enemy. Click the icon on the enemy and the character will attack it with his or her readied weapon(s). A character can ready two one-handed weapons, one in each hand. Rangers and characters with high Dexterity do so at no penalty. Others use the second weapon at a disadvantage. If the character is not adjacent, the Invalid version of the icon appears.

The Ranged Attack icon only works when the enemy is at a distance and the character has a readied missile weapon and/or ammunition. If the enemy is out of range, the icon changes to the Invalid version. This means the target is not a valid target and cannot be attacked.

Look

You can examine objects by left-clicking on them when you are in Look mode. If you can use the item, talk to it, or pick it up, a box appears with a summary and with buttons showing what options you have. If only one of these options is available

(for example, you can only open doors, never talk to them or pick them up) it will happen automatically instead of displaying this box.

When you are in combat with a monster, you can use the Look icon to see basic information about your opponent. This information includes: the type of monster it is, its current state (casting, charmed, held, petrified, etc.), and a hit point bar indicating what *proportion* of its hit points remain.

You can also use the Look icon on a party member to bring up the View Character screen.

Talk

When you click the Look icon on someone or something you can talk to, you see the Talk button. Click on the Talk button to begin a conversation.

Use

To use an object, click on the Use button. Some objects may be used on other objects. For example, to use a pickaxe, click on it, select the Use button, and then click the pickaxe on a pile of rock. The rock breaks apart to reveal other objects.

Pick Up

To take an object, click on the Pick Up button. The cursor becomes a graphic representation of the object. Clicking the object on a character icon places it into that character's backpack; otherwise, the object may be carried around as the cursor. Clicking on an open area drops the object on the ground. You can only carry one item at a time on the mouse pointer.

Character Interaction

NPCs (non-player characters) are characters that your party interacts with in the course of the game. Some NPCs have their own agendas and initiate conversations with the party.

To speak to an NPC, click the Look icon over the character. To start a conversation, click on the Talk button when it appears in the options box. One or two windows appear. The upper window shows a portrait of the NPC and what that character is saying. The lower window lists the responses you may make. To select a response, you can either highlight the response you wish to make and left-click or use the up and down arrows to highlight the desired response. Pressing Enter selects it.

Conversations occur between the NPC and the leader of the party. Even though the leader may say "I...," he or she speaks for the party.

Characters That Join Your Party

Many NPCs inhabit Athas. As you adventure, these people provide information to help your party continue its journey. They do not enter your party, though they may follow it or lead it somewhere.

Camping

Camping allows you to rest. Rest is necessary to recover from battles and to regain spells and psionic points. Safe places to rest are depicted by a fire ring. To camp, move the Look icon over the fire ring and left-click. As you rest, characters with cure spells automatically cast them on wounded characters. Psionic Strength Points are fully restored, as well as all the spells that spellcasters can cast.

Training

When your characters go up in levels, they may be eligible to learn a new spell or more psionic skills. If so, a box appears with all the icons depicting the spells or psionics you may learn. To toggle between different spell levels/psionic disciplines, click the icon on the lower-left corner of the box. To pick a new psionic or spell, click on its icon. Press DONE when you're finished.

Spellcasting / Psionics

Spells and psionics are often the deciding factor between winning and losing a battle. Knowing how to cast spells and use psionics is a very important skill, and should be learned early on.

The first step in casting a spell or using a psionic is to select it in the Cast Spells/Use Psionics screen. After you select the spell or psionic power, the cursor becomes the icon

you selected. To abort, right-click once. Some spells or psionics (healing spells, for example) can be cast directly from this screen by clicking the spell icon on the target character. Other spells and psionics automatically return you to the regular game screen.

Refer to "Cast Spells/Use Psionics" on page 15 for detailed instructions.

Once spells have been cast, you may also right-click on the Dark Sun icon to bring up a box displaying the last five spell and psionics icons used. This provides quick access to the most frequently used spells.

CREATING YOUR PARTY

To play SHATTERED LANDS, you must create a party of one to four characters. We recommend you create a party of four. The races you can choose from are:

- human
- dwarf
- elf
- half-elf
- half-giant
- halfling
- mul (male character only)
- thri-kreen (female character only)

Depending on the race you choose for your character, he or she is eligible to belong to certain classes. (A class is like an occupation.)

If you're new to Athas, or just want to know more about various races and classes, refer to "Character Races" on page 19 and "Character Classes" on page 21.

Creating Characters

To create your own characters, select CREATE CHARACTERS from the main menu. The main menu is the screen that has the following options:

    START GAME
    CREATE CHARACTERS
    LOAD SAVED GAME
    EXIT TO DOS

After selecting CREATE CHARACTERS, you see the View Character screen with four empty character slots. It has six icons along the bottom of the screen: View Character, View Inventory, Cast Spells/Use Psionics, Current Spell/Effects, the Game Menu button, and the Return to Game button. For now, leave these icons alone. You can come back to them after you create your party.

Right-click on an empty character slot. A short menu appears with these options:

    NEW
    ADD
    CANCEL

NEW allows you to create an entirely new character.

ADD allows you to add a previously created character.

CANCEL closes this menu.

CHARACTER PORTRAIT   CHARACTER ICON   DIE   CLASS LIST

CLERIC
DRUID
◆ FIGHTER
GLADIATOR
PRESERVER
PSIONICIST
RANGER
THIEF

PSI DISCIPLINES
◆ P-KINESIS
P-METAB
TELEPATHY

VIEW SPHERES

NAME: Grom
STR:24   MALE HALF-GIANT
DEX:10   ■CHAOTIC NEUTRAL
CON:17   FIGHTER
INT:13   3   EXP:4000 (8000)
WIS:15   AC: 10 DAM: 1.5×1D1+12
CHR:12   55/55
              22/22

EXIT

DONE

CHARACTER DATA

PSIONIC DISCIPLINES
AND/OR CLERICAL
SPHERES
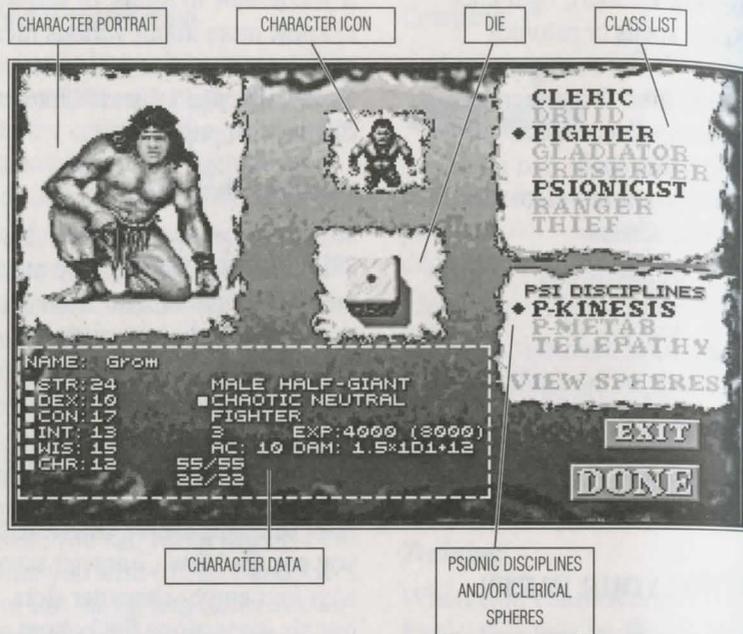
✳ **Character Generation Screen** ✳

Creating New Characters

Select NEW. You see a screen that looks like the one above.

Here you choose the race, sex, class(es), and abilities of your new character:

Character Portrait

This area displays a body portrait of your character. Left-clicking on the character portrait advances you through the entire selection of races and genders. Right-clicking returns you to the previous portrait.

Decide on the race and sex of your character by moving through the portraits until you find the character you want.

Character Icon

This box displays what your character looks like from a distance as he or she explores the barren face of Athas.

Class List

This list shows the various classes that your character is eligible for, and allows you to choose a class (or classes) for your character.

As a default, the fighter class has been pre-selected for you. A diamond appears next to currently selected classes.

Left-clicking on the diamond deselects that class, and allows you to choose a new class. Try deselecting "fighter" on a human character. Notice that all the class options are

now available. This is because humans can be any class. Other humans, however, are limited in their races, however, are limited in their class options. Halflings, for example, cannot be preservers.

While humans can only have one class, other races are eligible for more than one class. When a character has two or three classes, he or she is referred to as multi-classed. For example, dwarves can have one, two, or three classes.

Keep in mind that, when multi-classing, some classes are unavailable when others have been chosen. For example, a character cannot be a cleric and a druid at the same time.

In addition, when characters are multi-classed they advance in experience and hit points much more slowly than single-class characters. This is because multi-class characters divide their experience points evenly among the classes.

For reference information on classes, see "Character Classes" on page 21.

Psionic Disciplines and/or Clerical Spheres

This lists the various psionic disciplines or clerical spheres that your character is eligible for, and allows you to choose among them. Left-clicking on VIEW SPHERES or VIEW PSIONICS toggles you between the list of psionic disciplines and the list of clerical spheres.

Psionicists can specialize in all three Psionic disciplines: psychokinesis, Psychometabolism, and telepathy.

All other characters can only choose one of these disciplines. For more about these disciplines, refer to "Psionicists" on page 25.

Clerics can choose any one of the four clerical spheres: air, earth, fire, and water. For a description of the four spheres, refer to "Clerics" on page 23.

The Die

Clicking on the die generates a random set of values for the character's statistics.

Character Data

To improve an ability, left-click on its adjacent box. The value increases by one. Right-click to decrease the value. This allows you to match a character's statistics with those of a favorite role-playing character.

Similarly, you can alter the hit point value (HP) and the character's alignment by clicking on the small gray boxes next to those options.

For a thorough description of these statistics, refer to "Other Characteristics" on page 26.

Your character has been given a random name. If you want to change it, left-click on the name. A cursor appears where you clicked. Delete the previous name and type in the name of your choosing.

When you are satisfied with the character you have created, click on DONE and continue creating characters until you have a complete party of four.

Adding Previously Created Characters

You can also add previously created characters to your party. When you are at the View Character screen, right-click on an empty character slot, and choose ADD. Click on the character name of a previously generated character to have him or her appear in your party.

Modifying Your Party

Once you have created your party, you may decide that you want to make minor alterations. Go to the View Character screen and right-click on the character you want to alter. You'll notice that the menu now reads:

    EDIT
    DROP
    DUAL

EDIT returns to the character generation screen. You may make any changes you wish to the character, as during generation. This option is only valid *before* the character first goes adventuring on Athas. After that, the option changes to EDIT NAME only.

DROP removes a character from the party and puts him or her on disk. If you change your mind, you can pick up this character later with ADD.

DUAL is only available when viewing a human character, because only humans may become dual-classed. You must be at least third level in your current class before you can dual class. Selecting this option allows you to choose a new class. See the section on "Character Classes" on page 21 for more information on dual-class characters.

CHARACTER OPTIONS

The first time you left-click on the Dark Sun icon the Cast Spells/Use Psionics character option screen appears. At the bottom left are the four character options icons. These are described in detail below. The most recently chosen character option remains selected until you choose another. Thus, if you selected View Inventory, the next time you click on the Dark Sun icon (or on a character with the Look icon) the Inventory screen appears.

Right-clicking on the Dark Sun icon displays the last five spells or psionics cast. Click on one of these spell icons to cast it.

View Character

The View Character screen shows your party. When you highlight a party member by left-clicking on his or her character box, the character's stats and other vital information appear on the right side of the screen.

Alongside each character box are two small buttons, one for Computer Control and one for selecting the party Leader. Click on Computer Control to place the character's actions under control of the computer during combat. Click on Leader to make that character the party's leader when walking and interacting with Non-Player Characters (NPCs).

Character Boxes

If you right-click on a character box *with a character in it*, you get the following menu:

    EDIT NAME
    DROP
    DUAL

EDIT NAME returns to the character generation screen. Since the character has already begun to adventure, at this point in the game you may *only* change his or her name.

DROP removes a character from the party and puts him or her on disk. If you change your mind, you can pick up this character later with ADD.

DUAL is only available when viewing a human character, because only humans may become dual-classed. Selecting this option allows you to choose a new class. See the section on "Character Classes" on page 21 for more information on dual-class characters.

If you right-click on an *empty* character box, you see the following menu:

    NEW
    ADD
    CANCEL

NEW allows you to generate a new character. See the "Creating Your Party" section on page 8 for more information.

ADD allows you to add a previously created character.

CANCEL closes this menu.

CHOOSE PARTY LEADER

CHARACTER BOXES

ACTIVE CHARACTER PORTRAIT

ITEM SLOTS

CHARACTER'S BACKPACK

CHARACTER DATA

COMPUTER-CONTROLLED COMBAT ON/OFF

AMMO

MISSILE

DUANGIRU

STR 25
DEX 25
CON 20
INT 14
WIS 19
CHR 14

PSY 45/45

AC -1
<30×10D19+24>
<1D4+15>

DROP

SPLIT

RETURN TO GAME

HANDS/ ITEMS IN HANDS

VIEW INVENTORY

DESCRIPTION BOX

MONEY

110§

CHARACTER OPTION BUTTONS

GAME MENU
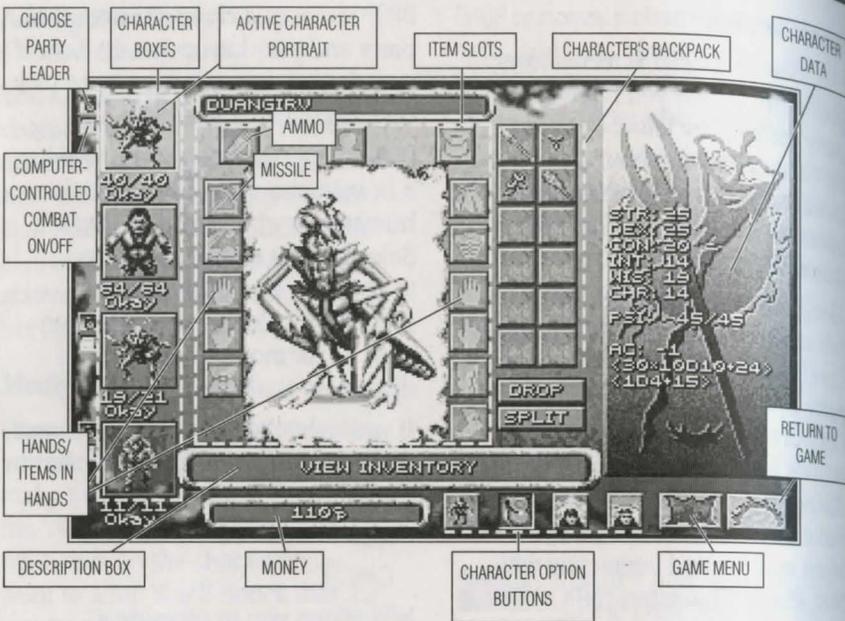
✱ Inventory Screen ✱

View Inventory

To use, ready, drop, or transfer items, select the View Inventory icon. The inventory screen appears with a large portrait of the active character in the center. To see the inventory screen for a different character, click on one of the character boxes on the left edge of the screen.

Surrounding the active character portrait are fourteen slots. Each refers to a different part of the character's body, such as legs, head, fingers, and arms. Left-click on an item to pick it up. To move an item to the character's body, first pick up the item and look for outlines around the item slots. A yellow outline appears around all the valid slots for that

item. Center the item over any outlined slot; the outline flashes when the item is centered. Left-click again to drop it there. To ready weapons for combat, place them in your character's hands. Missile weapons and their ammunition have special slots at the upper left.

To the upper-right are twelve more slots representing your character's backpack. Store items here that you wish to keep. You may also find pouches and chests which can be used for more storage within the backpack. Pouches and chests hold six items, and both can be placed in your character's backpack. A pouch can be placed in a chest, but not vice versa; pouches cannot hold other pouches, nor can chests hold other

chests. Open pouches and chests by right-clicking on them. Close them by right-clicking on the lid or flap.

To drop an item, select it and click DROP. The item disappears from your character's inventory and falls to the ground. If you want it again, just pick it up off the ground.

To split a bundle of "grouped" items (such as arrows) in half, select it and click on SPLIT. This only works if you have an empty slot in your backpack to hold the other half.

To transfer an item to another character, select that item and click the character box of the character you wish to transfer to. That character's inventory screen appears, and you can place the item appropriately.

The inventory screen also contains more data. Under the active character portrait, a description box provides information about objects, buttons, and available options. Along the right side of the screen, a panel displays character data. Along the bottom, a bar shows how much money, in ceramic pieces (CP), your character has.

Also at the bottom of the screen are the four character options buttons, the Game Menu button, and the Return to Game button.

Item Summary / Using Items

Right-click on any item in inventory (or in a container) to bring up its item summary. This is a box containing relevant information about the item. If the item is magical and can be used, a Cast Spell icon appears. Press the icon to cast the spell. You can't use this function during combat if it is not the character's turn, or if the spell

can't be cast by the character holding the item. If you know what spell the item casts, the spell icon appears in the summary box. When you right-click on a spell scroll, a window with a spell icon appears. Click on the icon to learn the spell.

Some items are inherently magical. A magical sword, for example, may cast spells against your opponent whenever you hit him with the sword. This happens automatically if you have the sword readied and fight with it. Other items cast magical effects on whoever wears them. If an item casts a *haste* spell on the wearer, for example, the spell is cast as soon as that item is readied.

Stores

In your adventures on Athas, you may encounter shopkeepers who want to sell you their wares. When you visit a store, the regular inventory screen is displayed alongside a store screen.

Stores have six item slots showing the items for sale. If there are more than six items for sale, a MORE button appears allowing you to display the rest. The prices of the items appear below their slots. When you point to an item, a flashing highlight indicates that you can afford it; a solid highlight means you do not have enough money. To buy the item, simply click on it. The money is deducted automatically. The cursor becomes the item, and you can place it in your inventory where appropriate.

To sell an item to the shopkeeper, select the item to be sold and click SELL.

To leave the store, select the Return to Game button.

Cast Spells / Use Psionics

To select a spell or prepare a psionic power, press the Cast Spells/Use Psionics icon. All your spells and psionics will be displayed for each level known. To cycle between spell types and levels, click the appropriate buttons in the bottom row. Pointing with the cursor to a spell or psionic power displays its name at the bottom of the window. For a short description of a spell or power, right-click on the icon. (To close the window click anywhere within it.) Select a spell or psionic power by left-clicking on its icon. After you have chosen, the pointer becomes an icon representing your choice. Some spells (healing spells, for example) can be cast directly from this screen by clicking the spell icon on the target character. Other spells automatically return you to the regular game screen.

Quick Cast: Right-clicking on the Dark Sun icon displays a box showing the last spell icon cast. Up to five different spells are shown in the queue. If you have no spells in the queue the Cast Spells/Use Psionics screen appears. If you cannot cast any more spells at a particular level an orange "X" appears over the spell icon.

Dots around the icon show the area of effect. Target the spell with the icon. Move it to your target and left-click. To

abort, right-click once. This procedure is sufficient to cast most of the spells and psionics in SHATTERED LANDS. The only exceptions are "wall" spells (i.e., a *wall of "something"*). To cast a wall spell, left-click where you want one end of the wall to appear. Then move the spell cursor to where you want the other end of the wall to appear and left-click again. Your wall appears, and you live to fight a little longer.

The maximum number of spells that the player character can cast before resting is determined by his or her level. Refer to page 91 for the number of spells each class has available per level.

If you move the pointer beyond the range of the spell or psionic power, the icon disappears and the Can't Cast icon takes its place. A location is invalid when it is out of range or line of sight, or when it cannot be affected by magic.

All characters begin as first level psionicists in the SHATTERED LANDS computer game.

Current Spell / Effects

To see if there are any good or evil effects influencing a character, press the Current Spell/Effects icon. Any effects your character is operating under appear in a row next to his or her icon. To eliminate a good effect, simply right-click on it and it disappears.

Evil effects are harder to get rid of. If any member of the party has a counter-spell or psionic ability that can void the effect, cast it on the affected character(s).
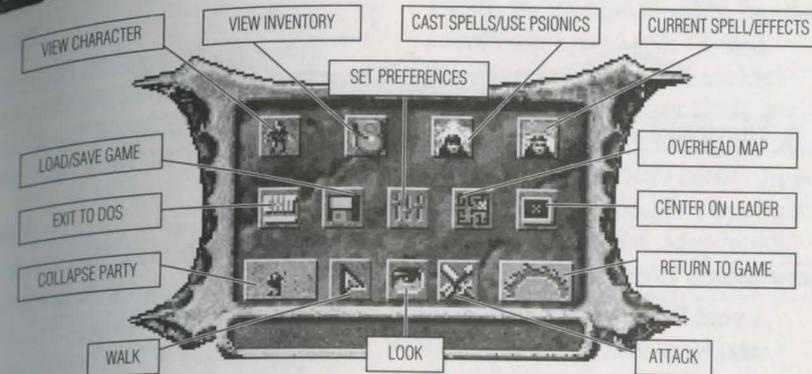
❉ Game Menu ❉

GAME MENU

The Game Menu button appears on the bottom row of the character options screens after your party has begun adventuring. When you select the Game Menu button, the Game Menu screen appears with the following options:

View Character

See "View Character" on page 12.

View Inventory

See "View Inventory" on page 13.

Cast Spells / Use Psionics

See "Cast Spells/Use Psionics" on page 15.

Current Spell / Effects

See "Current Spell/Effects" on page 15.

Exit to DOS

If you want to quit playing, select the Exit to DOS icon.

SAVE allows you to save the game in progress before quitting.

QUIT exits the game immediately, without saving.

CANCEL returns you to the game in progress.

Load / Save Game

Selecting the Load/Save Game icon brings up the following menu:

    LOAD
    SAVE
    RESTART

LOAD brings you to the Load Game screen. Click on the name of the saved game you want to load.

SAVE brings you to the Save Game screen. Click on any empty slot, then type in a description of your saved game. Note: you can't save the game during combat.

RESTART restarts the game from the beginning. You do not lose the characters you've created.
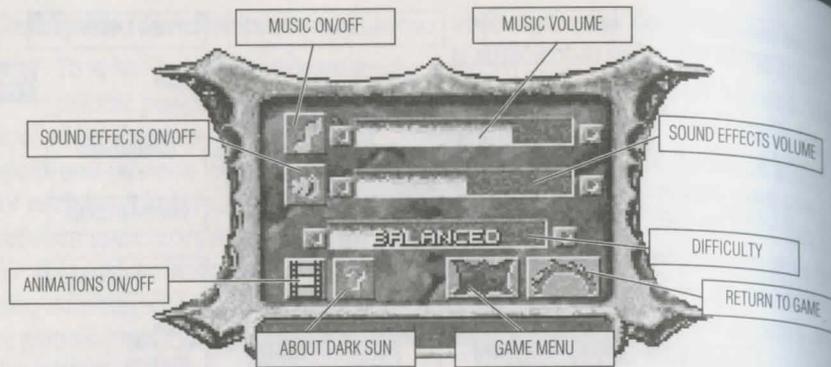
* Set Preferences Menu *

Set Preferences

This option brings up the Set Preferences screen, which allows you to control the way the game looks and sounds.

Music volume is a slide bar you can adjust to control music volume. Click on the buttons on either end of the bar to change the volume.

Music on/off allows you to turn the music completely off.

Sound effects volume is a slide bar you can adjust to control the volume of the sound effects. Click on the buttons on either end of the bar to change the volume.

Sound effects on/off allows you to turn the sound effects completely off.

Animations on/off allows you to toggle the game's animations on and off. Turning the animations off helps speed up the game on slower systems.

Difficulty allows you to control the level of difficulty in combat. The settings are Easy, Balanced, Hard, and Hideous. Default is Balanced.

About Dark Sun gives you version information and copyright information.

Overhead Map

The Overhead Map is a detailed overview of the region your party is currently exploring. The party's location is indicated by a blue dot. Red dots indicate monsters and NPCs. Only areas you have explored are visible on the map, the rest is covered up until you travel to that area.

Center on Leader

The Center on Leader icon centers the screen on the leader of the party. This is useful in combat when you have scrolled the cursor off-screen to target on a monster.

Collapse Party

Choose whether your party is depicted walking about Athas as a single person or a full group. Selecting a single person speeds up the game. If you choose the single person option, only the currently selected Leader appears.

Walk

Selecting this icon changes your cursor to the Walk icon and returns you to the game. See page 5 for more information on the Walk icon.

Look

Selecting this icon changes your cursor to the Look icon and returns you to the game. See page 6 for more information on the Look icon.

Attack

Selecting this icon changes your cursor to the Attack icon and returns you to the game. See page 5 for more information on the Attack icon.

Return to Game

The Return to Game button returns you to the game in progress.

ABILITY SCORES

Each character has six randomly-generated ability scores as described below. These scores fall within a range determined by the race and class of the character. The possible values range from 9 (low) to 24 (high). Higher values always offer greater advantages.

Strength measures physical power, muscle-mass, and stamina. High Strength increases a character's combat ability with melee weapons such as swords or maces. Strength also determines how much a character can carry without becoming encumbered and slowed in combat.

Dexterity measures agility, hand-eye coordination, and reflex speed. Characters with high Dexterities have bonuses to Armor Class, an indication of how difficult they are to hit. Thieves especially benefit from high Dexterity. Good Dexterity also gives bonuses when using missile weapons such as bows or slings.

Constitution measures fitness, health, and physical toughness. High Constitution increases the number of hit points a character receives. A character's Constitution also determines the maximum number of times that character can be raised from the dead. Every time a character is successfully resurrected, 1 point of Constitution is lost.

Intelligence measures memory, reasoning, and learning ability. Preservers especially rely on high Intelligence scores; their skill and very survival hinge on learning and using their knowledge of magic.

Wisdom measures a composite of judgment, enlightenment, willpower, and intuition. Characters with low Wisdom are more susceptible to magical spells, while those with higher Wisdom have greater resistance. Clerics with Wisdom 15 or greater receive extra spells (see the "Cleric Wisdom Spell Bonus Table" on page 91).

Charisma measures personal magnetism, persuasiveness, and ability to assume command. NPCs may respond better to characters with higher Charisma.

CHARACTER RACES

Your characters can be any of eight races: dwarf, elf, half-elf, half-giant, halfling, human, mul, and thri-kreen. Each race has its own unique features and abilities. Some races are naturally stronger or weaker, or more or less agile than others. These differences are reflected in modifications to their generated ability scores. See the "Racial Ability Adjustments Table" on page 89 for specific adjustments.

Dwarves

Dwarves are short but extremely powerful. Athasian dwarves average 4 1/2 to 5 feet in height and tend to have a very large muscle mass — a full-grown dwarf weighs in the neighborhood of 200 pounds. Dwarves can live up to 250 years.

By nature, dwarves are nonmagical and never use magical spells. This restriction does not apply to dwarven clerics.

Dwarves can be fighters, gladiators, clerics, thieves, psionicists, and multi-class characters.

Elves

Elves are a race of long-limbed sprinters given to theft, raiding, and warfare. An Athasian elf stands between 6 1/2 and 7 1/2 feet tall. They are slender, lean, and generally in terrific physical condition. An elf warrior is conditioned to run quickly over sandy and rocky terrain, sometimes for days at a time — an elf warrior can cross better than 50 miles per day.

Elves use no beasts of burden for personal transportation. It is dishonorable among elves to ride on an animal unless wounded and near death.

Elves can be fighters, gladiators, rangers, preservers, clerics, thieves, psionicists, and multi-class characters.

Half-Elves

Half-elves are the result of the intermingling of human and elven societies in the great cities of Athas. Half-elves are generally tall, standing between 6 and 6 1/2 feet.

Due to their mixed heritage, half-elves are often unaccepted by both elves and humans. This intolerance leads them to be self-reliant, and able to survive without companionship.

Half-elves can be fighters, gladiators, rangers, preservers, clerics, druids, thieves, psionicists, and multi-class characters.

Half-Giants

Giants dominate many of the islands and coastal areas of the Sea of Silt. In some lost millennium, as a bizarre experiment or perhaps as some sort of curse, giants were magically crossbred with humans. Half-giants are now fairly common.

Half-giants stand between 10 and 12 feet tall, and weigh in the neighborhood of 1,600 pounds. Their features are human, but exaggerated. Half-giants can be fighters, gladiators, rangers, clerics, psionicists, and multi-class characters.

Halflings

Halflings are very short humanoids, standing no more than 3 1/2 feet tall. They are muscled and proportioned like humans, but they have the faces of wise and beautiful children. Halflings weigh 50 to 60 pounds and are always in peak physical condition.

Halflings can be fighters, gladiators, rangers, clerics, druids, thieves, psionicists, and multi-class characters.

Humans

Humans are the predominant race on Athas. The average human male stands between 6 and 6 1/2 feet tall and weighs 180 to 200 pounds. The average human female is slightly smaller, averaging between 5 1/2 and 6 feet in height and weighing between 100 and 140 pounds.

Humans can be fighters, gladiators, rangers, preservers, clerics, druids, thieves, psionicists, and dual-class characters.

Muls

Muls are an incredibly tough crossbreed of humans and dwarves. They retain the height and cunning of their human parent, with the durability and raw strength of their dwarven parent. Muls are usually the products of the slave pits. They are always male.

Full-grown muls stand 6 to 6 1/2 feet tall and weigh 240 to 300 pounds. They have stern facial features, and most muls have no hair or beard.

Muls can be fighters, gladiators, clerics, thieves, psionicists, and multi-class characters.

Thri-kreen

Thri-kreen are the least "human" in appearance of all the races. Thri-kreen are insectoids — six-limbed creatures with tough, sandy-yellow exoskeletons. They stand as tall as 7 feet at the shoulder, have two large eyes, two antennae, and a small powerful jaw. They are always female.

Thri-kreen make and use the chatkcha, a crystalline throwing wedge. The chatkcha can be thrown up to 90 yards and still return to the thrower if it misses the target. When it hits, the chatkcha inflicts 3 to 9 points of damage.

Thri-kreen cannot use armor, cloaks, belts, boots, or rings due to their non-human shape.

Thri-kreen can be fighters, gladiators, rangers, clerics, psionicists, and multi-class characters.

CHARACTER CLASSES

Character classes reflect the interests and occupations of your characters. A class is like a job; it's what a character does on a daily basis. Each class has certain unique abilities and limitations. Characters may also become dual- or multi-class, specializing in more than one area at once.

A dual-class character is one who starts in a single class, advances to a moderate level, and then changes to a second class, starting all over again from level one. The benefits and abilities of the first class are lost until he exceeds the level of his first class in his second. The character can never again advance in that class. Only humans can be dual-class characters. A human character may do this process twice, potentially allowing a total of three classes.

A multi-class character improves in two or more classes simultaneously. All experience is divided equally between each class. This, of course, means that level advancement proceeds at a much slower rate than in those characters who remain single-class. Only demihumans and thri-kreen can be multi-class characters.

Special note: A prime requisite is the most important ability score for a particular class. A fighter's prime requisite, for example, is Strength. Characters who have an ability score of 16 or greater as their prime requisite receive a 10 percent bonus to the experience points they earn. Characters with more than one prime requisite must have a score of 16 or greater in *all* of their prime requisites to receive the bonus.

Fighters

Ability Requirement	Strength 9
Prime Requisite	Strength
Races Allowed	All

Fighters on Athas are skilled warriors, soldiers trained in both individual combat and mass warfare. This training includes use and maintenance of all manner of weapons and armor. Fighters can use any type of armor or weapon without restriction. (Thri-kreen fighters, however, have certain restrictions.)

Fighters cannot cast magical spells; they rely solely on their strong sword-arms. They can, however, use any type of magical weapon or armor. They can also use magical items such as rings and gauntlets.

Fighters gain speed in addition to skill when they advance in levels. High-level fighters (as well as gladiators and rangers) are able to attack more often in melee than other types of characters.

Gladiators

Ability Requirements	Dexterity 12
	Strength 13
	Constitution 15
Prime Requisite	Strength
Races Allowed	All

Gladiators are the slave warriors of the city-states, specially trained for brutal physical contests. Disciplined in many diverse forms of hand-to-hand combat, and skilled in the use of dozens of weapons, gladiators are the most dangerous warriors on Athas. Gladiators cannot cast spells, though they can use any type of magical weapons or armor.

Gladiators learn to optimize their armor when they reach fifth level. They condition themselves to use the armor to its best advantage, consequently gaining a -1 AC bonus. This bonus does nothing for gladiators who aren't wearing armor.

Gladiators, like fighters, gain speed with experience, and consequently can attack more often in melee at higher levels than other types of characters.

Rangers

Ability Requirements	Strength 13
	Dexterity 13
	Wisdom 14
	Constitution 14
Prime Requisites	Strength, Dexterity, Wisdom
Races Allowed	Elf, Half-elf, Halfling, Human, Thri-kreen

Rangers are trained hunters, trackers, and survivalists. They are taught to live as much by their wits and skills as by their swords and bows. Like fighters, rangers can use any type of weapon or armor, though heavy armor interferes with their special abilities. They can, however, use two one-handed weapons (at the same time) with no penalty.

Rangers, like other fighter-types, gain the ability to attack more often in melee than other characters when they reach higher levels. In addition, rangers also gain some spellcasting ability. When you create a ranger, you must choose the elemental sphere that character will belong to. When a ranger reaches eighth-level, he or she gains the ability to cast cleric spells from his or her elemental sphere.

Preservers

Ability Requirement	Intelligence 9
Prime Requisite	Intelligence
Races Allowed	Elf, Half-elf, Human

Preservers are individuals trained in the arcane and mysterious secrets of magic. They cast their spells in harmony with nature, giving back the energy they take from the land. Preservers are usually poor fighters, preferring to rely on their intellect and magical abilities. They tend to hang back in battle, pummeling their foes with mystic attacks.

Preservers cannot wear any type of armor because armor is restrictive and interferes with spellcasting. Also, because they lack martial instruction, preservers are severely limited in the weapons they can use.

Clerics

Ability Requirement	Wisdom 9
Prime Requisite	Wisdom
Races Allowed	All

Clerics are priests who choose to worship one of the four elemental spheres (earth, air, fire, and water). This choice dictates what spells the cleric can call upon, and what types of weapons the character can use. Clerics have major access to the sphere of the element of their worship. They also have minor access to the Sphere of the Cosmos. This means that they can cast any spell within their own sphere, and can cast Cosmos spells of third level or less. However, clerics cannot cast any spells from spheres they do not belong to.

Clerics generally prefer to leave combat to the fighter-types, but, when necessary, they can fight in melee. All clerics are trained in combat. Clerics are not restricted with regard to the armor they wear.

Clerics can only use weapons that are associated with the sphere of the element of their worship. A cleric of the plane of fire can only use flaming weapons such as flaming arrows, burning oil, and weapons enchanted to burn or scald. Obsidian weapons are also acceptable because they were once fused under great heat and

Clerics, cont.

pressure. Clerics of the earth must use weapons of stone (obsidian included), metal, or wood, as these elements originate in the earth. A cleric of the air is restricted to missile weapons, because they fly through the air. Water clerics can only use weapons of bone or wood, because these are organic materials through which water once flowed. Clerics who associate with the spheres of earth and fire have the most choices as to which weapons to use.

Clerics also have powers against undead monsters such as skeletons. The ability to *turn undead* causes undead creatures to flee in fright. Higher level clerics can destroy monsters by "turning" them. Clerics with Wisdom 15 or higher gain extra spells as they advance levels (see the "Cleric Wisdom Spell Bonus Table" on page 91).

Druids

Ability Requirements	Wisdom 12 Charisma 15
Prime Requisites	Wisdom, Charisma
Races Allowed	Half-elf, Halfling, Human, Mul, Thri-kreen

Druids, like clerics, are priests who worship the elements. Unlike clerics, they are responsible for guarding a section of land. Their power derives from the spirits of these lands. They have major access to the Sphere of the Cosmos, and the sphere of their chosen element.

Druids have no restrictions as to what weapons they may use. They are not allowed to wear armor, but may don items that give magical protection (such as bracers, cloaks, etc.). They can use any magical items. However, unlike their cleric brethren, druids cannot turn undead. Druids with Wisdom 15 or higher gain extra spells as they advance levels (see the "Cleric Wisdom Spell Bonus Table" on page 91).

Thieves

Ability Requirement	Dexterity 9
Prime Requisite	Dexterity
Races Allowed	All

Athasian thieves run the gamut of society. Some are malcontents, who prey on the unsuspecting. Others are in the employ of the nobility, plying their trade by contract in the name of a royal household or noble family. As thieves gain levels they become more proficient at picking locks, and avoiding any attached traps. Due to their high Dexterity, thieves are skilled at scaling vertical surfaces such as cliffs.

In combat, thieves do additional damage by "backstabbing." A thief backstabs by attacking a target from the exact opposite direction it was first attacked. A backstab has a better chance of hitting the defender and does greater damage.

Because they need to move freely and quietly, thieves' abilities are restricted when they wear anything other than leather-type armor. Thieves can use all weapons.

Psionicists

Ability Requirements	Constitution 11 Intelligence 12 Wisdom 15
Prime Requisites	Constitution, Wisdom
Races Allowed	All

All intelligent creatures on Athas have some measure of psionic ability. Psionics are the powers of the mind, powers like clairvoyance and telepathy. Psionicists are those who have devoted their lives to the study of these powers.

Psionicists can fight, if necessary, but they are restricted in both armor and weapons. Like thieves, psionicists can only wear leather-type armor. They are restricted to small weapons, though they can be of any sort: short swords, daggers, short bows, maces, etc.

The three psionic disciplines are psychokinesis, psychometabolism, and telepathy. Each gives access to different mental powers. As the psionicist advances in levels, he can improve in psionic power.

Psychokinesis concerns physical manipulation of objects, often for destructive purposes. Psychometabolism involves manipulating the character's own body to enhance it. Telepathy deals with the defenses and attacks of mental warfare.

OTHER CHARACTERISTICS

In addition to ability scores, race, and class, characters have several other characteristics that affect game play: alignment, Armor Class, hit points, experience points, level, and THAC0.

Alignment

Alignment is the philosophy a character lives by and can affect how NPCs and some magic items react to a character. The possibilities range from believing strongly in society and altruism (Lawful Good) to being anarchistic and actively unpleasant (Chaotic Evil). Life-threatening situations put a character's alignment to the test. Note: your party characters must be good or neutral; they cannot be of evil alignment.

Alignment is presented here with examples of how differently-aligned members of a party face a life-threatening situation (in this case, a shortage of water).

Lawful Good

A character of this alignment insists that everyone get an even share of what water there is, even those in the party who seem beyond hope. He or she readily conceives of and accepts plans that call for unequal distribution of water for the greater good of the group, but will never let the weak or dying go without water.

Lawful Neutral

Such characters insist that everyone get an equal share of available water, but won't care one way or the other about characters that may be beyond hope. They also accept plans that call for unequal distribution of water for the good of the group.

Lawful Evil

A character of this alignment insists that available water be evenly distributed among the able-bodied of the group, but won't offer any to those that seem too far gone. He or she accepts plans that call for unequal distribution of water if that means more water for him or her.

Neutral Good

A neutral good character insists that everyone in the group get an even share of remaining water, even the seriously dehydrated. He or she considers plans calling for unequal water distribution, but has to be thoroughly convinced that the plan will ultimately benefit the party and not hurt him or her personally.

True Neutral

A character of this alignment wants a fair share for him or herself, but won't necessarily come to anyone's aid. He or she considers plans that call for unequal water distribution if he or she and the party benefit in the short term.

Neutral Evil

A character of this alignment insists on his or her fair share, and is against giving water to the very weak. He or she considers plans for unequal water distribution if he or she personally benefits.

Chaotic Good

A chaotic good character insists that everyone get an even share of the available water, even the very weak. He or she considers plans calling for unequal water distribution if he or she and those he or she likes personally get more water as part of the plan.

Chaotic Neutral

Such a character insists on his or her fair share, and won't concern him or herself with the plight of those too weak to stand up for themselves. He or she considers plans calling for unequal water distribution if he or she personally gets more water as part of the plan.

Chaotic Evil

A chaotic evil character freely lies, cheats, or even kills to get all the water he or she can. He or she constantly suggests plans for unequal water distribution that grant him or her additional water immediately.

Armor Class

Armor Class (AC) measures how difficult someone is to hit and damage; the lower the Armor Class value, the harder they are to hit. Low Armor Class values can indicate different things. A character might be difficult to hit because he or she is outfitted with magical armor, while a monster might have the same AC because it is small and fast. Armor Class changes when characters find and use new armor or shields. High Dexterity improves a character's AC.

Hit Points

Hit points measure how difficult a character or opponent is to incapacitate or kill; higher values are better. Every time an attack gets past armor and defenses, it does damage that is subtracted from the target's hit points. If the hit points reach Ø, the character falls unconscious. If the hit points reach -10 or less, the character dies.

Experience Points

Experience points measure how much a character has accomplished. Your characters earn experience points for killing monsters, finding treasure, and completing parts of the adventure. Having prime requisite scores of 16 or more increases experience earned by 10 percent.

Characters increase in level as they earn more experience points. All characters start with some base amount of experience. These base experience points are distributed evenly among all of the classes for multi-class characters.

Level

Level measures how much a character has advanced in his or her class. Whenever characters earn enough experience points to advance in level, they gain hit points, combat ability, and resistance to the effects of poisons and magical attacks. Preservers, clerics, druids, and high-level rangers gain the ability to memorize a greater number of spells and to cast new spells.

When your characters gain enough experience to advance a level, they advance automatically. Once trained, the benefits of the new level come into effect. Level advancement tables for all the classes begin on page 90.

THACØ

The ability to hit enemies in melee or with missile fire is represented by THACØ, which stands for "To Hit Armor Class Ø." This is the number a character must "roll" equal to or greater than to do damage on a target with an AC of Ø. The lower the THACØ, the better the chance to hit the target.

Note: the generation of a random number is often referred to as a "roll." In determining the success of an attack, the number generated is from 1 to 20.

An attack is successful if the random number is greater than or equal to the attacker's THACØ minus the target's AC. THACØ may be modified by things like range, attacking from the rear, magic weapons, and magic spells.

For example: a fighter with a THACØ of 5 attacking a monster with an AC of 3 would need to roll a 2 or greater: (THACØ 5) - (AC 3) = 2+. To hit a monster with an AC of -2, however, he would need to roll a 7 or greater: (THACØ 5) - (AC -2) = 7+.

✳ BESTIARY ✳

To survive on Athas, almost every form of life has become a monster. The most notable monsters are described on the following pages.

Creatures of Shattered Lands

Many of the monsters in SHATTERED LANDS appear for the first time in an AD&D® computer fantasy role-playing game and must be described in greater detail. They appear in the next section, "Detailed Descriptions of New Monsters."

✳ BULETTE

Aptly called landsharks, bulettes are terrifying predators that live only on meat. When attacking, they employ their large jaws and front feet.

DAGGORAN
Please refer to page 36 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of daggorans.

DAGOLAR SLIME
Please refer to page 37 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of Dagolar slimes.

DARK SPIDER
Please refer to page 38 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of dark spiders.

DUNE REAPER
Please refer to page 39 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of dune reapers.

✳ ELEMENTAL

AIR

• Lesser Air Elemental
Lesser air elementals are virtually indistinguishable from the harmless dust devils and sirocco winds that frequently blow across the Athasian desert. They use their near invisibility to their advantage. They are the fastest of the lesser elementals and use their speed when attacking.

• Air Elemental
Common air elementals appear as amorphous, shifting clouds when they answer summons to the Prime Material Plane. They strike their opponents with strong, focused blasts of air that, like giant, invisible fists, do moderate amounts of damage.

EARTH

• Lesser Earth Elemental
Made from coalesced sand, silt, or rock, lesser earth elementals are the mightiest elementals that low-level conjurers can summon. The lesser earth elementals don't do as much damage as common earth elementals, but are still formidable foes.

• Earth Elemental
Common earth elementals appear on the Prime Material Plane as very large humanoids made of dirt, stones, precious metals, and gems. They pound their victims with their huge fists, inflicting significant amounts of damage in the process.

ELEMENTAL, cont.

FIRE

• *Lesser Fire Elemental*

These creatures from the elemental plane of fire are the most spirited and mischievous of all the lesser elementals. In combat, lesser fire elementals move up against targets to burn them, or use their flame tongues to sear them.

• *Fire Elemental*

On the Prime Material Plane, common fire elementals appear as tall sheets of flame. Fire elementals have two arm-like appendages, one on each side of their bodies. In combat, they lash out with their ever-moving limbs, searing their opponents with tongues of flame.

WATER

• *Lesser Water Elemental*

All water elementals, including the lesser ones, are looked upon with awe and respect on Athas because of their link with the life-giving fluid. Lesser water elementals use their flowing motion as a basic form of attack. Gathering speed as they go, they use their entire bodies to ram and inflict large amounts of damage on their victims.

• *Water Elemental*

Common water elementals appear on the Prime Material Plane as high-crested waves. Their arms appear as waves, one thrust out on each side of the body. When water elementals strike, they lash out with these wave-like arms.

FIRE EEL

Please refer to page 40 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of fire eels.

❋ GENIE

Genies have the upper torso of humans, and the lower bodies of whirlwinds. They pummel their victims with a powerful tornado-like force. Their ability to use illusions and become invisible makes them virtually impossible to capture.

GREATER SHADOW

Please refer to page 41 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of greater shadows.

MAGERA

Please refer to page 42 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of magera.

MASTYRIAL

Please refer to page 43 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of mastyrials.

MOUNTAIN STALKER

Please refer to page 44 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of mountain stalkers.

❋ OTYUGH

Otyughs, also known as gulguthra, are terrifying creatures that lurk in heaps of dung and decay, waiting for something to disturb them. They attack with two ridged tentacles which can smash opponents or grapple them to death.

PSURLON

Please refer to page 45 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of psurlons.

SAND HOWLER

Please refer to page 47 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of sand howlers.

SCREAMER BEETLE

Please refer to page 48 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of screamer beetles.

❋ SHADOW

Shadows are undead creatures that drain strength from their victims with their touch. Their chilling grasp does light damage to their victims, in addition to weakening them.

✳ So-ut (Rampager)

The so-ut, or rampagers, are fierce creatures that live only for the sake of destruction. They know no fear and hate anything associated with man. They are huge, six-legged creatures with gray scales covering their whole bodies. In melee, so-uts are terrible foes; they are able to attack with both foreclaws, and each claw secretes an acidic poison. This corrosive poison destroys both armor and weapons.

✳ Red Slaad

These large, red frog-like beings are vicious combatants that are quick to attack all other creatures. Red slaads attack with two claws and a furious bite. They sometimes resist magic and have been known to heal damage they have acquired in combat.

✳ Blue Slaad

Blue slaads are ruthless warriors that specialize in mass combat. Blue slaads have two razor-sharp bone rakes sticking out from the backs of their hands, and they are immune to normal weapons, making them very dangerous opponents. Beware of their deadly poison.

✳ Slig

Sligs are distant cousins of goblins and hobgoblins; though somewhat larger, they are just as ferocious. Sligs love combat and delight in devising inventive methods to destroy their opponents. Sligs prefer to use hand weapons but can bite when necessary. They bear a striking resemblance to slaads, though no one can explain why.

Ssurran

Strine

Styr

✳ Tanar'ri, Greater — Babau

Greater tanar'ris are commonly known as babaus. They are horrid creatures that look much like huge skeletons covered with dark, form-fitting leather. They also have large, ugly horns protruding from the backs of their skulls, and long, wicked claws covered with dirt, blood, and decaying flesh. Their movements are very quick, sharp, and mechanical, emphasizing their cold, inhuman nature. Beware of their deadly poison.

✳ Tanar'ri, True — Vrock

True tanar'ris are commonly known as vrocks. Vrocks look like crosses between large humans and vultures. These creatures have strong, sinewy limbs covered with fine, gray feathers; long, unseemly necks; and repulsive vulture heads. Vicious fighters, vrocks attack multiple times in a single melee round with their wicked claws and beaks.

Tari (Ratman)

✳ THRI-KREEN (MANTIS WARRIOR)

The thri-kreen are carnivorous insect-men that roam deserts and dry lands. Thri-kreen are extremely agile, and can dodge most any missile attack. Even unarmed, thri-kreen are dangerous in combat because they attack with all four of their insectile claws. Thri-kreen have a paralyzing bite that can stop unwary victims in their tracks.

TYRIAN SLIME

Please refer to page 53 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of Tyrian slimes.

UNDERMOUNTAIN FOLK (MINDHOME)

Please refer to page 54 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of Undermountain folk.

✳ WYVERN

Distant cousins to dragons, wyverns are huge flying lizards with poisonous stingers in their tails. In combat, wyverns prefer to be in the air and seize any opportunity to take flight.

✳ XORN

Xorns, natives of the elemental plane of earth, feed on precious metals deep underground. In combat they can fight two different ways. Against a single opponent, they bend the two nearest legs deeply, angling their bodies 45 degrees toward the enemy. In this way all four arms can reach the victim. Against several opponents they can attack with their arms in all directions, each at a different target.

✳ ZOMBIE

Zombies are mindless, animated corpses controlled by their creator, usually an evil wizard or priest. They always move in a straight line toward their opponents, with arms outstretched, seeking to claw or pummel their victims to death.

✳ *Detailed Descriptions of New Monsters* ✳

DAGGORAN

No. APPEARING:	2-8
ARMOR CLASS:	7
MOVEMENT:	9, Hop 9
HIT DICE:	4
THAC0:	17
No. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 (bite)
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' long)
MORALE:	Average (11)
XP VALUE:	1,400

Climate/Terrain:	Wastelands, Tablelands
Frequency:	Common
Organization:	Pack
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Semi- (2-4)
Treasure:	Nil
Alignment:	Neutral

PSIONIC SUMMARY:	Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
	1	1/1/3	Nil/M	13	30

Psychokinesis — *Sciences:* detonate; *Devotions:* ballistic attack, control body, inertial barrier.

Appearance: Daggorans are large frog-like creatures with gold-colored skin. Their eyes are green with yellow pupils. Located between the daggorans' shoulders is a green crystalline growth. Daggorans are creatures of the deserts near Draj. They are often trained and used as trackers by Drajian guards because of the daggorans' innate ability to "pick up" and track the psionic signature of most intelligent and psionic creatures.

Combat: Daggorans can opt to jump up to their movement distance. This hop will clear any object up to one-third as high as the length of the leap and requires only a single round to accomplish. A jumping daggoran can attack in midair or at the end of its leap.

Daggorans frequently hunt in packs during times when food is scarce — generally the way of life in the desert. These packs are likely (60% chance) to follow and attack prey. In the wild, when a daggoran comes upon a potential meal it usually launches an attack with its detonate psionic ability (which originates from the crystalline growth on its back) at the ground near a victim, sometimes killing it with the shrapnel created from the explosion. If the victim survives the initial attack, the daggoran rushes in to attack with its mouth, causing 2-12 (2d6) points of damage per hit.

Habitat/Society: Daggorans are social creatures, living and hunting in packs, much like wolves of other worlds. The hierarchy within a pack is strict with only the strongest daggoran as the leader. Whenever a daggoran wishes to vie for the position of pack leader, a battle to the death ensues. The victor quite obviously becomes the pack leader, while the loser becomes a meal for the rest of the pack.

Ecology: Daggorans have proven to be valuable hunters of the Athasian deserts as they help keep the population of rodents and other small animals down to a tolerable level. Unfortunately, thri-kreen consider daggorans a delicacy and as such, the daggoran population has been hunted to near extinction.

DAGOLAR SLIMES

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore (Brains)
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral (Evil)

NO. APPEARING:	1-3
ARMOR CLASS:	2
MOVEMENT:	6
HIT DICE:	7
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 (Acid)
SPECIAL ATTACKS:	Launches "sticky" secretion, psionics
SPECIAL DEFENSES:	Immune to crushing and thrusting weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-7' in diameter)
MORALE:	Average (10)
XP VALUE:	7,000

PSIONIC SUMMARY:	Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
	1	1/1/3	PsC, PB, EW/M	15	60

Telepathy — *Sciences*: psionic blast; *Devotions*: mind blank, ego whip, psychic crush.

Appearance: Dagolar slimes are Tyrian slimes genetically altered by the evil psionicist, Dagolar. These slimes are hideous, amorphous creatures that are the bane of intelligent beings. Dagolar slimes have greenish-colored "bodies" with red highlights. In the middle of a Dagolar slime rests a human-like brain covered with slime. Like most slimes, these creatures have the ability to move along walls and ceilings.

Combat: When a Dagolar slime attacks, it envelops the head of its prey and dissolves away the skull to get at the brain. A Dagolar slime has two types of secretions. The first is a fast-drying, sticky substance that entangles its prey into motionlessness. This secretion is the slimes' usual first attack. The spraying of this secretion acts like a *web* spell but affects one target rather than an area. The victim must make a saving throw versus breath weapon. A successful save indicates

that the victim has dodged the spray, while failure indicates that the victim is entangled and cannot move.

The second secretion is a highly corrosive acid. This acidic secretion dissolves metal at a surprising rate. The acid is also caustic to flesh and bone. Bone is dissolved on contact and exposed flesh suffers 2-12 (2d6) points of damage per hit.

As if the secretions weren't enough, a Dagolar slime also has limited psionic attack abilities.

Habitat/Society: Dagolar slimes are solitary, asexual creatures. Reproduction happens when a Dagolar slime encounters a victim with an especially active brain pattern (i.e., a psionicist). Once the victim is incapacitated, the slime does not consume the brain but rather removes it from the victim. At this point the Dagolar divides its slime "body" and through some unknown process "transplants" the new brain into its new offspring.

Ecology: Dagolar slimes pose a threat to all intelligent creatures and, as such, are usually killed when encountered.

DARK SPIDER

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High to exceptional (13-16)
TREASURE:	Q (x2)
ALIGNMENT:	Neutral

NO. APPEARING:	2-20
ARMOR CLASS:	2
MOVEMENT:	18
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10 (foreleg)/1-10 (foreleg)/1-6 (bite)+poison
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' long)
MORALE:	Elite (14)
XP VALUE:	Warrior: 975, Mage: 2,000 Queen: 8 HD — 3,000 Psionicist — add 2,000
PSIONICS:	20%

Appearance: Dark spiders are intelligent, subterranean arachnids. A portion of the dark spider population has a wide range of psionic abilities, and some have even mastered defiler magic. They form small tribes ruled by the psionic elite (queen). Magically, their powers can rival that of a sixth-level defiler. Dark spiders often lay snares made from their webs. In rare instances, the spiders have been known to trade silk for live food. A number of merchant houses are rumored to trade slaves for the valuable silk.

Combat: In melee, dark spiders attack with two forelegs and a poison bite. The forelegs do 1d10 points of damage and the bite does 1d6 points of damage, plus poison. Their poison (type F) is deadly if a save versus poison is not made.

Habitat/Society: There seem to be three types of spiders in a tribe. The first, and most common, is the warrior spider. The warrior spider has limited psionic abilities, relying on its melee attacks to defeat its victims. The second type of dark spider is the mage spider. The mage spider is known to use up to sixth level defiler magic and some psionics. The last and most feared dark spider is the queen spider. The queen spider is an extremely powerful and skilled psionicist/defiler.

Ecology: The dark spiders have no natural enemies, but many acquired ones. Their young are born in web sacks, located in the lair's hatchery. The poison is highly prized by assassins and alchemists.

DUNE REAPER

No. Appearing:	5-30 (5d6)
Armor Class:	2
Movement:	12 (jump 9)
Hit Dice:	8
THAC0:	13
No. of Attacks:	5
Damage/Attack:	3-18 (claw)/3-18 (claw)/2-12 (bite)
Special Attacks:	+7 to damage
Special Defenses:	Nil
Magic Resistance:	10%
Size:	L (8'-10' tall)
Morale:	Fearless (19-20)
XP Value:	4,000
Psionics:	Nil

Climate/Terrain:	Any
Frequency:	Common
Organization:	Pack
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral

Appearance: These dune denizens prowl the sandy wastes. They like to leap from the sand to ambush and impale victims on their scythe-like limbs. Common to the desert near the city-state of Draj, dune reapers are often captured for fighting in the gladiatorial arena.

Combat: The dune reaper attacks with two scythe-like limbs doing 3d6 points of damage (+7 for exceptional strength). It also has a bite attack for 2d6 points of damage. They are known to be resistant to magic attacks.

Habitat/Society: Dune reapers roam the wastes in small packs, searching for food. They often lie in wait near a caravan route for days, and then ambush the caravan when it wanders within range. They have no permanent lairs and they mate twice a year.

Ecology: Dune reapers eat anything—plant or animal. The pack will fight to the death when food is the issue. This tenacity also makes them prized in the arena.

FIRE EEL

No. Appearing:	1-3
Armor Class:	4
Movement:	9
Hit Dice:	6
THAC0:	15
No. of Attacks:	1
Damage/Attack:	3-24 (bite)
Special Attacks:	Breathe fire
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (6' long)
Morale:	Average (8)
XP Value:	2,000
Psionics:	Nil

Climate/Terrain:	Sandy Wastes
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Nil

Appearance: The fire eel is a six-foot-long, fish-like snake that is very aggressive.

Combat: Fire eels can breathe a stream of fire 10' long. Their favorite mode of attack is to burrow near a target, expose their heads and "breathe" upon the intended victim. If the victim survives, the eels plunge back into the sand and attack from a different location. The breath from a fire eel does 6d6 points of damage. The fire eel bites for 3d8 points of damage.

Habitat/Society: Nil

Ecology: Fire eels roam the sandy wastes searching for food. Not a social animal, the fire eel lives a solitary life when it is not breeding.

GREATER SHADOW

No. Appearing:	1-2
Armor Class:	4
Movement:	18
Hit Dice:	6
THAC0:	15
No. of Attacks:	2
Damage/Attack:	2-12 (touch)+Special
Special Attacks:	Strength drain
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	Nil
Size:	M (6' tall)
Morale:	Elite (13)
XP Value:	1,400
Psionics:	Nil

Climate/Terrain:	Any ruins or subterranean chambers
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Night or darkness
Diet:	Living creatures
Intelligence:	Average (10-12)
Treasure:	F
Alignment:	Chaotic evil

Appearance: Greater shadows are more powerful versions of shadows. Greater shadows are undetectable in all but the brightest of surroundings, as they appear to be nothing more than shadows. In bright light they can be clearly seen.

Combat: The greater shadow is primarily from the Negative Material Plane. This gives it the ability to drain the life force from its victim. The chilling touch of a greater shadow inflicts 2d6 points of damage and drains 1 strength point from its victim. The greater shadow is immune to *sleep, charm,* and *hold* spells, and it is unaffected by cold-based attacks. They can be turned by clerics.

Habitat/Society: Greater shadows travel in loosely organized packs that freely roam ancient ruins, caverns, graveyards, and dungeons.

Ecology: Greater shadows were once powerful humanoids exposed to the Negative Material Plane. It has been rumored that greater shadows are really muls who have been cursed by the touch of a shadow.

MAGERA

No. Appearing:	5-30
Armor Class:	6
Movement:	15
Hit Dice:	6
THAC0:	15
No. of Attacks:	2
Damage/Attack:	1-8 (fist) or by weapon
Special Attacks:	+8 to damage
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (6'-10' tall)
Morale:	Average (10)
XP Value:	Warrior: 270, Mage: 650
	Psionicist — add 2,000
Psionics:	10%

Climate/Terrain:	Table Lands, Mountains, Subterranean
Frequency:	Uncommon
Organization:	Tribe
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Low to very (5-11)
Treasure:	R, S
Alignment:	Lawful neutral or lawful evil

Appearance: The magera are a tribal race that typically live in caves. They frequently raid caravans and poorly defended villages. Those with higher intelligence have been known to master defiler magic, up to fifth level. Those with the greatest psionic ability often become leaders.

Combat: Magera attack with their fists doing 1d8+8 points of damage.

Habitat/Society: Magera tribes are found anywhere from caverns to mountaintops. The tribes have 10-20 males, 12-18 females, and 2-8 children. The tribe leader is usually a defiler of up to 5th level. Magera live by raiding and scavenging, and eat just about anything.

Ecology: The magera plague mankind, lusting for gold, gems, and jewelry as well as human flesh. They are evil-natured creatures that join other monsters to prey on the weak.

MASTYRIAL

NO. APPEARING:	1-3
ARMOR CLASS:	0
MOVEMENT:	15
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10 (pincher)/1-10 (pincher)/2-12(bite)/1-6 (stinger)
SPECIAL ATTACKS:	Poison sting
SPECIAL DEFENSES:	Regeneration, immune to blunt weapons
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' long)
MORALE:	Steady (11)
XP VALUE:	10,000
PSIONICS:	Nil

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
TREASURE:	D
ALIGNMENT:	Nil

Appearance: Similar to their smaller cousins, the scorpions, the mastyrials are some of the deadliest beasts in the desert.

Combat: For the most part they lie buried in the sand, hibernating. However, when a victim is within range, the mastyrial bursts out and attacks, attempting to impale the target with its poisonous tail. The poison inflicts 30 points of damage, 15 points of damage if a saving throw is made. The mastyrial also attacks with its two claws doing 1-10 points of damage and a bite doing 2-12 points of damage. The mastyrial regenerates 3 hit points per round.

Habitat/Society: Mastyrials live in underground burrows or ruins. Each lair may (20% chance) have 4-20 mastyrial eggs. These beasts eat any living creature that is unfortunate enough to stray too close to their lair.

Ecology: These creatures contribute to the ecosystem by feeding on giant versions of insects such as spiders and ants. Alchemists and assassins prize the mastyrial's venom because of its potency.

MOUNTAIN STALKER

NO. APPEARING:	5-10 (1d6+4)
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	3-18 (x4) (tentacles)
SPECIAL ATTACKS:	+7 to damage
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (10'-15' tall)
MORALE:	Elite (16)
XP VALUE:	5,000
PSIONICS:	Nil

CLIMATE/TERRAIN:	Mountainous
FREQUENCY:	Uncommon
ORGANIZATION:	Clans
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	J (I)
ALIGNMENT:	Neutral evil

Appearance: Mountain stalkers are weird variants of beasthead giants; stalkers have a group of tentacles instead of forearms. Skilled climbers, they populate the mountains west of Draj.

Combat: Mountain stalkers attack with their tentacles doing 3d6+7 points of damage per attack. This attack makes them deadly in combat.

Habitat/Society: The mountain stalkers shy away from any organized settlement. However, they are not above attacking a much weaker force if stumbled upon. Mountain stalkers have no regard for any form of life, except other mountain stalkers.

Ecology: Mountain stalkers can survive on almost any type of animal or plant diet. They prefer meat to vegetation. The lives of mountain stalkers are very hazardous, thus they have a short life expectancy.

PSURLON

CLIMATE/TERRAIN:	Astral Plane	
FREQUENCY:	Rare	
ORGANIZATION:	Community	
ACTIVITY CYCLE:	Any	
DIET:	Carnivore	
INTELLIGENCE:	Genius (17-18)	
TREASURE:	V	
ALIGNMENT:	Lawful evil	

NO. APPEARING:	1 (1-4 on the Astral Plane)
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	10 (Adept has 18)
THAC0:	11
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3-12 (claw)/3-12 (claw)/ 2-16 (bite)
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	+1 or better weapons to hit, immune to sleep, charm, or hold spells
MAGIC RESISTANCE:	45%
SIZE:	M
MORALE:	Elite (13-14)
XP VALUE:	21,000, Adept: 32,000

PSIONIC SUMMARY:		Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
		10	4/5/15	PsC, II/All	18	200
	Adept:	18	6/9/23	PsC, II/All	22	400

Telepathy — *Sciences:* mass domination, superior invisibility; *Devotions:* id insinuation, mental barrier, contact, psychic crush, life detection, conceal thoughts.

Psychoportation — *Sciences:* banishment; *Devotions:* astral projection, time/space anchor.

Psychometabolism — *Sciences:* life draining; *Devotions:* body control, mind over body, enhanced strength, flesh armor.

Psychokinesis — *Sciences:* disintegrate; *Devotions:* levitation, animate shadow, inertial barrier.

Psurlon adepts also have:

Clairsentience — *Sciences:* clairaudience, clairvoyance; *Devotions:* combat mind, danger sense, poison sense, spirit sense.

Metapsionics — *Sciences:* psychic clone, ultrablast; *Devotions:* convergence, psionic inflation, splice, wrench.

Appearance: The psurlons were a highly intelligent and technologically advanced race. Their earthworm-like bodies have humanoid legs and arms that end in cloven-hoofed feet and black, talon-like claws (respectively). The head of a psurlon appears much like that of an earthworm with a large gaping maw, ringed with teeth-like projections. Like earthworms, psurlons have no eyes but use some other sense to "see." Psurlons are usually garbed in richly colored robes. Currently, these creatures are trapped on the astral plane. Evil psionicists seeking greater knowledge usually summon a psurlon (with the use of the summon planar creature psychoportive science). The price for psurlon knowledge is often quite high, and in many cases results in the death of the psionicist. Many times after summoning a psurlon and gaining its knowledge, the summoner attempts to slay it and send it back to the astral plane. However, psurlons never forget a broken deal and often track down the original summoner and extract their due payment.

Combat: Through centuries of magical experimentation, the rugged hide the psurlons have developed provides the creatures with a natural Armor Class of 0. The use of armor is disdained as it interferes with their psurlon abilities.

Psurlons are very dangerous foes in combat with many options at their disposal. They disdain the use of weapons, preferring to rend their victims apart using their claws and teeth. When engaged in melee combat, psurlons attack with each claw, causing 3-12 (d10+2) points of damage, and a vicious bite for 2-16 (2d8) points of damage. The most dangerous ability of the psurlons, however, is their massive psionic ability.

Habitat/Society: Psurlons existed on Athas many thousands of years ago. At the height of their evolution, psurlons, in their eternal quest for knowledge, devised a means to psychically link up with all psurlons throughout Athas. With this ability, the psurlons planned to attempt a worldwide conquest of Athas. The night was chosen carefully. When the moon was full and at its zenith, all psurlons across Athas "linked up" and sent forth their psychic energy. What the psurlons did not realize was that the fabric of the prime material plane could not contain such a psychic force. A rift in the planes was ripped open and all psurlons were sucked into the astral plane. The force that pulled them into the astral plane was so great that each of the psurlons was knocked into a catatonic state for a period of 100 years. When the psurlons awoke from this state, the rift had long since repaired itself. The psurlons were trapped with no way back to Athas or any other place on the prime material plane. The fabric of the astral plane seems to be much stronger than that of the prime, for the psurlons cannot conjure up the massive convergence like that which caused their entrapment. Over the centuries, the psurlons have lost the ability to conjure up the massive convergence but their determination to return to Athas has only grown. When a psurlon is summoned, it will almost always attempt to find a way to stay on the prime material plane so that it can try to bring its people back.

A psurlons' community consists of 10-100 males with a like number of females. Young number half of the female population. Psurlon communities are led by a psurlon adept who has 18 hit dice and a much stronger psionic ability. Psurlon females fight as psurlon males.

Psurlons normally feed on the flesh of other creatures, preferably that of other sentient races. They especially like the flesh of halflings and humans.

Ecology: Psurlons have an average life span of 5000 years. Like most intelligent predators, psurlons are usually at the top of the food chain. However, psurlons seem to be something of a delicacy to Athasian rocs. This of course causes psurlons to react poorly whenever one of these great birds of prey is in the area.

SAND HOWLER

No. Appearing:	2-16
Armor Class:	5
Movement:	12
Hit Dice:	4+2
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1-3 (claw)/1-3 (claw)/1-6 (bite)
Special Attacks:	Paralyzing gaze
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (4' long)
Morale:	Average (9)
XP Value:	420
Psionics:	Nil

Climate/Terrain:	Sand Wastes, Tablelands
Frequency:	Uncommon
Organization:	Pack
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral

Appearance: Travelling as packs of desert-dwelling animals, howlers are known for the chilling screams they unleash while pursuing prey. A number of mercenaries have managed to domesticate young howlers and use them to capture runaway slaves.

Combat: The howlers roam the desert in packs and are rarely seen alone. Howler attack with two foreclaws doing 1d3 points of damage and with a bite for 1d6 points of damage. The most feared attack form of the howler is its ability to paralyze victims with its many eyes.

Habitat/Society: Howlers live and hunt in packs. Each pack is led by a single, large, male howler. In the lair of a pack of howlers there is a 20% chance that any given pair of howlers will have 1-2 young howlers. Although at this point the young howlers will not fight, they can be trained to serve as war beasts or hunting animals.

Ecology: Howlers are valuable hunters in Athas. During the last few years, they have been hunted almost to extinction in the tablelands.

SCREAMER BEETLE

No. Appearing:	1-6
Armor Class:	2
Movement:	9
Hit Dice:	3
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1-8 (mandibles)
Special Attacks:	Psionic blast
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (4' long)
Morale:	Steady (12)
XP Value:	175

Climate/Terrain:	Any
Frequency:	Common
Organization:	Pack
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Nil (0)
Treasure:	Nil
Alignment:	Neutral

Psionic Summary:	Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
	1	1/1/3	PS/M	13	60

Telepathy — *Sciences:* psionic blast.

Appearance: Screamer beetles are very deceptive in their beauty. The multi-colored chitinous shells are prized by art collectors and alchemists.

Combat: Screamer beetles hunt in small packs and generate psionic blasts from their abdomen that can harm, or even kill, targets. In melee, they attack with their two mandibles, doing 1d8 points of damage.

Habitat/Society: Nil

Ecology: The screamer beetles form small packs to overcome their victims. The main concern of the pack is food, thus they have been known to attack caravans.

SSURRAN

NO. APPEARING:	5-30
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 (claws) +4 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Half damage from fire-based attacks
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' tall)
MORALE:	Average (10)
XP VALUE:	Warrior: 420, Shaman: 1,400
PSIONICS:	Nil

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (10)
TREASURE:	R, S
ALIGNMENT:	Lawful neutral or lawful evil

Appearance: Ssurrans are a reptilian race of nomads. Some are simple hunters, while others have taken up raiding. Ssurran shamans can advance to be sixth level clerics, typically of earth or fire. They have adapted to the heat of the Athasian day and are active even during the blazing mid-day heat.

Combat: Ssurrans attack with their claws doing 1d8+4 points of damage, or with any weapons available.

Habitat/Society: Ssurrans roam Athas, seeking shelter and food for the tribe. There have been cases when multiple tribes have joined together against a common threat. The ssurrans are led by a council of elders, who commonly are the priests of the tribe.

Ecology: The ssurrans have few natural enemies. They prey on human, demihuman, or humanoid settlements if nearby. The ssurran eggs are inedible, as is their flesh, but their skin is sometimes worked as scale armor (AC 6) that is resistant to heat.

STRINE

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	6
HIT DICE:	6
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 (bite)
SPECIAL ATTACKS:	Launches spines
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4' long)
MORALE:	Average (8)
XP VALUE:	1,400
PSIONICS:	Nil

CLIMATE/TERRAIN:	Sandy Wastes, Stone Barrens, Rocky Badlands
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

Appearance: The strine looks like a large, armored porcupine. A lone hunter of the foothills, the strine depends on its thick covering of spines for protection.

Combat: When hunting, this slow creature launches four spines doing 1-6 points of damage each, as well as attacking with a vicious bite for 2-12 points of damage.

Habitat/Society: Strines live in sandy, rocky areas. Strines mate once a year and the males leave before the young are born.

Ecology: Strines feed on insects and small animals. They also feed on vegetation, and are very fond of cactus.

STYR

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6
HIT DICE:	14
THAC0:	7
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	2-20 (fist)
SPECIAL ATTACKS:	Fire breath
SPECIAL DEFENSES:	+1 or better weapon to hit
MAGIC RESISTANCE:	30%
SIZE:	L (9' tall)
MORALE:	Fearless (19-20)
XP VALUE:	13,000
PSIONICS:	Nil

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Semi (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral

Appearance: The styr is a summoned creature from the elemental plane of earth. The styr resembles a four-faced statue, with four arms and legs.

Combat: Having four heads makes it impossible to be surprised and allows the styr to attack four times for 2d10 points of damage each. The styr can also breathe fire inflicting 3d6 points of damage.

Habitat/Society: The styr is usually summoned to guard treasure chambers. Many adventurers seeking treasure in ruins have fallen before the relentless attacks of the styr.

Ecology: Styr are not natural creatures and play no part in the world's ecology. They neither eat nor sleep, and "live" until their bodies are destroyed or banished.

TARI (RATMAN)

NO. APPEARING:	5-30
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	3
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-3 (bite), or by weapon
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Average (9)
XP VALUE:	175
PSIONICS:	Nil

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night
DIET:	Scavenger
INTELLIGENCE:	Average (8-10)
TREASURE:	Lair: C, Individual: M
ALIGNMENT:	Neutral

Appearance: Commonly referred to as ratmen by humans, the Tari are small, furry, humanoid scavengers. They are capable of thriving on food and water too polluted for humans to drink.

Combat: While Tari will normally flee from anything bigger than themselves, if forced to fight they will use any weapon available or bite for 1d3 points of damage. The Tari tend to carry diseases, so a Tari bite has a 5% chance of infecting its intended victim with a serious disease, unless a save versus poison is made.

Habitat/Society: The Tari gather in small tribes, living in sewers and garbage heaps. They move among these areas looking for food and items to protect the tribe.

Ecology: Fearful and suspicious, the Tari avoid contact with others. They are only hostile if they greatly outnumber a victim. Tari mate once a year.

TYRIAN SLIME

NO. APPEARING:	1-3
ARMOR CLASS:	2
MOVEMENT:	9
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-12 (acid)
SPECIAL ATTACKS:	Launch "sticky" secretions
SPECIAL DEFENSES:	Immune to crushing and thrusting weapons, Immune to fire and acid
MAGIC RESISTANCE:	Nil
SIZE:	M (4'-6' in diameter)
MORALE:	Average (10)
XP VALUE:	2,000
PSIONICS:	Nil

CLIMATE/TERRAIN:	Subterranean, Mud Flats
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non (0)
TREASURE:	Nil
ALIGNMENT:	Neutral

Appearance: This monster resembles any number of other slimes. It is largely composed of bluish green amoeba-like cells that allow it to seep through dark, damp subterranean areas beneath Athas. These creatures, like most others of their kind, can ooze beneath door cracks and move about the ceilings and walls. This allows them to drop on unsuspecting prey.

Combat: When Tyrian slimes attack, they envelop their prey and dissolve it. A Tyrian slime has two types of secretions. The first is a fast-drying, sticky substance that entangles its prey into motionlessness. This secretion is the slime's usual first attack. The spraying of this secretion acts like a *web* spell but affects one target rather than an area. The victim must make a saving throw versus breath weapon. A successful save indicates that the victim has dodged the spray, while failure indicates that the victim is entangled and cannot move.

The second secretion is a highly corrosive acid. This acidic secretion dissolves metal at a surprising rate (chain mail in two rounds, plate mail in three; and magical armor adds one additional round per each plus to Armor Class). The acid is also caustic to flesh and bone. Bone is dissolved on contact and exposed flesh suffers 2-12 (2d6) points of damage per hit.

Habitat/Society: The Tyrian slime is a solitary, asexual creature. It reproduces by dividing itself and is occasionally encountered with its own divided offspring. The Tyrian slime lives to eat and reproduce.

Ecology: Dissolving all types of carrion and refuse, the Tyrian slime is sometimes tolerated as a sort of groundskeeper. However, because of its instinctual reactions, the Tyrian slime occasionally manages to catch neighboring creatures and would-be feeders off-guard, and attacks them.

UNDERMOUNTAIN FOLK (MINDHOME)

NO. APPEARING:	2-20
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	2+1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	by weapon
SPECIAL ATTACKS:	Psionics
SPECIAL DEFENSES:	Immune to enchantment/ charm spells
MAGIC RESISTANCE:	Nil
SIZE:	S (3' tall)
MORALE:	Average (10)
XP VALUE:	650

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Very Rare
ORGANIZATION:	hive
ACTIVITY CYCLE:	Any
DIET:	Herbivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Lair: B, Individual: R
ALIGNMENT:	Neutral

PSIONIC SUMMARY:	Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
	4	2/2/9	EW/M, TW	15	92

Telepathy — *Sciences:* tower of iron will; *Devotions:* ego whip, contact, ESP, send thoughts, sound link, taste link.

Clairsentience — *Sciences:* clairvoyance; *Devotions:* danger sense, know location, spirit sense.

Appearance: These small humanoids are known as the Undermountain folk by the surface dwellers. They are a reclusive, shy breed that dwell in the caverns beneath Undermountain. Undermountain folk belong to Mindhomes. Their complexion is light blue, with no body hair. They have infravision with a range of 120 feet.

Combat: When trapped and forced to fight, Undermountain folk will use psionics to defend themselves, as well as anything within reach. The Mindhomes are in constant telepathic link with each other. Mind-affecting spells do not work against them since they are telepathically linked.

Habitat/Society: Mindhomes are communal groups, telepathically linked to each other. Those with similar views support one another, creating a unified mind. Those who find independent thought are outcasts from the communal group.

Ecology: If taken from the communal groups, individuals usually go into a catatonic state and therefore are rarely sought after. The Undermountain folk eat fungus and other subterranean plant life found beneath Undermountain.

✴ MAGIC ✴

For instructions on how to cast spells and use psionics, refer to the "Spellcasting/Psionics" section on page 17.

PRESERVER SPELLS

Preserver Spell Characteristics

Note: The game automatically calculates and displays the range and the area of effect. However, for those interested, statistics appear in the spell/psionics data.

RANGE

Range is the distance from the caster at which the spell effect occurs or begins. Some possibilities are:

- ✴ Ø: Can only be used on the spellcaster.
- ✴ Touch: Must physically touch the target.

DURATION

This lists how long the magical energy of the spell lasts. Some possibilities are:

- ✴ Combat: Spell's effects last for one combat.
- ✴ Instantaneous: Spell's effects occur instantly.
- ✴ Special: Duration depends on spell's use.

AREA OF EFFECT

This lists the creatures, volume, dimensions, weight, etc., that can be affected by the spell.

SAVING THROW

This lists whether the spell allows the target a saving throw and explains the effect of a successful save. (A saving throw is a chance to avoid some or all of a spell's effects.) Some possibilities are:

- ✴ Neg.: Spell has no effect if save is successful.
- ✴ 1/2: Character suffers half the normal amount of damage.
- ✴ None: No saving throw is allowed.
- ✴ Special: See the spell description for details.

✴ FIRST-LEVEL PRESERVER SPELLS ✴

Armor

RANGE: Touch **DURATION:** Special **AREA OF EFFECT:** 1 creature **SAVING THROW:** None

Armor creates a magical field of force that serves as if it were scale mail armor (AC 6). This spell is not affected by class limitations — i.e. a mage, cleric, or druid can be affected by this spell. The spell is not cumulative with the shield spell. Armor lasts until dispelled or the recipient takes sufficient damage to remove it.

Burning Hands

RANGE: Ø **DURATION:** Instantaneous **AREA OF EFFECT:** 120° cone adjacent to caster **SAVING THROW:** 1/2

Burning hands inflicts 1 to 3 hit points of fire damage plus 2 per level of the preserver on targeted creatures.

Charm Person

RANGE: 120 yards **DURATION:** Combat **AREA OF EFFECT:** 1 person **SAVING THROW:** Neg.

Charm person changes the target's allegiance in combat so that an opponent fights for the preserver's side. It only affects character types (human, dwarf, etc.). Note: This spell is not effective outside combat.

Chill Touch

RANGE: Touch **DURATION:** Special **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg.

Chill touch attacks the life force of any living creature. The target suffers 1 to 4 points of damage and loses 1 point of Strength per successful attack. Undead touched by the preserver suffer no damage or Strength loss, but may flee for several rounds.

Color Spray

RANGE: Ø **DURATION:** Instantaneous **AREA OF EFFECT:** 5' x 20' x 20' wedge **SAVING THROW:** Special

Color spray causes a vivid, fan-shaped spray of clashing colors to leap from the preserver's hand. Up to 6 creatures may be stunned by this overwhelming cascade of light. Higher level creatures may save and avoid the spell's effects.

Enlarge

RANGE: 5 yards/level **DURATION:** 5 rounds/level **AREA OF EFFECT:** 1 creature or object **SAVING THROW:** Neg.

Enlarge makes the recipient larger and stronger, allowing it to do more damage in melee combat. The higher the preserver's level, the greater the spell's effect.

Gaze Reflection

RANGE: 0   **DURATION:** 2 rounds + 1 round/level   **AREA OF EFFECT:** Special   **SAVING THROW:** None

Gaze reflection creates a shimmering, mirror-like area of air before the preserver. Any gaze attack is reflected back upon the gazer, with potentially harmful effects.

Grease

RANGE: 10 yards   **DURATION:** 3 rounds + 1 round/level   **AREA OF EFFECT:** 10' x 10' square area   **SAVING THROW:** Neg.

Grease covers a surface with a slippery layer of a fatty, greasy nature. Any creature entering its area slips and slides, and cannot move for the round.

Magic Missile

RANGE: 60 yards + 10 yards/level   **DURATION:** Instantaneous   **AREA OF EFFECT:** 1 creature   **SAVING THROW:** None

Magic missile does 2 to 5 hit points of damage per missile with no saving throw. A preserver throws 1 missile for every 2 levels (1 at levels 1 to 2, 2 at levels 3 to 4, etc.) This spell damages any single target within its range unless the target is magic resistant or has magical protection such as a *shield* spell.

Shield

RANGE: 0   **DURATION:** 5 rounds/level   **AREA OF EFFECT:** Caster   **SAVING THROW:** None

Shield negates enemy *magic missile* spells, improves the preserver's saving throw versus missiles, and may improve his or her AC.

Shocking Grasp

RANGE: Touch   **DURATION:** Instantaneous   **AREA OF EFFECT:** Creature touched   **SAVING THROW:** None

Shocking grasp does 1 to 8 hit points of electrical damage +1 hit point per level of the preserver.

Wall of Fog

RANGE: 30 yards   **DURATION:** 2-8 rounds + 1 round/level   **AREA OF EFFECT:** 30-yard long wall   **SAVING THROW:** None

Wall of fog creates a billowing wall of misty vapors. The fog blocks everyone's line of sight so neither side can see the other.

✻ SECOND-LEVEL PRESERVER SPELLS ✻

Blur

RANGE: 0   **DURATION:** 3 rounds + 1 round/level   **AREA OF EFFECT:** Caster   **SAVING THROW:** None

Blur causes the preserver's form to become blurred, shifting, and wavering. A preserver affected with this spell becomes more difficult to hit, and gains a +1 bonus on saving throws versus magical attacks.

Detect Invisibility

RANGE: 0   **DURATION:** 5 rounds/level   **AREA OF EFFECT:** Caster   **SAVING THROW:** None

Detect invisibility allows the target to spot invisible creatures and objects.

Flaming Sphere

RANGE: 10 yards   **DURATION:** 1 round   **AREA OF EFFECT:** 3' radius sphere   **SAVING THROW:** Neg.

Flaming sphere creates a burning globe of fire that rolls in whatever direction the preserver wishes. Creatures must save versus spell, or suffer 2 to 8 points of damage from this veritable inferno.

Fog Cloud

RANGE: 20 yards   **DURATION:** 4 rounds + 1 round/level   **AREA OF EFFECT:** 40' cube   **SAVING THROW:** None

Fog cloud creates a large magical cloud of opaque fog. The fog blocks everyone's line of sight. Neither side can see the other.

Glitterdust

RANGE: 10 yards/level   **DURATION:** 1-4 rounds + 1/level of caster   **AREA OF EFFECT:** 20' cube   **SAVING THROW:** Special

Glitterdust creates a cloud of glittering particles which covers creatures within the area of effect. Creatures failing their saves are blinded, with the additional side effect that invisible creatures become visible.

Invisibility

RANGE: Touch   **DURATION:** Special   **AREA OF EFFECT:** Creature touched   **SAVING THROW:** None

Invisibility makes the target invisible. The THAC0 of melee attacks against invisible recipients is reduced (improved) by 4, and it is impossible to aim ranged attacks at them. *Invisibility* is dispelled when the recipient attacks or casts a spell. Note: This spell is not effective outside combat.

Melf's Acid Arrow

RANGE: 180 yards | **DURATION:** Special | **AREA OF EFFECT:** 1 target | **SAVING THROW:** None

Melf's acid arrow creates a magical arrow that speeds to its target as if fired from the bow of a fighter the same level as the preserver. This arrow strikes for 2 to 8 points of acid damage. As the preserver rises in level, the acid burns for longer periods of time, causing additional damage.

Mirror Image

RANGE: Ø | **DURATION:** 3 rounds/level | **AREA OF EFFECT:** 6' radius | **SAVING THROW:** None

Mirror image creates 1 to 4 illusionary duplicates of the preserver to draw off attacks. A duplicate disappears when it is attacked. Additional images are created at higher levels.

Protection from Paralysis

RANGE: Touch | **DURATION:** 1 turn/level | **AREA OF EFFECT:** 1 creature | **SAVING THROW:** None

Protection from paralysis gives the recipient immunity from all forms of paralysis, be they magical (as in a *hold person* spell), or natural (as in the paralyzing gaze of a sand howler).

Scare

RANGE: 30 yards + 10 yards/level | **DURATION:** 1-4 rounds + 1 round/level | **AREA OF EFFECT:** 15' radius | **SAVING THROW:** Neg.

Scare causes creatures with fewer than six Hit Dice or six levels of experience to fall into fits of trembling and shaking. A creature under the effects of *scare* finds it difficult to fight, and may often flee in combat. Note: this spell has no effect on undead creatures.

Stinking Cloud

RANGE: 30 yards | **DURATION:** 1 round/level | **AREA OF EFFECT:** 20' cube | **SAVING THROW:** Neg.

Stinking cloud renders those in its area of effect unable to attack for 2 to 5 rounds. If the target saves, it is not affected.

Strength

RANGE: Touch | **DURATION:** 1 hour/level | **AREA OF EFFECT:** Person touched | **SAVING THROW:** None

Strength raises the target's Strength by 1 to 8 points depending on the class of the target. The target's Strength can only be raised to a maximum of 24.

Web

RANGE: 5 yards/level | **DURATION:** 2 turns/level | **AREA OF EFFECT:** 30' radius | **SAVING THROW:** Neg. or 1/2

Web creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. The webs prevent movement, and can only be removed by fire.

✳ THIRD-LEVEL PRESERVER SPELLS ✳

Blink

RANGE: Ø | **DURATION:** 1 round/level | **AREA OF EFFECT:** Caster | **SAVING THROW:** None

Blink allows a preserver to "blink out" after acting each round. Although the preserver may be physically attacked *before* acting each round, he or she may not be attacked after because the opponent cannot see the preserver clearly.
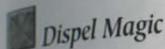
Dispel Magic

RANGE: 120 yards | **DURATION:** Instantaneous | **AREA OF EFFECT:** 30' cube | **SAVING THROW:** None

Dispel magic removes the effects of spells that do not have specific counter spells. This is a recuperation spell for any *characters* that have been held, slowed, made nauseous, etc.
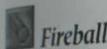
Fireball

RANGE: 10 yards + 10 yards/level | **DURATION:** Instantaneous | **AREA OF EFFECT:** 20' radius | **SAVING THROW:** 1/2

Fireball is a magical explosion that does 1 to 6 hit points of damage per level of the caster to all targets within its area. If the target makes its saving throw, damage is halved. The spell's power demands that you target carefully.
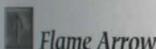
Flame Arrow

RANGE: 30 yards + 10 yards/level | **DURATION:** 1 round | **AREA OF EFFECT:** Special | **SAVING THROW:** None

Flame arrow enables the preserver to hurl fiery bolts at opponents within range. Each "arrow" inflicts 1 to 6 points of damage, plus an additional 4 to 24 points of fire damage.

Haste

RANGE: 60 yards | **DURATION:** 3 rounds + 1 round/level | **AREA OF EFFECT:** 40' cube, 1 creature/level | **SAVING THROW:** None

Haste doubles the recipient's movement and number of melee attacks per round. *Haste* has a short duration, so you should wait until a fight is imminent to cast it.
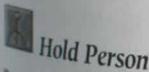
Hold Person

RANGE: 120 yards | **DURATION:** 2 rounds/level | **AREA OF EFFECT:** 1 to 4 persons in a 20' cube | **SAVING THROW:** Neg.

Hold person may paralyze targets of character types (human, dwarf, etc.). You can aim a *hold person* spell at up to 4 targets. Note: This spell is not effective outside combat.
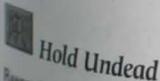
Hold Undead

RANGE: 60 feet | **DURATION:** 1-4 rounds +1 round/level | **AREA OF EFFECT:** 1-3 undead | **SAVING THROW:** Neg.

Hold undead paralyzes up to 3 undead creatures whose Hit Dice are less than or equal to the preserver. Note: This spell is not effective outside combat.

Lightning Bolt

RANGE: 40 yards + 10 yards/level   **DURATION:** Instantaneous   **AREA OF EFFECT:** Special   **SAVING THROW:** 1/2

Lightning bolt is a magical electrical attack that does 1 to 6 hit points of damage per level of the caster to each target along its path. For best results, send the bolt down a row of opponents.

Melf's Minute Meteors

RANGE: 70 yards + 10 yards/level   **DURATION:** Instantaneous   **AREA OF EFFECT:** 1 target   **SAVING THROW:** None

Melf's minute meteors enables the preserver to cast (with a +2 bonus to hit) five small globes of fire, each of which bursts into a one-foot-diameter sphere upon impact, inflicting 1 to 4 points of damage.

Minor Malison

RANGE: 60 feet   **DURATION:** 2 rounds/level   **AREA OF EFFECT:** 30' radius sphere   **SAVING THROW:** None

Minor malison causes the preserver's opponents to make all saving throws at a -1 penalty.

Monster Summoning I

RANGE: 30 yards   **DURATION:** 2 rounds + 1 round/level   **AREA OF EFFECT:** Adjacent to caster   **SAVING THROW:** None

Monster summoning I allows the preserver to magically conjure first-level monsters, who fight on the preserver's side in combat.

Protection from Normal Missiles

RANGE: Touch   **DURATION:** 1 turn/level   **AREA OF EFFECT:** Creature touched   **SAVING THROW:** None

Protection from normal missiles makes the target impervious to non-magical missiles.

Slow

RANGE: 90 yards + 10 yards/level   **DURATION:** 3 rounds + 1 round/level   **AREA OF EFFECT:** 40' cube   **SAVING THROW:** Neg.

Slow affects all foes within the area of effect and halves the target's movement and number of melee attacks per round. *Slow* can be used to negate an opponent's *haste* spell.

Spirit Armor

RANGE: 0   **DURATION:** 2 rounds/level   **AREA OF EFFECT:** Caster   **SAVING THROW:** Special

Spirit armor surrounds the preserver with an aura composed of his or her life essence. This aura acts as splint mail of AC 4 and grants a +3 bonus to saving throws versus magical attacks.

Vampiric Touch

RANGE: 0   **DURATION:** One touch   **AREA OF EFFECT:** Caster   **SAVING THROW:** None

Vampiric touch allows a preserver to temporarily raise his or her hit points, possibly above the normal level. A successful attack causes the opponent to lose 1 to 6 hit points for every two caster levels, to a maximum drain of 6 to 36 hit points. The hit points are added to the total, with any hit points over the normal total treated as temporary. These additional points are lost at the rate of one hit point per turn.

✷ FOURTH-LEVEL PRESERVER SPELLS ✷

Charm Monster

RANGE: 60 yards   **DURATION:** Special   **AREA OF EFFECT:** 1 or more creatures in a 20' radius   **SAVING THROW:** Neg.

Charm monster changes a target's allegiance in combat so it fights on the side of the preserver. The spell works on most living creatures. Note: This spell is not effective outside combat.

Confusion

RANGE: 120 yards   **DURATION:** 2 rounds + 1 round/level   **AREA OF EFFECT:** Up to a 60' cube   **SAVING THROW:** Special

Targeted creatures must make their saving throw each round or face *confusion* effects; these include standing confused, becoming enraged, fleeing in terror, or going berserk. This spell is most effective when used against a large number of enemies.

Evard's Black Tentacles

RANGE: 30 yards   **DURATION:** 1 hour/level   **AREA OF EFFECT:** 30 sq. ft./level   **SAVING THROW:** None

Evard's black tentacles causes a black, rubbery tentacle to spring forth from the ground. The tentacle inflicts 3 to 12 points of damage per round until destroyed.

Fear

RANGE: 0   **DURATION:** Instantaneous   **AREA OF EFFECT:** 60' long cone, 30' diameter at end, 5' at base   **SAVING THROW:** Neg.

Fear causes all targets within its area of effect to flee in terror.

Fire Shield

RANGE: 0   **DURATION:** 2 rounds + 1 round/level   **AREA OF EFFECT:** Caster   **SAVING THROW:** None

Fire shield protects the preserver so that any creature who hits the preserver in melee does damage, but takes the same amount of damage in return. The preserver takes half damage and has the saving throw from the attack improved by 2.

Ice Storm

RANGE: 10 yards/level   **DURATION:** Instantaneous   **AREA OF EFFECT:** 20' square   **SAVING THROW:** None

Ice storm does 3 to 30 hit points of damage to all targets within its area. This spell even inflicts full damage on opponents protected by *resist cold*.

Improved Invisibility

RANGE: Touch   **DURATION:** 4 rounds + 1 round/level   **AREA OF EFFECT:** Creature touched   **SAVING THROW:** None

Improved invisibility is similar to the *invisibility* spell, but the recipient is able to attack (either by missile discharge, melee combat, or spellcasting) and remain unseen. Note: This spell is not effective outside combat.

Minor Globe of Invulnerability

RANGE: Ø   **DURATION:** 1 round/level   **AREA OF EFFECT:** 5' radius sphere   **SAVING THROW:** None

Minor globe of invulnerability creates a small sphere which protects those within from incoming first, second, or third-level spells.

Minor Spell Turning

RANGE: Ø   **DURATION:** 3 rounds/level   **AREA OF EFFECT:** Caster (and casting opponent)   **SAVING THROW:** None

Minor spell turning causes the effects of first, second, and third-level spells directed at the protected preserver to reflect back and affect the casting opponent.

Monster Summoning II

RANGE: 40   **DURATION:** 3 rounds + 1 round/level   **AREA OF EFFECT:** Adjacent to caster   **SAVING THROW:** None

Monster summoning II allows the preserver to magically conjure second-level monsters, who fight on the preserver's side in combat.

Rainbow Pattern

RANGE: 10 yards   **DURATION:** Special   **AREA OF EFFECT:** 30' cube   **SAVING THROW:** Neg.

With *rainbow pattern*, the preserver creates a flashing, interweaving band of rainbow-colored lights which absorb the full attention of affected creatures. Direct attacks on the creatures break the spell. Note: This spell is not effective outside combat.

Solid Fog

RANGE: 30 yards **DURATION:** 2-4 rounds + 1 round/level **AREA OF EFFECT:** 20' x 10' x 10' volume/level of caster **SAVING THROW:** None

Solid fog creates a billowing mass of misty vapor similar to a *wall of fog* spell. Movement through the fog is slowed to 1/10 of normal. *Solid fog* may be dispelled with fire-based spells such as *fireball*.

Stoneskin

RANGE: Touch   **DURATION:** Special   **AREA OF EFFECT:** 1 creature   **SAVING THROW:** None

The recipient of a *stoneskin* spell gains virtual immunity to any attack by cut, blow, projectile, or other physical attack. The spell blocks 1 to 4 attacks, plus 1 attack per 2 levels of experience.

Turn Pebble to Boulder

RANGE: Touch   **DURATION:** Special   **AREA OF EFFECT:** Special   **SAVING THROW:** None

Turn pebble to boulder causes a hurled pebble to grow into a boulder as it flies, inflicting 11 to 26 hit points of damage if it strikes the target.

Wall of Fire

RANGE: 60 yards   **DURATION:** Special   **AREA OF EFFECT:** Special   **SAVING THROW:** None

The *wall of fire* spell brings forth an immobile, 20-foot tall curtain of magical fire. Creatures passing through the wall take damage from the flames.

Wall of Ice

RANGE: 10 yards/level   **DURATION:** Instantaneous   **AREA OF EFFECT:** Special   **SAVING THROW:** None

Wall of ice creates a sheet of ice that makes movement impossible. It blocks the line of sight between enemies and your party.

✳ FIFTH-LEVEL PRESERVER SPELLS ✳

Chaos

RANGE: 5 yards/level   DURATION: 1 round/level   AREA OF EFFECT: Up to 40' cube   SAVING THROW: Special

Chaos affects 1 to 4 targets, plus 1 creature per caster level. Targeted creatures must make their saving throw each round or face the spell's effects; these include standing confused, becoming enraged, fleeing in terror, or going berserk. This spell is most effective when used against a large number of enemies. Highly intelligent creatures (Intelligence of 21 or greater), or simple creatures (Intelligence of 4 or less) may save to avoid the spell's effects. Only fighters gain a save versus this spell.

Cloudkill

RANGE: 10 yards   DURATION: 1 round/level   AREA OF EFFECT: 40' wide, 20' high, 20' deep cloud   SAVING THROW: None

Cloudkill kills weak monsters in its area of effect. More powerful monsters may merely take damage.

Cone of Cold

RANGE: 0   DURATION: Instantaneous   AREA OF EFFECT: Special   SAVING THROW: 1/2

Cone of cold unleashes a withering cone-shaped blast of cold. The spell's range and damage increases with the preserver's level.

Conjure Elemental

RANGE: 60 yards   DURATION: 1 turn/level   AREA OF EFFECT: Special   SAVING THROW: None

Conjure elemental allows the preserver to conjure an air, earth, fire, or water elemental to fight for the preserver in battle. The elemental disappears after the battle.

Dismissal

RANGE: 10 yards   DURATION: Permanent   AREA OF EFFECT: 1 creature   SAVING THROW: Neg.

Dismissal attempts to force a creature from another plane of existence to return to its proper plane. These extra-planar creatures must save or be forcefully expelled from the current plane of existence.

Domination

RANGE: 10 yards/level   DURATION: Special   AREA OF EFFECT: 1 person   SAVING THROW: Neg.

Domination allows a preserver to dominate another person. Targets fight on the preserver's side in combat. Due to the spell's power, targeted creatures must save at a -2 penalty or be dominated. Note: This spell is not effective outside combat.

Feeblemind

RANGE: 10 yards/level   DURATION: Permanent   AREA OF EFFECT: 1 creature   SAVING THROW: Neg.

Feeblemind causes targets to drop dramatically in Intelligence and Wisdom, and lose their ability to cast spells or psionics. A heal spell counters the effect of feeblemind.

Hold Monster

RANGE: 5 yards/level   DURATION: 1 round/level   AREA OF EFFECT: 1-4 creatures   SAVING THROW: Neg.

Hold monster is similar to hold person, except that it affects a wider variety of creatures. Note: This spell is not effective outside combat.

Lower Resistance

RANGE: 60 yards   DURATION: 1 turn + 1 round/level   AREA OF EFFECT: One creature   SAVING THROW: None

Lower resistance causes the magical resistance of the recipient to drop 30% plus 1% per level of the caster.

Monster Summoning III

RANGE: 50 yards   DURATION: 4 rounds + 1 round/level   AREA OF EFFECT: 10' cube   SAVING THROW: None

Monster summoning III allows the preserver to magically conjure third-level monsters, who fight on the preserver's side in combat.

Summon Shadow

RANGE: 10 yards   DURATION: 1 round + 1 round/level   AREA OF EFFECT: 10' cube   SAVING THROW: None

Summon shadow summons 1 shadow. This shadow fights for the preserver until slain or dispelled.

Wall of Force

RANGE: 30 yards   DURATION: 1 turn + 1 round/level   AREA OF EFFECT: Up to 10' square/level   SAVING THROW: None

A wall of force creates an invisible barrier in the location desired by the preserver, up to the spell's range. The wall blocks all attacks, and can only be dispelled with disintegrate.

Wall of Stone

RANGE: 5 yards/level   DURATION: 1 day   AREA OF EFFECT: Special   SAVING THROW: None

Wall of stone creates a wall of granite rock that can be used to block passages, walkways, etc.

CLERIC SPELLS

Cleric Spell Characteristics

Note: The game automatically calculates and displays the range and the area of effect. However, for those interested, statistics appear in the spell/psionics data.

SPHERE

This identifies the sphere or spheres into which each spell falls.

RANGE

Range is the distance from the caster at which the spell effect occurs or begins. Some possibilities are:

* Ø: Can only be used on the spellcaster.
* Touch: Must physically touch the target.

DURATION

This lists how long the magical energy of the spell lasts. Some possibilities are:

* Combat: Spell's effects last for one combat.
* Instantaneous: Spell's effects occur instantly.
* Special: Duration depends on spell's use.

AREA OF EFFECT

This lists the creatures, volume, dimensions, weight, etc., that can be affected by the spell.

SAVING THROW

This lists whether the spell allows the target a saving throw and explains the effect of a successful save. (A saving throw is a chance to avoid some or all of a spell's effects.) Some possibilities are:

* Neg.: Spell has no effect if save is successful.
* 1/2: Character suffers half the normal amount of damage.
* None: No saving throw is allowed.
* Special: See the spell description for details.

✴ FIRST-LEVEL CLERIC SPELLS ✴

Bless

SPHERE: Cosmos **RANGE:** 60 yards **DURATION:** 6 rounds **AREA OF EFFECT:** 50' cube **SAVING THROW:** None

Bless improves the THAC0 of friendly characters by 1. *Bless* cannot affect characters who are adjacent to monsters when the spell is cast, and the spell is not cumulative. This is a good spell to cast before going into combat.

Cause Fear

SPHERE: Cosmos **RANGE:** 10 yards **DURATION:** Special **AREA OF EFFECT:** 1 creature/4 levels **SAVING THROW:** Special

Cause fear strikes terror in the hearts of hostile monsters. Creatures must save or flee in panic for 1 to 4 rounds.

Cause Light Wounds

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Cause light wounds inflicts 1 to 8 hit points of damage on a target.

Cure Light Wounds

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Cure light wounds heals 1 to 8 hit points, up to the recipient's normal maximum hit points.

Curse

SPHERE: Cosmos **RANGE:** 60 yards **DURATION:** 6 rounds **AREA OF EFFECT:** 50' cube **SAVING THROW:** None

Curse increases (weakens) the THAC0 of targets by 1. The target cannot be adjacent to a party character or NPC, and the spell's effects are not cumulative.

Entangle

SPHERE: Cosmos **RANGE:** 80 yards **DURATION:** 1 turn/level **AREA OF EFFECT:** 40' cube **SAVING THROW:** 1/2

Entangle causes the plants in the ground to sprout up and entangle or capture creatures. Victims who fail their save become tangled and move very slowly.

Invisibility to Undead

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 6 rounds **AREA OF EFFECT:** Creature touched **SAVING THROW:** Special

Invisibility to undead causes affected undead to lose track of and ignore the warded creature for the duration of the spell. The recipient thus effectively becomes invisible to undead creatures. Note: This spell is not effective outside combat.

Magical Stone

SPHERE: Earth   **RANGE:** Ø   **DURATION:** Instantaneous   **AREA OF EFFECT:** Special   **SAVING THROW:** None

Magical stone allows the cleric to temporarily enchant three small pebbles. These magical stones can then be hurled at an opponent, causing 1 to 4 points of damage per stone, or 2 to 8 points if the target is undead.

Protection From Evil

SPHERE: Cosmos   **RANGE:** Touch   **DURATION:** 3 rounds/level   **AREA OF EFFECT:** Creature touched   **SAVING THROW:** None

Protection from evil improves the AC and saving throws of the recipient by 2 against attackers of evil alignment.

Remove Fear

SPHERE: Cosmos   **RANGE:** 10 yards   **DURATION:** Permanent   **AREA OF EFFECT:** 1 creature/4 levels   **SAVING THROW:** Special

Remove fear instills courage in the spell's recipient, removing the effects of a *cause fear* spell.

Shillelagh

SPHERE: Cosmos   **RANGE:** Touch   **DURATION:** 4 rounds + 1 round/level   **AREA OF EFFECT:** Caster   **SAVING THROW:** None

This spell enables the cleric to temporarily create a magical club that appears in his or her hand.

✳ SECOND-LEVEL CLERIC SPELLS ✳

Aid

SPHERE: Cosmos   **RANGE:** Touch   **DURATION:** 1 round + 1 round/level   **AREA OF EFFECT:** Creature touched   **SAVING THROW:** None

Aid is much like the *bless* spell, except the recipient also gains the benefit of 1 to 8 additional hit points for the duration of the spell. The temporary hit points are subtracted before the character's own if injured in combat. This spell may be used in conjunction with the *bless* spell, but is not cumulative with it.

Barkskin

SPHERE: Cosmos   **RANGE:** Touch   **DURATION:** 4 rounds + 1 round/level   **AREA OF EFFECT:** Creature touched   **SAVING THROW:** None

When a cleric casts the *barkskin* spell, the recipient's skin becomes as tough as bark, improving (lowering) its base Armor Class to AC 6, plus 1 AC for every four levels of the caster. In addition, the affected creature gains +1 to all saving throws.

Charm Person or Mammal

SPHERE: Cosmos   **RANGE:** 80 yards   **DURATION:** Combat   **AREA OF EFFECT:** 1 person or mammal   **SAVING THROW:** Neg.

Charm person or mammal allows the cleric to charm any single person or mammal, causing it to fight on the side of the cleric in battle. The targeted creature may save to avoid the spell's effects. Note: This spell is not effective outside combat.

Dust Devil

SPHERE: Earth, Air   **RANGE:** 30 yards   **DURATION:** 2 rounds/level   **AREA OF EFFECT:** Adjacent to caster   **SAVING THROW:** None

Dust devil enables the cleric to conjure up a dust devil, who fights on the side of the cleric in battle.

Find Traps

SPHERE: Cosmos   **RANGE:** Ø   **DURATION:** 3 turns   **AREA OF EFFECT:** Caster   **SAVING THROW:** None

Find traps reveals the location of all traps, whether magical or mechanical, to the cleric. Thus, when a character comes upon a trap, he or she is aware of it and can retreat, or have someone disarm it.

Flame Blade

SPHERE: Fire **RANGE:** Ø **DURATION:** 4 rounds + 1 round/2 levels **AREA OF EFFECT:** 3' long, sword-like blade **SAVING THROW:** None

When this spell is cast a burning sword appears in the cleric's hand — attack with this as one would with any other melee weapon. The blade attacks like a normal sword and does 7 to 10 points of damage. The spell does slightly less damage against targets protected from fire.

Hold Person

SPHERE: Cosmos **RANGE:** 120 yards **DURATION:** 2 rounds/level **AREA OF EFFECT:** 1 to 4 persons **SAVING THROW:** Neg.

This spell can affect human, demi-human, or humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the cleric. Note: This spell is not effective outside combat.

Resist Cold

SPHERE: Fire **RANGE:** Touch **DURATION:** 1 round/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Resist cold halves damage from cold attacks and improves saving throws versus cold attacks by 3.

Resist Fire

SPHERE: Fire **RANGE:** Touch **DURATION:** 1 round/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Resist fire halves damage from fire attacks and improves saving throws versus fire attacks by 3.

Spiritual Hammer

SPHERE: Cosmos **RANGE:** 10 yards/level **DURATION:** 3 rounds + 1 round/level **AREA OF EFFECT:** Caster **SAVING THROW:** None

Spiritual hammer creates a temporary magic hammer that is automatically readied. *Spiritual hammers* can hit monsters that may only be struck by +1 weapons.

✳ THIRD-LEVEL CLERIC SPELLS ✳

Bestow Curse

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** 1 target **SAVING THROW:** Neg.

This spell allows the cleric to curse a creature, giving it a -4 penalty to attacks and saves. The spell's effects can be reversed with *dispel magic* or *remove curse*.

Cause Blindness or Deafness

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg.

Cause blindness or deafness blinds or deafens one target. This can only be cured by a *cure blindness or deafness* spell.

Cause Disease

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg.

Cause disease infects the target with a debilitating ailment that saps strength and hit points.

Conjure Lesser Elemental

SPHERE: Earth, Air, Fire, Water **RANGE:** 30 yards **DURATION:** 1 turn + 1 round/level **AREA OF EFFECT:** Special **SAVING THROW:** None

Conjure lesser elemental allows the cleric to open a gate to its elemental plane and summon a lesser elemental to fight for the cleric in battle. The lesser elemental disappears when the spell wears off.

Cure Blindness or Deafness

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg.

Cure blindness or deafness counters the effects of *cause blindness or deafness*.

Cure Disease

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Cure disease removes the effects of disease caused by some monsters or *cause disease* spells.

Dispel Magic

SPHERE: Cosmos **RANGE:** 60 yards **DURATION:** Permanent **AREA OF EFFECT:** 30' cube or 1 item **SAVING THROW:** None

Dispel magic removes the effects of spells that do not have specific counter spells. This is the cure spell for any characters that have been held, slowed, or made nauseous.

Magical Vestment

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 5 rounds/level **AREA OF EFFECT:** Caster **SAVING THROW:** None

This spell enchants the cleric's own robes, providing protection at least equivalent to chain mail (AC 5). The vestment gains a +1 enchantment for every three levels the cleric earns above 5th level. For example, an 11th-level cleric would have AC 3 protection. This spell is not cumulative with itself or any other spells or armor. The spell's duration increases with the level of the cleric.

Negative Plane Protection

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Special **AREA OF EFFECT:** 1 creature **SAVING THROW:** None

Negative plane protection affords the recipient protection from one draining attack from undead monsters. Note that the spell affords protection against the first attack, but no protection against subsequent attacks (unless cast again).

Prayer

SPHERE: Cosmos **RANGE:** 0 **DURATION:** 1 round/level **AREA OF EFFECT:** 60' radius **SAVING THROW:** None

Prayer improves the THAC0 and saving throws of friendly characters by 1 and increases (weakens) the THAC0 and saving throws of monsters by 1. This is a good spell to cast before going into combat, but it is not cumulative.

Protection from Fire

SPHERE: Fire **RANGE:** Touch **DURATION:** Special **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Protection from fire gives limited protection against fire. The recipient of the spell gets a +3 bonus to their save and takes half damage from flames.

Remove Curse

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** 1 target **SAVING THROW:** None

Remove curse removes effects of a *bestow curse* spell. It also allows the recipient to unready cursed magic items.

Remove Paralysis

SPHERE: Cosmos **RANGE:** 10 yards/level **DURATION:** Permanent **AREA OF EFFECT:** 1 to 4 creatures **SAVING THROW:** None

This spell negates the effects of any type of paralyzation or related magic. For example, the spell counters *hold* or *slow* spells.

Summon Insects

SPHERE: Cosmos **RANGE:** 30 yards **DURATION:** 1 round/level **AREA OF EFFECT:** 1 creature **SAVING THROW:** None

Summon insects attracts a cloud of insects to attack the foes of the cleric. Anyone in the cloud takes 4 points of damage per round, has a +2 AC penalty, and receives a -2 penalty to hit.

❋ FOURTH-LEVEL CLERIC SPELLS ❋
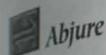
Abjure

SPHERE: Cosmos **RANGE:** 10 yards **DURATION:** Instantaneous **AREA OF EFFECT:** 1 creature **SAVING THROW:** Neg.

Abjure allows the cleric to dispel extraplanar creatures back to their own plane of existence. Creatures such as tanar'ri, elementals, and slaads fall into this category.

Blood Flow

SPHERE: Water **RANGE:** Touch **DURATION:** Instantaneous **AREA OF EFFECT:** 1 target **SAVING THROW:** Neg.

Blood flow allows the manipulation of the circulatory system, and can thus be used to heal or injure. When healing, 2 to 12 points of damage are cured. If the spell is used to injure, the target is stunned for up to 4 rounds.

Cause Serious Wounds

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Cause serious wounds inflicts 3 to 17 hit points of damage on a target.

Cloak of Bravery

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Special **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg.

The *cloak of bravery* spell can be cast upon any willing creature. An individual thus protected gains a +4 bonus to saves versus fear. Note: the spell only protects the recipient from the first fear effect — it is then dispelled and does not provide any further protection (unless cast again).

Cloak of Fear

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Special **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg.

The recipient of this spell receives an aura of fear. The first opponent who strikes the affected character must save versus fear or run away in panic. Note: the spell only affects the recipient once (unless cast again).

Condense

SPHERE: Earth **RANGE:** 100 yards **DURATION:** Permanent **AREA OF EFFECT:** 1 target **SAVING THROW:** None

Condense causes a small pebble, hurled by the cleric, to attract dust and debris. This condensed matter makes the pebble the size of a large rock, causing 3 to 18 hit points of damage if it hits its target.

Cure Serious Wounds

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Cure serious wounds heals 3 to 17 hit points, up to the recipient's normal maximum hit points.

Dehydrate

SPHERE: Water **RANGE:** Touch **DURATION:** Instantaneous **AREA OF EFFECT:** 1 target **SAVING THROW:** None

Dehydrate only affects creatures with a circulatory system. The target is dehydrated for 2 to 12 hit points of damage plus 1 per level of the cleric.

Dust Cloud

SPHERE: Earth, Air **RANGE:** 60 yards **DURATION:** 1 turn + 1 round/level **AREA OF EFFECT:** 30' radius **SAVING THROW:** None

When a cleric creates a dust cloud, a swirling cloud of sand and dust obscures enemies' vision and prevents missile weapons from passing through.

Focus Heat

SPHERE: Fire **RANGE:** 60 yards **DURATION:** Instantaneous **AREA OF EFFECT:** 1 target **SAVING THROW:** 1/2

The cleric focuses the rays of the sun onto a single point, causing 2 to 12 hit points of damage plus 1 per level of the cleric on the target.

Free Action

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 1 turn/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Free action allows the recipient to break the effects of spells such as slow, hold person, and web.

Neutralize Poison

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

This spell detoxifies any sort of poison or venom. However, the spell cannot return characters to life if they have already died from poisoning.

Poison

SPHERE: Cosmos **RANGE:** Touch **DURATION:** Permanent **AREA OF EFFECT:** Creature touched **SAVING THROW:** Neg

Poison causes the target to save versus poison or die.

Produce Fire

SPHERE: Fire **RANGE:** 40 yards **DURATION:** 1 round **AREA OF EFFECT:** 12' square **SAVING THROW:** None

With produce fire, the cleric calls forth a sudden blaze that inflicts 2 to 5 hit points of damage on creatures within its area.

Protection from Evil, 10' Radius

SPHERE: Cosmos **RANGE:** Touch **DURATION:** 1 turn/level **AREA OF EFFECT:** 10' radius sphere **SAVING THROW:** None

Protection from evil, 10' radius can be cast on a character or monster and improves the AC and saving throws of the target and all adjacent friendly characters by 2 against evil attackers. The effects of this spell are not cumulative.

Protection from Lightning

SPHERE: Air **RANGE:** Touch **DURATION:** 1 turn/level **AREA OF EFFECT:** Creature touched **SAVING THROW:** None

Protection from lightning creates a protective aura which protects the recipient from the effects of lightning. The recipient gains a +4 bonus to saves, and takes half damage from lightning.

✳ FIFTH-LEVEL CLERIC SPELLS ✳

Cause Critical Wounds

SPHERE: Cosmos   RANGE: Touch   DURATION: Permanent   AREA OF EFFECT: Creature touched   SAVING THROW: None

Cause critical wounds inflicts 6 to 27 hit points of damage on a target.

Conjure Elemental

SPHERE: Earth, Air, Fire, Water   RANGE: 80 yards   DURATION: 1 turn/level   AREA OF EFFECT: Adjacent to caster   SAVING THROW: None

Conjure elemental allows the cleric to open a gate to its elemental plane and summon an elemental to fight for the cleric in battle. The elemental disappears at the end of the spell's duration.

Cure Critical Wounds

SPHERE: Cosmos   RANGE: Touch   DURATION: Permanent   AREA OF EFFECT: Creature touched   SAVING THROW: None

Cure critical wounds heals 6 to 27 hit points of damage, up to a target's normal maximum hit points.

Deflection

SPHERE: Air   RANGE: Ø   DURATION: 1 turn + 1 round/level   AREA OF EFFECT: Caster   SAVING THROW: None

Deflection creates a gust of wind that settles around the cleric, causing all smaller projectile weapons to miss. Boulders and other large projectiles remain unaffected by the spell. The cleric may still fire missiles while the spell is in effect.

Dispel Evil

SPHERE: Cosmos   RANGE: Touch   DURATION: 1 round/level   AREA OF EFFECT: Creature touched   SAVING THROW: Neg

Dispel evil improves the target's AC by 7 against summoned evil creatures for the duration of the spell, or until the target hits a summoned creature. The creature must make a saving throw when it is hit or be dispelled.

Flame Strike

SPHERE: Fire   RANGE: 60 yards   DURATION: Instantaneous   AREA OF EFFECT: 5' radius by 30' high column   SAVING THROW: 1/2

Flame strike allows the cleric to call a column of fire down from the heavens onto a target. Any creature within the area of effect must save versus spell. Failure means the creature sustains 6 to 48 points of damage; otherwise, the damage is halved.

Insect Plague

SPHERE: Air   RANGE: 120 yards   DURATION: 2 rounds/level   AREA OF EFFECT: 180' diameter, 60' high cloud   SAVING THROW: None

Insect plague summons a swarming horde of insects that obscure vision, prevent spellcasting, and inflict 1 hit point of damage per round to creatures within the cloud.

Ironskin

SPHERE: Earth   RANGE: Touch   DURATION: Special   AREA OF EFFECT: 1 creature   SAVING THROW: None

Ironskin gives the recipient immunity to physical attacks by weapons (even enchanted ones), natural animal weapons (such as fangs or claws), and hurled projectiles. Magical attacks still have their normal effect.

Quicksand

SPHERE: Water/Earth   RANGE: 60 yards   DURATION: 1 turn + 1 round/level   AREA OF EFFECT: 30' radius   SAVING THROW: None

Quicksand causes all unpaved surfaces within the area of effect to become soft and clingy. Anyone passing through the affected area sinks into the quicksand and is held there.

Raise Dead

SPHERE: Cosmos   RANGE: 30 yards   DURATION: Permanent   AREA OF EFFECT: 1 person   SAVING THROW: None

Raise dead can bring one non-elf[1] character back to life. The chances for success are based on the character's Constitution and how long the character has been dead. The raised character loses 1 point of Constitution (permanently), and is resurrected with only 1 hit point out of his or her total points.

Slay Living

SPHERE: Cosmos   RANGE: 30 yards   DURATION: Permanent   AREA OF EFFECT: 1 person   SAVING THROW: Special

Slay living is the opposite of the raise dead spell; it kills one target. If the target makes its saving throw, it suffers 3 to 17 hit points of damage.

Wall of Fire

SPHERE: Fire   RANGE: 80 yards   DURATION: 1 round/level   AREA OF EFFECT: 10' + 5'/2 levels   SAVING THROW: None

The wall of fire spell brings forth an immobile, 20-foot tall curtain of magical fire. Creatures passing through the wall take damage from the flames.

[1] Elves are the only race that cannot be resurrected.

Psionic Characteristics

Note: The game automatically calculates and displays the range and the area of effect. However, for those interested, statistics appear in the spell/psionics data.

POWER SCORE

Every psionic power is associated with one of the character's basic attributes (Strength, Wisdom, etc.). The psionic power score equals the character's score for that attribute, plus or minus a specific amount. In mathematical terms, the power score x 5% = the percent chance of successfully activating a power. A character always makes a power check when activating a power. You can check your character's power score for a particular psionic power by pointing at the icon. The number next to the checkmark is your power score. Note that even with a power score of 20 it is possible to occasionally fail your power check.

INITIAL COST

The number of PSPs (Psionic Strength Points) expended when the power is first used. A character failing a power check must expend half this many PSPs. PSPs are recovered at a rate of 3 per hour of walking. Resting, however, restores all expended PSPs. You can check a psionic power's Psionic Point cost by pointing at the power's icon. The number next to the "Pp" is the power's cost.

MAINTENANCE COST

The number of PSPs expended to keep a power operating from the previous round. Maintaining a power does not require a new power check. If no maintenance cost is listed, the power cannot be maintained. The maintenance cost is canceled after combat on all maintainable psionic powers

RANGE

The maximum distance from the psionicist (or psionics user) at which the power can have an effect. Some possibilities are:

* Ø: Can only be used on the psionicist.
* Touch: Must physically touch the target.

AREA OF EFFECT

The physical area or number of beings which the power affects. "Personal" means the power only affects the psionicist.

Psychokinesis

✷ PSYCHOKINETIC SCIENCES ✷

Detonate

POWER SCORE: Con -3   **INITIAL COST:** 18   **MAINTENANCE COST:** na   **RANGE:** 60 yards   **AREA OF EFFECT:** 1 item, 8 cu. ft.

Detonate allows a psionicist to harness the latent energy inside plants or inanimate objects, focus it, and release it explosively. This explosion inflicts 1 to 10 points of damage to any creature within a 10' radius of the blast, and may disintegrate (turn to ashes) an item on the creature.

Disintegrate

POWER SCORE: Wis -4   **INITIAL COST:** 40   **MAINTENANCE COST:** na   **RANGE:** 50 yards   **AREA OF EFFECT:** 1 item, 8 cu. ft.

The disintegrate science reduces a creature to microscopic pieces and scatters them. The target must save versus death magic or be turned to ash.

Project Force

POWER SCORE: Con -2   **INITIAL COST:** 10   **MAINTENANCE COST:** na   **RANGE:** 200 yards   **AREA OF EFFECT:** na

Project force allows a psionicist to focus a psychokinetic "punch" against a target up to 200 yards away. This attack does 1 to 6 points of damage, plus the AC of the targeted creature.

✷ PSYCHOKINETIC DEVOTIONS ✷

Ballistic Attack

POWER SCORE: Con -2   **INITIAL COST:** 5   **MAINTENANCE COST:** na   **RANGE:** 30 yards   **AREA OF EFFECT:** 1 item, 1 lb.

Ballistic attack allows a character to throw a small object at extremely high (and deadly) speeds. A successful hit inflicts 1 to 6 points of damage.

Control Body

POWER SCORE: Con -2   **INITIAL COST:** 8   **MAINTENANCE COST:** 8/round   **RANGE:** 80 yards   **AREA OF EFFECT:** Individual

Control body allows psychokinetic control of another person's body. In effect, the victim becomes a marionette. The psionicist can force the body to fight on his or her behalf, but with a -6 penalty on attack rolls (using the victim's own THAC∅). Note: This is not effective outside combat.

Inertial Barrier

POWER SCORE: Con -3   **INITIAL COST:** 7   **MAINTENANCE COST:** 5/round   **RANGE:** Ø   **AREA OF EFFECT:** 3-yard diam.

The inertial barrier is a defense. The psionicist creates a barrier of "elastic" air around him or herself and anyone else within 3 yards. This barrier halves damage from breath weapons, missiles, gas, acid, and *ice storms*.

Psychometabolism

❋ PSYCHOMETABOLIC SCIENCES ❋

Animal Affinity

POWER SCORE: Con -4   **INITIAL COST:** 15   **MAINTENANCE COST:** 4/round   **RANGE:** Ø   **AREA OF EFFECT:** Personal

Animal affinity allows the psionicist to briefly grow claws that inflict 1 to 10 hit points of damage.

Energy Containment

POWER SCORE: Con -2   **INITIAL COST:** 10   **MAINTENANCE COST:** na   **RANGE:** Ø   **AREA OF EFFECT:** Personal

When a psionicist is protected by energy containment, energy attacks such as electricity, cold, fire, heat, and sound have no effect.

Life Draining

POWER SCORE: Con -3   **INITIAL COST:** 11   **MAINTENANCE COST:** na   **RANGE:** Touch   **AREA OF EFFECT:** Individual

Psionicists using the life draining science can "drain" up to 6 hit points from another creature. These hit points are temporarily added onto the psionicist's total. The bonus points disappear after an hour, if they haven't already been used.

❋ PSYCHOMETABOLIC DEVOTIONS ❋

Absorb Disease

POWER SCORE: Con -3   **INITIAL COST:** 12   **MAINTENANCE COST:** na   **RANGE:** Touch   **AREA OF EFFECT:** Individual

The power of absorbing disease allows the psionicist to transfer a disease (either natural or magical) from one creature to the psionicist, who can then cure it. The power cannot absorb curses.

Adrenalin Control

POWER SCORE: Con -3   **INITIAL COST:** 8   **MAINTENANCE COST:** 4/round   **RANGE:** Ø   **AREA OF EFFECT:** Personal

With adrenalin control, the psionicist temporarily boosts his or her Strength from 1 to 6 points. All bonuses for extra Strength apply while the power is in effect.

Biofeedback

POWER SCORE: Con -2   **INITIAL COST:** 6   **MAINTENANCE COST:** 3/round   **RANGE:** Ø   **AREA OF EFFECT:** Personal

With biofeedback, the psionicist can control the flow of blood through the body. This is used to reduce damage from attacks by 2, and the psionicist also improves (reduces) his or her AC by 1.

Body Weaponry

POWER SCORE: Con -3   **INITIAL COST:** 9   **MAINTENANCE COST:** 4/round   **RANGE:** Ø   **AREA OF EFFECT:** Personal

Body weaponry allows the psionicist to temporarily use one arm as if it were a weapon. The arm becomes as strong as wood or steel. However, the arm cannot imitate bows of any sort, nor can it become a weapon that the psionicist cannot normally use.

Cell Adjustment

POWER SCORE: Con -3   **INITIAL COST:** 5   **MAINTENANCE COST:** Ø   **RANGE:** Touch   **AREA OF EFFECT:** Individual

Cell adjustment allows the psionicist to heal wounds and cure diseases. Cell adjustment cannot remove curses.

Displacement

POWER SCORE: Con -3   **INITIAL COST:** 6   **MAINTENANCE COST:** 3/round   **RANGE:** Ø   **AREA OF EFFECT:** Personal

Displacement mimics the power of a displacer beast to project an image of itself up to three feet away. The image draws attacks that would otherwise be directed at the psionicist. The psionicist improves (reduces) his or her AC by 2 when displaced.

Enhanced Strength

POWER SCORE: Wis -3   **INITIAL COST:** Varies   **MAINTENANCE COST:** Varies   **RANGE:** Ø   **AREA OF EFFECT:** Personal

Enhanced Strength allows the psionicist to increase his or her Strength to 24. The initial PSP cost is twice the number of added points; the cost to maintain the extra points per round equals the number of new points.

Flesh Armor

POWER SCORE: Con -3   **INITIAL COST:** 8   **MAINTENANCE COST:** 4/round   **RANGE:** Ø   **AREA OF EFFECT:** Personal

With flesh armor, the psionicist temporarily transforms his or her own flesh into a type of armor based on his or her level. Because the armor becomes part of the body, the psionicist suffers no penalties for its use.

Graft Weapon

POWER SCORE: Con -5   **INITIAL COST:** 10   **MAINTENANCE COST:** 1/round   **RANGE:** Touch   **AREA OF EFFECT:** Personal

Graft weapon allows the psionicist to take a weapon and make it part of the body. Attacks with this weapon are at a +1 bonus to hit. The weapon, once grafted, cannot be switched with another.

Lend Health

POWER SCORE: Con -1   **INITIAL COST:** 4   **MAINTENANCE COST:** na   **RANGE:** Touch   **AREA OF EFFECT:** Individual

Lend health allows the psionicist to transfer hit points to another character. The psionicist can transfer as many hit points as he or she wants, as long as the target's maximum or his or her own minimum hit point level is not exceeded.

Share Strength

POWER SCORE: Con -4   **INITIAL COST:** 6   **MAINTENANCE COST:** 2/round   **RANGE:** Touch   **AREA OF EFFECT:** Individual

With share Strength, the psionicist transfers his or her own Strength points to another. Two points are taken from the psionicist for every one received.

Telepathy

A number of psychic defenses are available as telepathic sciences or devotions. When characters are attacked, the game automatically activates whichever defense it deems appropriate for the situation. Defenses such as mind blank and tower of iron will be controlled by the game.

✹ TELEPATHIC SCIENCES ✹

Domination

POWER SCORE: Wis -4   **INITIAL COST:** Varies   **MAINTENANCE COST:** Varies   **RANGE:** 30 yards   **AREA OF EFFECT:** Individual

Domination allows a psionicist to take control of another's mind, forcing the victim to do as the psionicist wishes. The psionicist can then make use of the subject's abilities and powers. The PSP cost to establish and maintain domination depends on the subject. Note: This is not effective outside combat.

Mass Domination

POWER SCORE: Wis -6   **INITIAL COST:** Varies   **MAINTENANCE COST:** Varies   **RANGE:** 40 yards   **AREA OF EFFECT:** Up to 5 creatures

Mass domination is identical to domination except that up to 5 creatures can be controlled at once. The PSP cost to establish and maintain mass domination depends on the subjects. Note: This is not effective outside combat.

Psychic Crush

POWER SCORE: Wis -4   **INITIAL COST:** 7   **MAINTENANCE COST:** na   **RANGE:** 50 yards   **AREA OF EFFECT:** Individual

A psychic crush is an attack on another psionicist's mind. The attack can inflict up to 6 hit points of damage.

Superior Invisibility

POWER SCORE: Int -5   **INITIAL COST:** Varies   **MAINTENANCE COST:** 5/round   **RANGE:** 100 yards   **AREA OF EFFECT:** Personal

Superior invisibility makes the psionicist nearly undetectable. The user cannot be seen, makes no sound, and has no scent. Superior invisibility is dispelled if the psionicist attacks. The initial PSP cost varies depending on the number of creatures the psionicist is protecting against. Note: This is not effective outside combat.

Tower of Iron Will

POWER SCORE: Wis -2   **INITIAL COST:** 6   **MAINTENANCE COST:** na   **RANGE:** Ø   **AREA OF EFFECT:** 1 yard

Tower of iron will wards the psionicist against unwanted contact by other psionicists. A psionicist can initiate one other psionic power while thus warded.

✳ Telepathic Devotions ✳

Ego Whip

Power Score: Wis -3   **Initial Cost:** 4   **Maintenance Cost:** na   **Range:** 40/80/120 yards   **Area of Effect:** Individual

Ego whip is another psionic mind attack. The psionicist attacks the target's ego, leaving it with feelings of inferiority. The target is stunned for 1 to 4 rounds.

Id Insinuation

Power Score: Wis -4   **Initial Cost:** 5   **Maintenance Cost:** na   **Range:** 60/120/180 yards   **Area of Effect:** Individual

Id insinuation is another psionic mind attack. The psionicist unleashes the target's id, pitting it in a moral struggle against the target's superego. The resulting moral dilemma paralyzes the target for 1 to 4 rounds. Note: This is not effective outside combat.

Intellect Fortress

Power Score: Wis -3   **Initial Cost:** 4   **Maintenance Cost:** na   **Range:** Ø   **Area of Effect:** 3-yd. radius

Intellect fortress is a telepathic defense against psionic attacks. All minds within the area of effect are also protected.

Mental Barrier

Power Score: Wis -2   **Initial Cost:** 3   **Maintenance Cost:** na   **Range:** Ø   **Area of Effect:** Personal

Mental barrier is another telepathic defense against psionic attacks, though it only protects the psionicist. Psionicists can use other psionic powers while protected by a mental barrier.

Mind Bar

Power Score: Int -2   **Initial Cost:** 6   **Maintenance Cost:** 4/round   **Range:** Ø   **Area of Effect:** Personal

Mind bar gives the psionicist 75% magic resistance to mind-affecting spells such as *charm* and *feeblemind*.

Mind Blank

Power Score: Wis -7   **Initial Cost:** Ø   **Maintenance Cost:** Ø   **Range:** Ø   **Area of Effect:** Personal

Mind blank is another telepathic defense against psionic attacks. The psionicist can initiate other psionic powers while protected by mind blank. Unlike the other defensive modes, mind blank costs nothing to maintain, so it is always "on."

Psionic Blast

Power Score: Wis -5   **Initial Cost:** 10   **Maintenance Cost:** na   **Range:** 20/40/60 yards   **Area of Effect:** Individual

A psionic blast tricks an opponent into believing that it has lost 80% of its hit points. When it loses 20% of its hit points, the creature falls unconscious.

Synaptic Static

Power Score: Int -4   **Initial Cost:** 15   **Maintenance Cost:** 10/round   **Range:** Ø   **Area of Effect:** 20/50/90 yards

Synaptic static interferes with psionic abilities, preventing all (including the psionicist who initiated the power) from using psionics until the effect ends.

Thought Shield

Power Score: Wis -3   **Initial Cost:** 1   **Maintenance Cost:** na   **Range:** Ø   **Area of Effect:** Personal

A thought shield protects the psionicist's mind from psionic attacks. The psionicist may initiate another psionic power while protected by a thought shield.

✳ APPENDIX ✳

PRESERVER / CLERIC SPELL INDEX

PSIONIC POWER INDEX

RACIAL ABILITY ADJUSTMENTS TABLE

RACE	ADJUSTMENTS
DWARF	+2 Constitution, +1 Strength, -1 Dexterity, -2 Charisma
ELF	+2 Dexterity, +1 Intelligence, -1 Wisdom, -2 Constitution
HALF-ELF	+1 Dexterity, -1 Constitution
HALF-GIANT	+4 Strength, +2 Constitution, 2 Intelligence, -2 Wisdom, -2 Charisma
HALFLING	+2 Dexterity, +2 Wisdom, -1 Constitution, -1 Charisma, -2 Strength
MUL	+2 Strength, +1 Constitution, -1 Intelligence, -2 Charisma
THRI-KREEN	+2 Dexterity, +1 Wisdom, -1 Intelligence, -2 Charisma

LEVEL ADVANCEMENT TABLES

❋ FIGHTER

LEVEL	EXP	HIT POINTS
1	0	1–10
2	2,000	+(1–10)
3	4,000	+(1–10)
4	8,000	+(1–10)
5	16,000	+(1–10)
6	32,000	+(1–10)
7	64,000	+(1–10)
8	125,000	+(1–10)
9	250,000	+(1–10)

❋ PRESERVER

LEVEL	EXP	HIT POINTS
1	0	1–4
2	2,500	+(1–4)
3	5,000	+(1–4)
4	10,000	+(1–4)
5	20,000	+(1–4)
6	40,000	+(1–4)
7	60,000	+(1–4)
8	90,000	+(1–4)
9	135,000	+(1–4)

❋ GLADIATOR

LEVEL	EXP	HIT POINTS
1	0	1–10
2	2,250	+(1–10)
3	4,500	+(1–10)
4	9,000	+(1–10)
5	18,000	+(1–10)
6	36,000	+(1–10)
7	75,000	+(1–10)
8	150,000	+(1–10)
9	300,000	+(1–10)

❋ CLERIC

LEVEL	EXP	HIT POINTS
1	0	1–8
2	1,500	+(1–8)
3	3,000	+(1–8)
4	6,000	+(1–8)
5	13,000	+(1–8)
6	27,500	+(1–8)
7	55,000	+(1–8)
8	110,000	+(1–8)
9	225,000	+(1–8)

❋ RANGER

LEVEL	EXP	HIT POINTS
1	0	1–10
2	2,250	+(1–10)
3	4,500	+(1–10)
4	9,000	+(1–10)
5	18,000	+(1–10)
6	36,000	+(1–10)
7	75,000	+(1–10)
8	150,000	+(1–10)
9	300,000	+(1–10)

❋ DRUID

LEVEL	EXP	HIT POINTS
1	0	1–8
2	1,500	+(1–8)
3	3,000	+(1–8)
4	6,000	+(1–8)
5	13,000	+(1–8)
6	27,500	+(1–8)
7	55,000	+(1–8)
8	110,000	+(1–8)
9	225,000	+(1–8)

LEVEL ADVANCEMENT TABLES, cont.

❈ THIEF

LEVEL	EXP	HIT POINTS
1	0	1–6
2	1,250	+(1–6)
3	2,500	+(1–6)
4	5,000	+(1–6)
5	10,000	+(1–6)
6	20,000	+(1–6)
7	40,000	+(1–6)
8	70,000	+(1–6)
9	110,000	+(1–6)

❈ PSIONICIST

LEVEL	EXP	HIT POINTS
1	0	1–6
2	2,200	+(1–6)
3	4,400	+(1–6)
4	8,800	+(1–6)
5	16,500	+(1–6)
6	30,000	+(1–6)
7	55,000	+(1–6)
8	100,000	+(1–6)
9	200,000	+(1–6)

SPELL PROGRESSION & SPELL BONUS TABLES

❈ CLERIC WISDOM SPELL BONUS TABLE

WISDOM SCORE	SPELL LEVEL 1	2	3	4	5
15	2	1	–	–	
16	2	2	–	–	
17	2	2	1	–	
18	2	2	1	1	
19	3	2	1	2	
20	3	3	1	3	
21	3	3	2	3	1
22	3	3	2	4	2

❈ PRESERVER SPELL PROGRESSION TABLE

PRESERVER LEVEL	SPELL LEVEL 1	2	3	4	5
1	1	–	–	–	–
2	2	–	–	–	–
3	2	1	–	–	–
4	3	2	–	–	–
5	4	2	1	–	–
6	4	2	2	–	–
7	4	3	2	1	–
8	4	3	3	2	–
9	4	3	3	2	1

❈ CLERIC SPELL PROGRESSION TABLE

LEVEL	1	2	3	4	5
1	1	–	–	–	–
2	2	–	–	–	–
3	2	1	–	–	–
4	3	2	–	–	–
5	3	3	1	–	–
6	3	3	2	–	–
7	3	3	2	1	–
8	3	3	3	2	–
9	4	4	3	2	1

Hotkeys

A	Toggles animations on/off
C	Brings up Cast Spells/Use Psionics screen
E	Brings up Current Spell/Effects screen
G	Sets character to Guard (in combat)
H	Centers screen on leader
I	Brings up View Inventory screen
N	Targets next opponent (in combat)
O	Brings up overhead map
P	Targets previous opponent (in combat)
Q	Ends character's turn (in combat)
U	Brings up Cast Spells/Use Psionics screen
V	Brings up View Character screen
W	Sets character to Wait (in combat)
Y/N	Answers Yes/No questions
Alt-X:	Quits SHATTERED LANDS
Esc:	Exits all menus; quits SHATTERED LANDS if no menus on screen
Tab:	Brings up Game Menu
Space:	Turns off computer control (in combat); from Character Options screens, brings up modify character menu
1-4:	Sets corresponding character as leader
5:	All character icons shown when moving
6:	Only leader icon shown when moving

Note: In conversations with NPCs, numbers 1-5 select the associated line from the list of possible responses

F1:	Saves game
F2:	Loads game
F3:	Quits game
F4:	Toggles music on/off
F5:	Toggles sound effects on/off
F6:	Toggles animations on/off

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OFFICIAL
Advanced Dungeons & Dragons
2nd Edition
COMPUTER GAME

Ravenloft™

Strahd's Possession

RULE BOOK

SSI

TABLE OF CONTENTS

WELCOME TO STRAHD'S POSSESSION

What Comes with This Game?

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

Using the Mouse

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

"Left-click" means move the cursor to the desired area and press the left mouse button. "Right-click" means move the cursor to the desired area and press the right mouse button.

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

Getting Started Quickly

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

Because your success in STRAHD'S POSSESSION depends on the skills and talents of these characters, you may wish to read on, even when starting with the party included in the game. The sections "How to Play" starting on page 3 and "Creating Your Party of Characters" starting on page 29 can be very helpful.

CORDIAL GREETINGS FROM STRAHD

Count Von Zarovich, Lord of Barovia, Welcomes You

For many travelers I have contempt and slight regard, entering Barovia as they do in timid apprehension of her wonders. They are neither prepared for life high in the Balinoks, nor ready to accept its dangers. Here the peaks of Baratak and Ghakis stand in cloaks of granite, their cowls of snow pulled securely about them as if they alone might endure the ancient night.

However, your party intrigues me. Perhaps the harsh cut of the wind or a storm in the forest does not alarm such adventurers. If that is so, I am certain our woods, streams, and caverns will attract your interest, offering many a delightful diversion. Even the otherwise abysmal village of Barovia boasts a charming cemetery. You must visit it. Perhaps, if your party survives . . . that is, stays long enough in this harsh and unyielding home of mine, I may require its presence. I shall ask you to join me in Ravenloft, my castle upon the precipice overlooking Barovia. It is not an invitation to be refused.

Yes, I admire a confident spirit. Your band of wanderers reminds me, pleasantly, of the Vistani, those gypsies known throughout Barovia as gifted explorers and guides. Should you meet these vagabonds, you will find them to be fortune tellers and spies, loyal friends and vengeful enemies. More than Barovia's cowardly villagers, it is the Vistani who have made this land their home. Like you, they wander unafraid of the beasts in the shadows. This boundless world is their abode.

I give my leave for your party to enjoy our misty, twilight dangers. Let them challenge their wits and fighting skills; may the perilous magics of my land enchant them. But heed this warning and do not play at cross-purposes with me. To stand against Strahd is to be at odds with life itself, for he who sends these greetings is the Lord and the Law of this brutal paradise.

With Gentle Regards,

Count Strahd Von Zarovich
Lord of Barovia

HOW TO PLAY

The First Reading: Combat

"Beware the beast in all its forms: the lurker in shadow, the creature of the forest, and the foul denizen of the castle hall. Your path crosses before it in a warlike quarrel; and, lo . . . you must learn to fight if you are to survive."

— Madame Eva of the Vistani

BASIC TRAINING

Wandering out from the shifting walls of mist comes a worg wolf, one of the first beasts your party is likely to encounter. As big as a pony, its massive limbs begin to work, driving it on to the attack. Its teeth flash in the light. Before you know it, one of your party is wounded and the beast has circled out of sight behind you. By placing the mouse cursor over one of the arrows centered at the bottom of the screen and left-clicking on the mouse, you move your startled adventurers. They run, but they cannot escape. They turn, once again to face the dreaded beast.

To **Attack**, your characters must have their weapons "in-hand" and "ready." To accomplish this, place the mouse cursor over one of the character portraits at the bottom of the screen and left-click with the mouse. The inventory screen appears and the game pauses. Items owned by your characters, including weapons and armor, appear on this screen. Do the standing figures hold weapons (swords, axes, slings, etc.) in their hands? If so, those weapons are "in hand." If your characters are barehanded, look for weapons in the inventory slots at the bottom of the screen. By left-clicking on an object in an inventory slot, you can move it up to your character's hand. Left-click again and it is "in hand."

Move armor and clothing in the same way, and put them in place by clicking over the appropriate location on the character's figure.

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

A right-click returns you to the adventure screen, ready to do battle.

Attacks are made from the adventure screen. To fight, place the mouse cursor over the weapon you wish to use and left-click. Available weapons appear above the character portraits at the bottom of the screen, while the image of a bare hand means the character holds no weapon. You may also place the cursor over the image of the attacking beast. If your characters are close enough to engage their enemy, the cursor changes into a targeting circle and sword. By left-clicking in this manner, each character attacks once with each hand. Note that this option does not affect potions or books a character may be carrying. It activates weapons only.

It is possible to have an item "in hand" but not "ready." Two-handed weapons demand the attention of all ten of your character's fingers. On the inventory screen, the weapon would appear in one hand, while the second hand would have to be free before the weapon could be "ready."

Melee, thrown, and ranged weapons compose the three basic types of arms your characters employ. Left-click on the ready weapon and your character lunges to the attack. While it seems easy, keep some common sense rules in mind:

- Thrown weapons have to be retrieved after a fight and made "ready" again.

- Ranged weapons, such as bows and slings, require ammunition. Arrows are conveniently carried in your character's quiver, while rocks for slings can be placed anywhere in inventory.

- Fire ranged weapons by left-clicking on the ready weapon on the adventure screen. As with thrown weapons, however, your character must retrieve the ammunition used. More information on ranged and thrown weapons can be found in the section "The Third Reading: Adventure," starting on page 9.

Vistani Weapons: The gypsies, or **Vistani** as they are called, are a mysterious people. Their very existence is proof that more than fine weapons and strong arms are necessary to survive in this land of haunting danger. While some gypsies have reputations as skilled knife grinders and others are adept with daggers and short swords (sometimes dipped in lethal poisons), the most potent weapons are the wit and the strength derived from their proud heritage.

Vistani Life: The gypsies of the RAVENLOFT™ game world live the lives of wandering vagabonds, rarely pausing more than a week in any one place. Progress on the road is languid and unhurried. Children scamper beside the wagons, gleefully engulfed in their own clouds of dust. The gypsy home is called a **vardo**, a small well-crafted caravan with tall wooden walls, an arched roof and a door at the back. Painted in vivid colors such as turquoise, or black with gold and magenta highlights, the finest **vardos** are carefully decorated with gilded carvings. Each night the Vistani gather round a fire, dipping into a single great cooking pot for their dinners. Often tea and a thick, muddy coffee are served through the night while young women dance to the fervent music of fiddles, guitars, and tambourines.

The Second Reading: Spellcasting

"No weapon forged of mortal elements can fell the creatures I foresee along your path. Dark and magical beasts, they lie in wait. Mystical force alone might destroy them; therefore, let the spells of the ancients stand by your sword and your shield."

— Madame Eva of the Vistani

APPRENTICE INSTRUCTIONS

You know your party is about to encounter more dangers; another worg wolf, a band of goblyns, or perhaps a zombie shuffling from the darkness, intent upon sinking its talons into living flesh. If the area is safe and fate has given you time enough to prepare, spells can be prayed for or memorized.

To Spellcast, first determine if a mage or a priest (cleric) accompanies your party. A mage has a golden spell book displayed, centered above his or her portrait on the adventure screen. For a priest a golden holy symbol appears in the same location. (An icon comprised of both a book and a holy symbol is displayed for a character with both skills.) Now move the mouse cursor to the top of the screen. A menu list appears with choices such as REST, PRAY, MEMORIZE, and others. To choose a priest's spells, left-click on PRAY. Left-click on MEMORIZE for a mage.

When you click on MEMORIZE, the spell screen which appears contains a list of mage spells. It also indicates the number of spells available for each level of your mage's experience. To decide which spells are readied

for use, place the cursor over the [-] or [+] signs next to your choice and left-click with the mouse. For example, if 3 Level 1 spells are available, you may decide that all three will be *chill touch*, or you may have 2 of one sort and 1 of another, or you could choose 3 separate Level 1 spells.

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

When a priest prays for spells, it is done in a similar fashion, and this is more fully explained in the section "The Third Reading: Adventuring" starting on page 9.

In order to use the spells chosen, your character(s) must now rest. REST is the first choice on the left when you move the mouse cursor to the top of the adventure screen. It is available only if no monsters are nearby and your party has the time to stop and prepare its spells. Left-click with the cursor over the REST option and your magic wielders prepare their mystical skills for use. If characters with healing ability are in your party when this option is chosen, a window appears to ask if the healers wish to heal the wounded members of the party.

Answer YES by left-clicking on that option and the healing takes place while the screen informs you of passing time. You should note that a party's rest may be disturbed at any time if intruders enter the area.

*Spellcasting: After **praying** for or **memorizing** spells and then **resting**, the mages and priests in your party are ready for battle. Point the cursor to the mage's spell book or the priest's holy symbol and left-click to display a menu of Level 1 spells ready for immediate use. Left-clicking on the buttons labeled 2ND, 3RD, 4TH, etc., displays readied spells from those levels, if any. Pointing the cursor to the name of the spell itself and left-clicking activates the chosen spell. Spells which project an object or an effect over distance require a second step, pointing the cursor to the intended target and left-clicking again. Spells requiring the character to touch an opponent are shown as a change in the hand symbol above the character's portrait. Left-click on the altered hand image to use the spell.*

Once used, spells must be reacquired by resting. Different spells may be chosen by praying for or *memorizing* them, then resting once again. Mages acquire spells as they journey

through the various landscapes and labyrinths of this forsaken world. Spells are found in the form of scrolls which can then be added to the mage's spell book. A character who is both a priest and a mage has his or her spell lists displayed in two different colors, allowing you to differentiate between the mage and priest spells.

Vistani Magic: *Scrying, or gazing upon an object, is the most powerful technique by which gypsies foretell the future; predicting the outcome of events is a Vistani specialty. In addition to using the crystal ball, the gypsies often employ a small crystal that fits in the palm of the hand or watch the embers of a fire to divine the future. Cartomancy, or the reading of Tarroka cards, is another hallmark of Vistani fortune telling. Examples from the Tarroka deck, along with readings from the most famous of all Vistani fortune tellers, Madame Eva, begin several sections in this book. They reveal a challenging and enjoyable* STRAHD'S POSSESSION *adventure.*

The Third Reading: Adventuring

"You must discipline your heart. Prepare it for the hardships of a long journey, for battles fought in the Forest of Darkness, for the loss of friends, and for help from those you may believe to be your enemies. As a wanderer you must learn to adapt if you are to succeed."

— *Madame Eva of the Vistani*
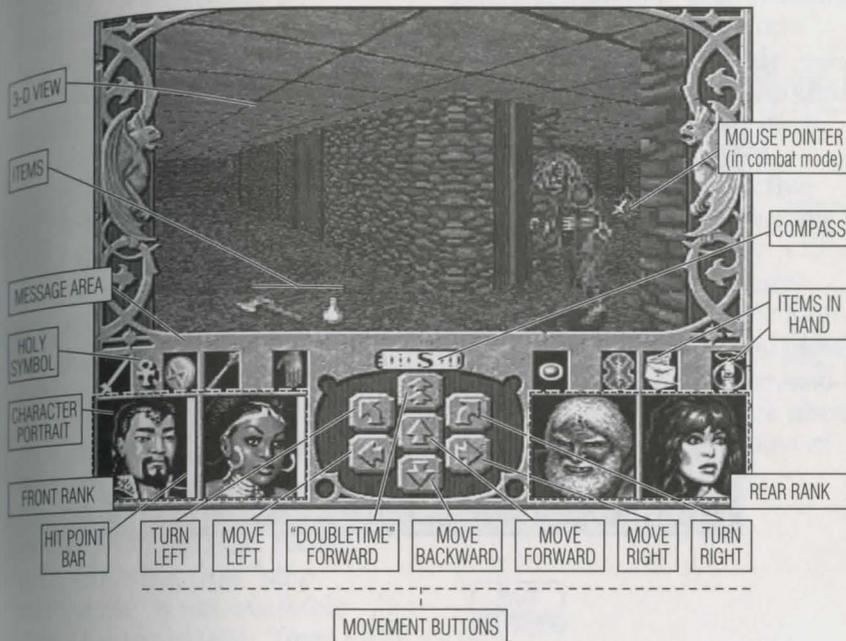
Adventure Screen

MOVEMENT

All movement takes place on the adventure screen. While basic movement is simple and self-explanatory, several choices have been added. These allow movement to be customized to your taste.

Arrow Movement

Place the mouse cursor over one of the directional arrows centered at the bottom of the screen and left-click to move in that direction. The arrows displayed are: forward, "double time" forward, backward, side-step to the right, side-step to the left, turn right, and turn left. The movement continues as long as the left mouse button is held down and stops when the button is released. Walking your party into a wall or other obstacle also effectively stops their progress.

Labels on the image:
MOVE FORWARD
TURN LEFT AND MOVE FORWARD
TURN RIGHT AND MOVE FORWARD
TURN LEFT
TURN RIGHT
MOVE LEFT
MOVE RIGHT
MOVE BACKWARD

Adventure Screen

On Screen Movement

While holding the left mouse button down, move the cursor into the top third of the screen. The cursor becomes an arrow and your characters move in the direction it is pointing. Try moving the cursor to various areas on the screen and watch how the screen responds to that movement. Pushing the arrow to the very top of the screen results in a "double time" forward march. Movement continues as long as the left mouse button is held down.

Free Mouse Movement

For free mouse movement, hit the Space Bar on your computer's keyboard. Next, move the mouse without pressing the mouse button. The party moves in the direction the mouse. They move as quickly as the mouse is moved. Push the mouse forward and the party moves forward. Push it to the side and the party moves to the side.

Press the right mouse button and the party moves forward even without you moving the mouse. The party starts slowly and then accelerates to a "double time" march.

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

Step Movement

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

NPC ENCOUNTERS

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

NON-PLAYER CHARACTER

"MY DEAR, SWEET TRAVELER,
PLEASE... WE BURGOMASTERS ARE
CALLED BY OUR TITLE. I EXPECT YOU
WILL MAKE MY HOME YOURS WHILE
YOU ARE HERE. IN THE NAME OF
LORD STRAHD, WHOSE HUMBLE
SERVANT I AM, PLEASE RELAX.
ENJOY YOURSELVES."

RESPONSE

FGHTR MAGE:

"YOUR EXCELLENCY, YOUR HONOR, UHM, PLEASE FORGIVE ME, I'M NOT SCHOOLED
IN HOW TO ADDRESS A BURGOMASTER. HOW DO YOU...?"

QUESTION

Encounter Window

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

Many interesting quests and sub-plots await your party along the Svalich Road, and in the houses, taverns, and temples of Barovia. The dialogue makes communication as interesting as exploration.

Add NPC to Party
When the game begins, your party starts with a maximum of two characters. While these characters can never be dropped from the party, many NPCs (Non-Player Characters) eagerly await their arrival, hoping to join these loyal and dedicated

characters on their sworn quest. Should you decide to allow another character into the party, his or her portrait is placed in one of the empty character slots at the bottom of the adventure screen. From then on the new character is handled in the same way as an original character.

Should you accept an NPC into the party when all the character slots on the adventure screen are filled, a prompt appears asking which NPC currently with the party is to be dropped. Characters dropped from the party announce a location where they can be found and reacquired by the party at a later time. When one NPC is dropped from the party to pick up a different NPC, any objects in the departing character's inventory are swapped into the new character's inventory. All twelve slots are filled if necessary. Objects from the departing character's "bronze figurine" are the last items swapped, and any object for which there is no room in inventory are dropped on the ground.

THINGS YOU CAN DO FROM THE ADVENTURE SCREEN
All combat, spellcasting, and exploration takes place from the adventure screen. When other screens are activated, they over-lay the adventure screen. Option selections such as REST, PRAY, MEMORIZE, AUTOMAP, LOAD, SAVE, QUIT, and OPTIONS are available by moving the mouse cursor all the way to the top of the screen. Left-click on a selection in order to choose it. Access the inventory screen by left-clicking over any character's portrait.

Add Spells to a Mage's Spellbook: When the party comes across hidden scrolls (parchment bearing the inscriptions of powerful wizardry) you can add them to your mage's repertoire by scribing the scrolls into the mage's spellbook. This is done by picking up the scroll and moving it to the inventory screen as described previously in "Pick Up and Drop Objects/Add Items to Inventory." In STRAHD'S POSSESSION, the spellbook is an icon displayed in the mage's area on the inventory screen. This icon cannot be picked up or moved. It is a per-manent fixture, as it should be, for the spellbook is a mage's link to his art and spellcasting ability.

To scribe a scroll, the scroll must be selected and moved on top of the spellbook icon. A left-click then places the scroll (and thus the spell) into the mage's spellbook.

Attack Opponent: As previously mentioned, launch your character's attack by left-clicking on a weapon which is "in-hand" and "ready." Once used, a weapon is shaded out until it is again made ready (perhaps by replenishing its supply of ammunition). Fighters, paladins, and rangers can carry and fight with a second weapon, but may suffer a penalty to their combat ability for doing so.

Cast Mage and Priest Spells: After *praying* for or *memorizing* spells and then *resting*, spells are ready for use. Left-click on the mage's golden spell book or the priest's holy symbol to display a menu of Level 1 spells ready for immediate use. Left- clicking on the buttons labeled 2ND, 3RD, 4TH, etc., displays readied spells from those levels. Activate the spell by clicking on the name of the spell, then following the instructions as they appear. Spells requiring the character to touch an opponent are shown as a change in the hand symbol above the character's portrait. Left-click on the altered hand image to use the spell.

Cast Spells from Mage and Priest Scrolls: Right or left-click on an in-hand scroll. The scroll is consumed when the spell is cast.

Check Character Status: The golden bar to the right of each character's portrait is a graphic representation of the character's health. It diminishes if your character is wounded or harmed by any magic.

Drink a Potion: Right or left click on an in-hand potion or select the potion and move it over the character's portrait, then right or left-click.

Fire a Ranged Weapon (Bow or Sling): Left-click on any in-hand bow or sling. To prepare a ranged weapon, place the weapon in the character's primary hand. As you fire the weapon, ammunition is expended from either the quiver (arrows), or sling pouch (sling stones). This assumes ammunition is available.

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

Memorize Spells: With this option, mage characters select the spells they wish to memorize. A menu, including the selection MEMORIZE appears when the mouse cursor is moved to the top of the screen. By left-clicking on MEMORIZE, a screen of available mage spells is displayed. If more than one mage is in the party, their individual names appear on

icons at the top of the screen. You can then choose which mage is to memorize spells by clicking on the appropriate icon.

By left-clicking the cursor over the [-] and [+] signs on the spell screen, the choice of spells is made. Only the number and type of spells available to a character of your mage's level and experience are allowed; however, you have much to look forward to as the mage(s) in your party advance in levels, becoming ever more masterful spellcasters. Remember, a mage must *rest* before his or her spells can be cast. For a detailed look at spellcasting, see the section "The Second Reading: Spellcasting," beginning on page 6.

Navigate: Watch the compass to maintain your orientation and use the AUTOMAP selection to view your progress. Automap can be selected by moving the mouse cursor to the top of the screen and making the appropriate selection from the menu bar. More information on automap is available in the section on "Automapping," starting on page 23.

Open a Gate: Click on the release lever or button near the gate. Some gates are locked or guarded by hidden traps and can only be opened with keys or special actions.

Open Doors: Some doors are opened simply by having your characters walk through them. Other unlocked doors can be opened by pointing the cursor to the center of the door and left-clicking with the mouse, assuming of course that your party has approached the door and is close enough to open it. Other doors may require a key, a spell, or activation of a hidden pressure plate to open them. For more information see "Unlock a Door or Gate."

Paladin Heal: Right or left-click on an in-hand holy symbol, click on the 1st-level spell button, then click on the LAY ON HANDS ability. The paladin then heals for the appropriate number of points.

Pick a Lock: Left-click on the thief's lock pick, place it over the lock and click. Thieves automatically attempt to disarm any traps they find associated with locks.

Pick Up and Drop Objects/Add Items to Inventory:

In the vast, unearthly reaches of the RAVENLOFT game world exist many treasures: gold to be found, supplies to be plundered, armor, weapons, and keys to help the party on its way. By moving the cursor over such an item and left-clicking with the mouse, the object is picked up. Another left-click drops it. To keep the object and add it to one of your character's inventories, pick up the object and move it to the character's portrait. Left-click again to bring up the inventory screen. Clicking with the item over an inventory slot places the item in that slot.

Place Object in a Character's Hand:

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

Pray for Spells:

With this option, priests (clerics) select the spells for which they wish to pray. A menu, including the selection PRAY, appears when the mouse cursor is moved to the top of the screen. By left-clicking on PRAY, a screen of available priest spells is displayed. If more than one priest is in the party, their individual names appear on icons at the top of the screen. You can then choose which priest is to pray for spells by clicking on the appropriate icon.

By left-clicking the cursor over the [-] and [+] signs on the pray for spells screen, the choice of spells is made. Only the number and type of spells available to a character of your priest's level and experience are allowed; however, you have much to look forward to as the priest(s) in your party advance in levels, becoming ever more masterful spellcasters. Clicking on the "done" icon returns you to the adventure screen. Remember though, a priest must *rest* before his or her spells can be cast. For a detailed look at spellcasting, see the section "The Second Reading: Spellcasting," beginning on page 6.

Read Books or Scrolls:

Right or left-click on an in-hand book or parchment.

Rest:

This option allows characters to rest, heal, and memorize spells. How long they rest depends on the number and level of spells being memorized (or prayed for). The party cannot rest with creatures nearby, and even if there are no monsters in the vicinity, there is always a chance of a random encounter while the party sleeps. In the RAVENLOFT game world, these encounters are more likely to happen at night, a time when many horrors stalk the land.

Resurrection of Dead Characters:

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

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

Throw an Item:

After selecting an item from inventory or double right-clicking to select an object in a character's hand, move it into the adventure window. Click again when it is over the center line of the window to throw the object. (To drop an item click *below* the center line of the adventure window.) This type of throwing is not the same as throwing or firing a ranged weapon.

Throw a Ranged Weapon (Dagger or Throwing Knife):

Left-click on any in-hand dagger or throwing knife. Daggers are automatically replaced with daggers from the character's inventory, and throwing knives are replaced in the same way. They are *not* available for quick replacement if enclosed in a container

Turn Undead:

Right or left-click on your priest or paladin's holy symbol. Click on the 1st-level spell button, then click on the TURN UNDEAD ability.

Unlock a Door or Gate:

Place the appropriate key over a key-hole on the adventure window and left-click to open the lock. Keys on a key ring need not be removed from the ring, simply place the key ring over the keyhole and left-click. Some locked doors require spells such as *knock* to open them.

Use Object in a Character's Hand:

Left-click on the object or weapon where it appears above the character's portrait.

Save, Load, Pause, and Quit

SAVE

To save your game, move the mouse cursor to the top of the adventure screen until the menu of options appears. Left-click over the SAVE option. This displays a list of named, saved games. Click on an available slot, type in a name for the game you are saving, then press Enter to save it. Saving your game from time to time during play is a good idea.

Quick Save: By pressing the "s" key on your computer keyboard, you "quick save" your game without having to work through menu choices. This option saves your game, without a title, to a special quick save position. By pressing "Shift-r" you can restore this "quick saved" game.

LOAD

To restore a previously saved game, move the mouse cursor to the top of the adventure screen until the menu of options appears. Left-click over the LOAD option. This displays a list of named saved games, as well as the "quick save" slot mentioned in the "Save" instructions. Click on the game you wish to continue playing and press Enter to load it.

PAUSE

Pause the game at any time by moving the cursor to the top of the adventure screen until the options menu appears. Several "Pause" choices are available:

The game is paused when the inventory screen is displayed. This is done by left-clicking the mouse cursor over any character portrait. Right-clicking on the inventory screen returns you to the adventure screen and the game.

You may also pause the game by pressing the letter "p" on your computer keyboard. To return to the game, press "p" again.

QUIT

To quit the game, move the mouse cursor to the top of the adventure screen until the menu of options appears. Left-click over the QUIT option to end your game.

PLAYING IN DEPTH
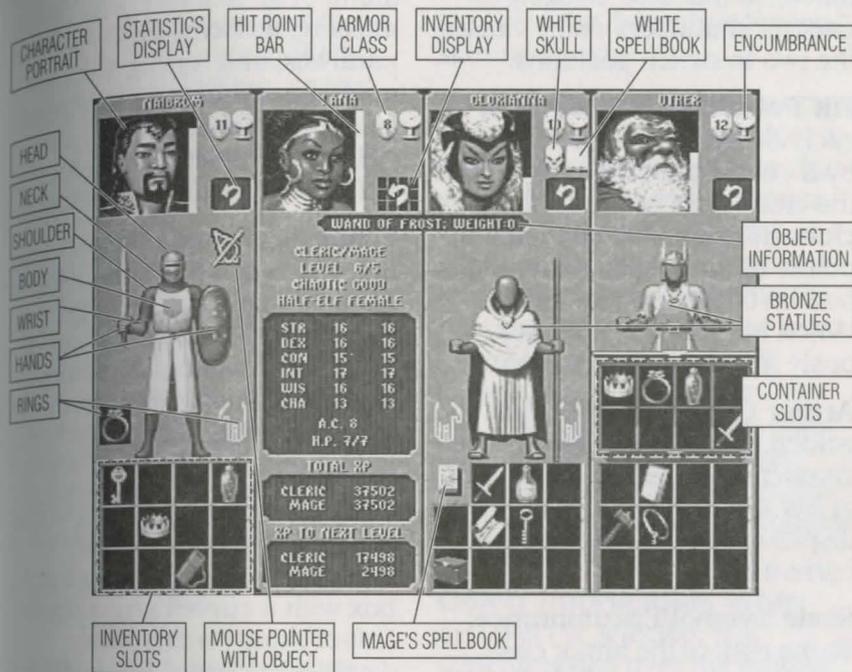
Inventory Screen

Inventory Screen

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

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

Character Positions in Party: Characters on the left are considered to be in the front rank of the party; those on the right are in the rear rank. This front and rear ranking applies only to interior locations. Characters outside are considered to have formed a less ordered group and all react as if they have positions in the front rank.

To change the rank positions of your characters, left-click with the cursor over the character's name at the top of the screen. The character's slot becomes

outlined in white. By clicking on a blank slot the character is moved to that slot. Clicking on another character's name causes the two to switch positions.

Hit Point Bar: Hit points for each character are represented by a yellow bar at the right of the character's portrait. As a character takes damage, the hit points bar descends to the bottom of the portrait square. When hit points are dangerously low, the bar turns red.

Armor Class Symbol: The golden shield to the right of the character portrait represents his or her armor class. The number displayed on the shield is the current AC.

Scale Symbol/Encumbrance: To the right of the armor class symbol is the scale symbol. Left-click on this icon and a window appears displaying how much weight the character is carrying, how much he or she is capable of carrying, and an encumbrance rating from the encumbrance table found on page 91. The inside of the scale changes color as encumbrance increases and shows red when a character becomes severely encumbered.

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

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

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

Statistics Display: Next to the character's portrait on the inventory screen is a small red box with a curved arrow inside. Left-clicking on this icon displays statistical information pertaining to the character. Information displayed includes the character's class and alignment, as well as total experience points gained and the number of experience points necessary to reach the next level. Right-clicking on the red box icon displays statistical information for all of the characters in the party at once.

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

Bronze Figurines: Below the character portraits on the inventory screen stand bronze figurines. These represent the character's body, upon which can be placed clothing, armor, various weapons, and items such as key rings, helmets, etc. Items may be placed on the following areas:

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

Though male, female, short, and tall figurines are displayed, any clothing found fits any character.

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

Inventory Slots: 12 inventory slots exist beneath each bronze figurine. Objects you wish your characters to carry with them on the adventure may be placed here. To do this, use the object manipulation techniques

described in "Pick Up and Drop Objects/Add Items to Inventory," in the section "Things You Can Do From the Adventure Screen," starting on page 14.

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

Object Information: When an object is selected, it is superimposed over the mouse pointer. When selected on the inventory screen, a message bar appears centered on the screen below the character portraits.

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

SCROLL MAP NORTH

◄ KEY ►

WALL
INSET
DOOR
FLOOR
TRAP DOOR
RUG
PLATE
ILLUSIONARY WALL
THE PARTY
TREE
CREATURE
NPC
FURNITURE

SCROLL MAP EAST

SCROLL MAP WEST

QUILL PEN

SEVERAL SCROLLS

ERASER

TEXT

PRINT

SAVE

EXIT

TOGGLE MAP TEXT ON/OFF

PRINT MAP

SAVE MAP TO FILE

MAPPING AREA

SCROLL MAP SOUTH

RETURN TO GAME
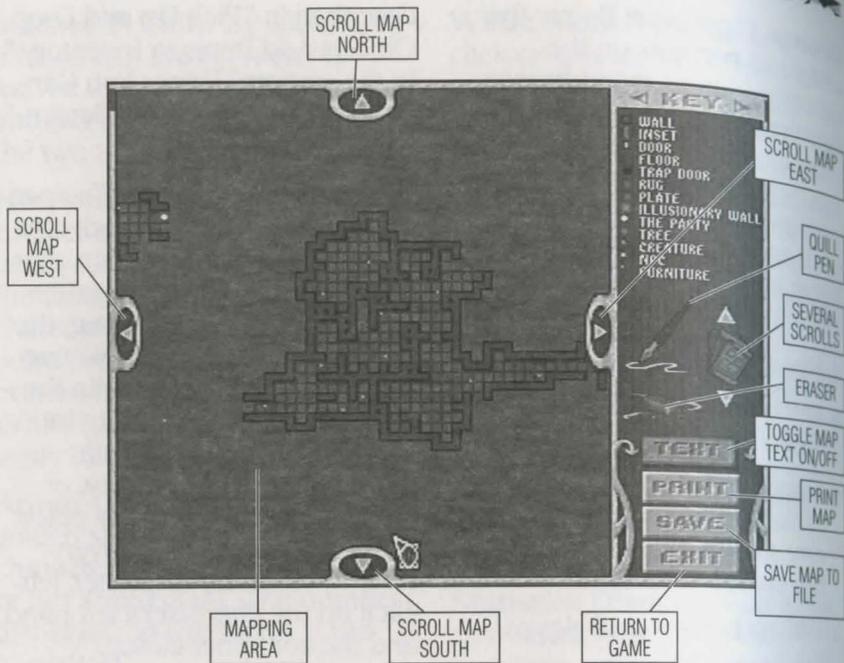
Automap Screen

Automapping

As your party explores the many lairs and labyrinths of the RAVENLOFT game world, the last thing you want to do is map each step of the way with pencil and paper. We've made it easy by including a versatile auto-mapping feature. The map is displayed from the adventure screen. Move the cursor to the very top of the screen and choose AUTOMAP from the menu of options which appears. (Placing the cursor over the option and left-clicking with the mouse activates this option.)

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

At the top, bottom, and sides of the automapping window are small gray pyramids, icons which can be used to scroll to the north, south, east, and west of the map. This becomes useful when the map grows larger than can be displayed all in one window. Buttons marked TEXT, PRINT, SAVE, and EXIT are in the lower right-hand corner of the screen, and above these are icons representing an eraser, a quill pen, and several scrolls. Altogether, these add a number of versatile features to the mapping process.

Left-clicking on the quill pen allows you to type notes anywhere on the map window. Simply move the cursor to the desired position and left-click to begin your text line. Hitting Enter allows you to continue your text on the next line. Up to four lines of text are available for each entry. Press Esc to return the cursor to the screen.

Left-click on the eraser icon and it turns gray. You may now move the cursor over any line of text on the map, where another left-click erases the line you have chosen. Click on the eraser again to exit this mode.

The icon representing several scrolls overlapping one another allows you to scroll through maps displaying various areas of the RAVENLOFT game world already explored by your party. Left-clicking on the small gray pyramids above and below the

scrolls activates this feature. The maps of *all* areas explored are always available.

Text: By clicking over the text button, any text you have added to the map window can be temporarily hidden to allow better viewing of the map. The text can be restored by clicking once again. Note that when the text button is off, the text is not printed when the print option is used.

Print: This unique feature allows you to print the layout of the RAVENLOFT game world area your characters are exploring. Print out a map by selecting the PRINT option on the right-hand side of the automapping display and left-clicking with the mouse. Note that text printed is not printed as it appears on your computer screen. Text is printed below the map, but remains useful because of a footnoting technique wherein letters overlayed at various locations on the map are associated with text notes beside those same letters printed beneath the map. A little practice quickly allows you to make the most accurate use of this feature.

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

Save: By selecting this option you save the currently viewed map into a file in the "Automaps" subdirectory. They are in the format AUTOxxx.MAP (where xxx is the number of the map) and can be viewed in any text editor.

Exit: Select EXIT to return to the adventure screen.

Adventuring Strategy

ATTACKING OPPONENTS

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

COMBAT MECHANICS

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

Armor Class

Armor class (AC) is how difficult a monster is to hit with a weapon. The lower the armor class, the harder it is to hit the target. Armor class is based on armor and a bonus for the character's dexterity.

Some magic items help improve (or lower) armor class rating.

THACØ

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

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

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

Example: A fighter with a THACØ of 15 attacking a monster with an AC of 3 would need to roll: (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

Damage is the hit point loss an attacker inflicts on his opponent. This damage is based on the attacker's strength and the weapon being used. What damage each weapon can do is summarized in the "Weapons Chart" on page 92.

Sometimes, monsters take partial or no damage from certain weapons. Skeletons, for example, take half-damage from sharp or edged weapons.

COMBAT STRATEGIES

Characters who use thrown weapons should carry them in-hand. Be sure to recover your character's ranged weapons after each battle. You may wish to collect all the ranged weapons your character finds, for they are used quickly in battle.

Moving and Fighting

Pay attention to the compass on the screen to help with mapping. In an unexplored area, move with a spell menu on the screen and an attack spell showing.

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

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

HINTS

Here are a few hints to help your character along the way.

Carry Items with You

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

Keep Track of Buttons and Levers

Some puzzles are activated in one part of the dungeon, yet affect other parts farther off. If your characters cannot get through an area, go back and change a few buttons or levers, one at a time, then see if the change makes a difference.

Use the automapping feature to assist you in learning the workings of certain puzzles.

Look for Hidden Buttons on the Walls

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

Keep An Eye on the Compass

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

When to Save the Game

Save the game any time you believe something might happen to hurt your party. Use the quick save option by hitting the "s" key on your computer keyboard.

We also recommend saving at the beginning of each level.

If a puzzle is difficult to solve, save the game and try different solutions.

If monsters are attacking thick and fast, save the game and try new strategies.

When things are really tough, save before opening doors.

Go On

When all else fails, go on with the game. Your characters need not open every door, fight every monster, and obtain every item to win. Remember any areas your party bypasses. If you are stumped in a later area, or need an item to go on, go back and try the puzzle again.

Game Options

The menu bar, displayed by moving the cursor to the top of the adventure screen, includes a choice on the far right called OPTIONS. Left-click on this choice and a screen showing nine control options is shown.

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

Turn the floors, ceilings, and/or sky on or off by clicking on the appropriate button. When these images are replaced by a neutral color, the game operates more quickly, as your computer has fewer bit-mapped images to keep track of.

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

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

The sound and music may be switched on and off from this screen.

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

The Holy Symbol of Ravenkind

An ancient medallion crafted to represent the beauty and power of the sun, the Holy Symbol of Ravenkind was once worn by the high priest of Castle Ravenloft as a sign of his office. A large crystal lies embedded in this platinum artifact, while symbols of light and truth are carved about its circumference. The title of Ravenkind was attached to the symbol when the secret society which bears that name, led by Pyoor Twohundredsummers, came to realize its tremendous potential for undoing the evil of Ravenloft.

The society of Ravenkind believes all of Ravenloft's troubles can be traced to a single, malevolent being, a creature of such undying evil that neither mortal-made nor ordinary magical weapons can destroy it. Unable to find the long-hidden medallion, the society nevertheless believes the Holy Symbol of Ravenkind to be the only device capable of dealing Ravenloft's most terrible inhabitant a mortal blow.

Who is the most dread sovereign of Ravenloft's evil? Can a burst of light from the Holy Symbol of Ravenkind truly destroy the ultimate enemy of lawful good? In answering these questions lie the hopes of your party: to survive, to succeed in their quest, and to escape Ravenloft forever.

CREATING YOUR PARTY OF CHARACTERS

Prophecy of Strong Companions

"By whatever gods you pray to, you have been blessed with loyal companions. I foresee their strength becoming as one with yours in times of need. They shall prove both boon and blessing on this difficult journey you have chosen to undertake."

— Madame Eva of the Vistani
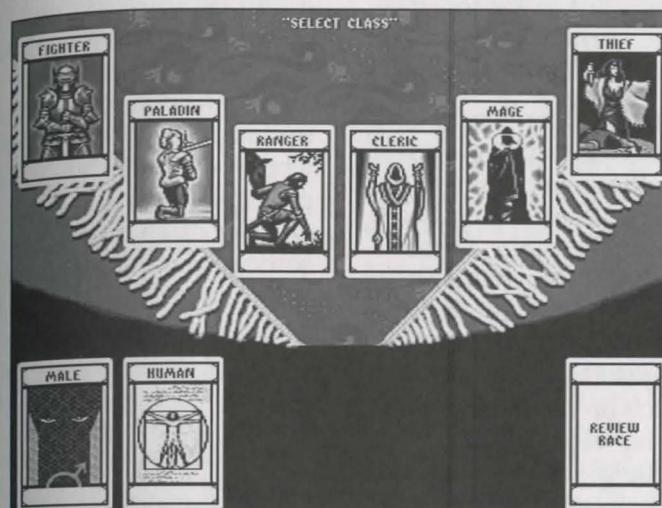
Character Class Selection Screen

Generating Characters

Character generation in STRAHD'S POSSESSION provides a unique and entertaining experience. When the character generator appears, it is as if you have stolen into a Vistani camp and arranged for a beautiful fortune teller to lay down cards holding the secret to your destiny. In this reading however, you choose the cards, determining as you go each character's sex, race, class, alignment, and attributes.

The first two cards placed on the table bear the legend "Foresee This Character." Each card represents one of the two characters with which you

begin your adventure. The card in the lower right hand corner of the display is labeled "Quit." If you do not wish to generate your own characters, choose "Quit" and the display returns to a menu screen.

Move the cursor over the "Foresee This Character" card of your choice and left-click with the mouse. The previous cards fade away and two new cards are dealt, one for male and one for female. Choose the gender of your first character by clicking over the appropriate card. Should you wish to move back one step before making a choice,

click on the "Foresee New Character" card in the lower right-hand corner. It returns you to the previous set of cards.

After you select the gender of your character, the card chosen moves to the lower left of the screen, while six new cards are dealt across the table. These represent the races available to your character: human, half-elf, halfling, gnome, dwarf, and elf. Click over the appropriate card for the race of your choice. Should you wish to move back one step before making a choice, click on the "Review Sex" card in the lower right-hand corner. It returns you to the previous set of cards.

After the race of your character is chosen, that card joins the gender card already in the lower left corner of the screen. Six new cards are displayed: fighter, paladin, ranger, cleric, mage, and thief. In this case, though, only the classes to which your *race* of character may belong are shown. Classes not available to a dwarf, for instance, are shown as cards turned face down on the table. All classes are available to human characters, while the other races have one or more limitations. To move back one step before making a choice, click on the "Review Race" card in the lower right corner.

Some races can belong to multiple classes. When this option is available for the character you are creating, the class card you have chosen is turned face down on the table while the other choices still available remain face up. Pick another class if you wish. For some races up to three different classes are available for the same character. To move back one step before making a choice, click on the "Restart Class" card in the lower right corner. When you are finished selecting multiple classes, click on the "Done" card which appears next to the "Restart Class" card. To learn more about how races and multiple class choices affect your character, review the section "Character Basics," starting on page 33.

After selecting your character's class, six more cards are dealt. These are alignment cards: lawful good, lawful neutral, true neutral, chaotic good, chaotic neutral, and neutral good. Again, some cards may be turned face down on the table because those choices are not available to a character of the race and class(es) you have just chosen. If you make your character a paladin, for instance,

the only alignment available is lawful good. For a paladin it is impossible to be anything else! To move back one step before making a choice, click on the "Review Class" card in the lower right corner.

When the character's class has been decided, that card joins your other selections of sex, race, class, and alignment at the bottom of the screen. The next cards dealt are character portraits, six faces from which you may choose. Move the mouse cursor over the character faces and they change from black and white to color portraits. Click on the "More" card at the bottom of the screen to review additional portraits. Left-click with the cursor over a particular portrait to choose it for your character. To move back one step before making a choice, click on the "Review Alignment" card in the lower right corner.

After your character's portrait card has joined the other choices at the bottom of the screen, three *attribute* cards are dealt. The card in the center displays basic information about your character, from his or her age, armor class, level, and hit points to the six standard attributes of Strength, Dexterity, Constitution, Intelligence, Wisdom, and

Charisma. Left-click on the "Reroll" card and a new set of numbers for your character are randomly generated. Left-click on the "Edit" card, and you may decide what numbers appear for each of the six standard attributes and your character's hit points.

Choose the "Edit" card, and the cards to the right and left of the attributes card become, respectively, a [-] card and a [+] card. By left-clicking over a number on the attribute card, that choice is highlighted and may now be modified. Change the highlighted number to a lower or higher value by clicking the cursor over the [-] card or the [+] card. The + and - on your computer's numeric keypad may also be used. Only the six standard attributes and your character's hit points are changeable, and then only to their minimum or maximum allowable values. To learn more about attributes, see the section "Character Basics," beginning on page 33.

When satisfied with your character's attributes, click over the "Done" card in the lower right of the screen. This returns one step to where the attribute card was flanked by a "Reroll" card and an "Edit" card.

To accept the attributes displayed, left-click in the center of the attributes card or hit Enter on your computer keyboard.

The last two cards displayed are "Keep" or "Delete" this character. If you choose to keep the character generated, you are prompted to enter the character's name on a card in the center of the screen. Left-click on the card or hit Enter to accept the name. The screen saves the character and moves on to the generation of a second character. Deleting the character starts the entire process over again.

Warning: You must generate two characters to enter the game. After you have generated your first character, the screen displayed shows the portrait and name of your character beside another "Foresee This Character" card. Should you not choose this card, but instead click on the "Quit" card in the lower right corner, your character's information will be lost when you leave the character generator. To return one step from this screen, left-click over the character's portrait. After your second character is generated, clicking over either one takes you back one step to the "Keep" and "Delete" cards.

After both of your beginning characters have been generated, a "Watch The Future" card is displayed in the lower right corner of the screen. Select this card to begin the game and set your characters off on a grand adventure through the perils of the RAVENLOFT game world.

Character Basics

Six races inhabit the world of STRAHD'S POSSESSION, and of these, while humans prove the most numerous and adaptable, only you can decide if they are the best traveling companions.

While the race of each character is important, another quality critical to success is their class. This description of talents and abilities falls into one of six basic categories, including cleric, fighter, ranger, mage, paladin, and thief. Some races boast talented men and women able to handle more than one occupation at a time. These are referred to as multi-class characters.

Physical and mental prowess are defined by a character's ability scores. These are: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

RACES

The six races of STRAHD'S POSSESSION:

♦ Human

♦ Elf

♦ Half-Elf

♦ Dwarf

♦ Gnome

♦ Halfling

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

Note: Dwarves, gnomes, and halflings do not appear as natural inhabitants in the RAVENLOFT game world. However, they may be chosen as races for the two characters which begin the game.

♦ Dwarves

Dwarves are rare in the RAVENLOFT game world, but what is rare is often more valuable. Dwarves combine the qualities of the ferocious and the artistic. They are as at home crafting a circlet of jewels as they are wielding an axe in battle. Firm muscle accounts for much of their average 150 pound weight, although at a mere four to four and a half feet in height, dwarves appear stocky at best. They are tenacious and demonstrate a fanatical courage through most of their four centuries and more of life. Their weapons and other dwarven-crafted wares command high prices in the market place.

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

Ability Score Modifiers:
Dexterity -1, Constitution +1, Charisma -2

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

♦ Elves

Elves spend much of their time in the carefree company of nature, as far from cities and towns as possible. Because of this they are often thought to be haughty and cold, especially when forced into the company of others. The RAVENLOFT game world presents special challenges for elves, for in that evil land their resistance to spells may falter, and the forests and glens of the demi-plane often prove to be places of a dark, unholy nature. At their best with a bow or a song, elves may spend more years in playful wandering than most other creatures live; their lifespan can exceed 1,200 years. They are distinguished by their fine features and pointed ears, and when standing beside the average man they appear a bit shorter than most. Taught archery from an early age, elves receive a +1 bonus with any type of bow, and with both short and long swords. Mages find them resistant to any type of *sleep* or *charm* spells. But unfortunately, *raise dead* spells do not affect them either.

Ability Score Modifiers:
Dexterity +1, Constitution -1

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

♦ Gnomes

Gnomes may be the world's first practical jokers and have a proven reputation as enthusiastic pranksters. Carefree and lively, it is often as difficult to believe they are kin to dwarves as it is to get any gnome to admit the relation. They live to be around 600 years old, an age reached in part because of their resistance to magic.

Ability Score Modifiers:
Intelligence +1, Wisdom -1

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

♦ Half-elves

Half-elves prove to be skillful in a wide range of activities, their mix of elven and human blood providing them with many advantages over other races. Yet their talents are not so appreciated as to make them welcome company in either human or elven society. While they are seen to travel and mingle in both groups, they are often too tall and heavy to be accepted among the elves, while it is their slender, elven features that often make them outcasts among men. Like many non-human races, half-elves can find the RAVENLOFT game world a very unfriendly place.

On the average, half-elves live for some 250 years and inherit an inborn resistance to *sleep*

and *charm* spells, though this protection proves weaker than in true elves.

Ability Score Modifiers: *None*

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

♦ Halflings

Halflings avoid strenuous adventures as a rule. Their backsides are used to the comfort of padded chairs and their feet enjoy resting atop mounds of well-feathered pillows. This is not to say they are lazy, for as a race, halflings prove to be sturdy and industrious, always making certain their larders stay full to bursting and their burrows remain warm, well-furnished homes.

A bit shorter than dwarves, halflings can usually be spotted by their curly hair and round, broad facial features. They are plump, quiet, and well-liked by the other races, especially the gnomes. When adventuring,

halflings show their mettle by their innate resistance to magic and the +1 bonus they receive for their skill with slings.

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

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

♦ Humans

Humans make up the majority of the RAVENLOFT game world's inhabitants. Those who have lived for long amid the dark and terrible secrets of the land are prone to become reclusive and stay safely behind bolted doors. Travelers through the RAVENLOFT game world may be more enterprising and materialistic by nature. Humans often risk their short, 70 year lifespan in quests for immediate, personal gain. Yet it proves difficult to say any one thing about them. Though often impatient and short-sighted, humans live in the most diverse societies and frequently strive to meet high ideals.

Ability Score Modifiers: *None*

Allowable Classes: *Cleric, Fighter, Mage, Paladin, Ranger, Thief*

CLASSES

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

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

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

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

◆ Clerics

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

No tomes of spells and rituals dangle from a cleric's belt or hide in the dark and musty reaches of his pack, for clerical magic is of divine origin. While mages mutter endlessly over the spells they must memorize, clerics invite a meditative trance wherein they become receptive to divine magic.

The ability to *turn undead* is listed on the cleric's 1st-level spells and is used like a spell, giving the wielder powers against undead monsters such as skeletons. Because this is an ability, it does not go away when used. As clerics advance in levels, they gain more spells and greater power against the undead. Unfortunately, nowhere are the undead more powerful than in the RAVENLOFT game world.

Clerics with wisdom of 13 or higher gain extra spells. (See the "Cleric Wisdom Spell Bonus" table on page 87.)

Prime Requisite: Wisdom

Races Allowed: All

Weapons Allowed: Mace, Flail, Staff, Sling

◆ Fighters

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

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

Prime Requisite: Strength

Races Allowed: All

Weapons Allowed: All

◆ Mages

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

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

Still, a high-level mage is a potent entity. With a hoard of musty spell books and scrolls, gathered after many trials and much experience, a mage can become truly powerful.

Prime Requisite: Intelligence

Races Allowed: Human, Elf, Half-Elf

Weapons Allowed: Dagger, Staff, Dart

◆ Paladins

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

Walking the most difficult path of any class, the paladin abides by the rules of lawful good and leads others by the example of his chaste and pious ways. The life of a paladin can become an horrendous challenge, one too great for any mere mortal to bear. The very aura of the land, in time, may convince the paladin that he has been betrayed by his gods and turn even the most pious among them to evil, though this is thought to take many years.

In addition to skill with all types of arms and armor, paladins possess extra resistance to magical attacks and poisons. No disease can lay them low. And once per day they can heal with their *lay on hands* ability, a skill similar to a cleric's *cure light wounds* spell. This restores two hit points per level of advancement.

By the time they've reached the third level, paladins can *turn undead* as well as a cleric two levels below their own. Once they reach the ninth level, paladins can use certain cleric spells, praying for them and casting them exactly as the clerics themselves do. These are: *bless, cure light wounds, detect magic,* and *slow poison.*

High-level paladins, like other high-level fighters, can attack more often with melee weapons.

Prime Requisites: Strength, Charisma

Races Allowed: Human

Weapons Allowed: All

◆ Rangers

Rangers follow the broken trails of their quarry across hard lands, or beneath the dim light of a forest canopy, yet never lose the spoor. They are trained trackers, hunters, and woodsmen, succeeding by their wits as much as by their skills with bow and sword.

At one with any type of weapon or armor, rangers usually avoid heavy armor as too restricting. It prevents them from using their special ability to wield a weapon in both hands without penalty. For this reason they are seen more often in studded leather or other, lighter armors.

High-level rangers, like other high-level fighters, can attack more often with melee weapons.

Prime Requisites: Strength, Dexterity, Wisdom

Races Allowed: Human, Elf, Half-Elf

Weapons Allowed: All

◆ Thieves

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

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

Prime Requisites: Dexterity

Races Allowed: All

Weapons Allowed: Club, Dagger, Dart, Short Bow, Sling, Long Sword, Broad Sword, Short Sword, Staff

ALIGNMENTS

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

◆ Lawful Good

◆ Lawful Neutral

◆ Neutral Good

◆ True Neutral

◆ Chaotic Good

◆ Chaotic Neutral

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

World View

◆ Lawful means that the character works within the framework and rules of a society.

◆ Neutral means that the character moves between valuing society and valuing the individual.

◆ Chaotic means that the character values the individual above society and others.

Personal Ethics

◆ Good indicates that the character acts in a moral and upstanding manner.

◆ Neutral indicates that the character leans towards "situational ethics," evaluating each set of circumstances.

ABILITY SCORES

These numbers are a summary of natural faculties and abilities. A character's summary includes the following faculties:

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

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

Every character brings a different combination of strengths, weaknesses, talents, and abilities to the game.

Instead, STRAHD'S POSSESSION uses scores to keep track of a character's various abilities. High scores show strength in a particular area, low scores the opposite.

A number between 3 and 18 goes to make the base score. Modifications to the base score caused by the character's race are automatically factored in by the computer.

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

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

Strength provides a measure of effectiveness in battle. As the word implies, physical power, muscle, and stamina are being gauged. Stronger characters are able to swing a sword or mace more often and thereby receive bonuses for the extra damage they do.

Fighters, rangers, and paladins are capable of extraordinary feats of physical prowess and so may possess strength scores higher than 18. These special scores are displayed as a percent value following the base strength, such as: 18/23, where 23 means 23%.

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

Dexterity bestows the gifts of speed and agility on those characters who score high in this area. Accuracy in firing a bow or in letting loose with a sling are additional advantages of being dexterous, as well as receiving bonuses to one's armor class. Adversaries simply find it hard to hit a quick moving target.

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

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

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

Wisdom ensures that the character possessing it is less susceptible to magic. Likewise, a low score in this area (7 or less), leaves a character open to the slightest spell. Wisdom scores of 15 and above offer some protection.

Clerics find that a high Wisdom score (13 or more) enables them to cast extra spells. For more information, see the "Cleric Wisdom Spell Bonus" table on page 87.

Charisma and its value lie embodied in the words persuasive and commanding. For a character with high personal magnetism and the allure which persuades others to accept their leadership, the way lies open to join that elite group, the paladins.

OTHER CHARACTERISTICS

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

Four other elements define how well a character is doing. Unlike race or class, these scores change constantly based on a character's actions. They are: armor class, hit points, experience points, and level.

Armor Class (AC) reflects both a character's dexterity and whatever new armor or shield he or she may be wearing. As a score, it measures how difficult someone is to hit and damage.

Low armor class values mean different things. While your character may have a low armor class because of wearing the best, dwarven-tooled armor, that beast skulking around the next corner may boast the same armor class, if only because it is fast and small.

Magical armor and a high dexterity score improve a character's armor class.

Hit Points (HP) act like a scale showing your character's life force. Needless to say, the longer your character allows that Strahd Zombie to beat him about the head and shoulders, the more hit points your character will lose. Higher values are better. And while armor and magical defenses

provide some protection, when your character's hit points reach zero, he or she is dead. At that point you will either have to replace the character with another one met by your party in its travels through the RAVENLOFT game world, or have your party's cleric attempt a *raise dead* spell.

Experience Points (EXP or XP) can be thought of as milestones in a character's personal development. Avoiding that undead's silent leap from behind taught your character something, as did honing his or her sword skills against the doom guard two doors back. Finding treasure, completing parts of the adventure, dispatching foes: all lead to increased experience points and, eventually, to an increase in a character's level.

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

All characters begin the game with some experience points, and multi-class characters have these points distributed evenly among their classes.

Level measures how much a character has advanced in his or her class. When a character gains enough experience points to advance a level, extra hit points are earned. There is also an improvement in a character's fighting ability.

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

These improvements happen automatically whenever a character has enough points.

Level advancement tables for all classes begin on page 87.

Creating Strong Characters

SINGLE-CLASS VS. MULTI-CLASS

Single-class characters have more hit points than multi-class characters with the same amount of experience. They do more damage to their opponents in battle. Single-class clerics and mages gain higher level spells sooner than their multi-class counterparts.

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

party, perhaps your fighter would have done well to gain the skills of that class.

Because their experience points are distributed evenly between their classes, multi-class characters move up through the levels slower than single-classed characters.

RACIAL ADVANTAGES

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

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

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

Elven Mage: Moving swiftly, your elven mage steps between the paths of two hurtling arrows, demonstrating inhuman grace and dexterity. Benefiting from a high armor class (due to dexterity) and the ability to gain levels swiftly as a single class character, the elven mage boasts a maxi-

mum constitution of 17 and a maximum dexterity of 19. He or she can also read elven writing.

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

Half-Elven Fighter/Mage/ Cleric: If this character can survive long enough, his or her various talents show promise in overcoming any obstacle the RAVENLOFT game world might offer. With the exception of lock picks, a specialty of thieves, your Half-Elven Fighter/Mage/ Cleric can employ every item in the game. But while drawing a sword, casting a *magic missile* spell, or healing that hell hound bite are all possibilities, he can do none as well as a single class character with the same amount of experience.

They rise in levels very slowly and have fewer hit points to call their own for most of the game.

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

SPELLS

Spirits, spells, and perilous magic await those summoned by fate to journey within the misty realm. To survive in the RAVENLOFT game world, it is well to know magic, or to seek out a fellow traveler adept in the ancient art of spellcasting. Following are descriptions of spells your magic-wielding characters may use to fend off the dangers of the realm, or to conquer its greatest challenges.

The Prophecy of Magic

"An aura of mystical strength surrounds you. It speaks of power, bringing forth abilities of which you may not be aware. Magic is yours to command, if only you might find the way. . . ."

— Madame Eva of the Vistani

LEGEND FOR PRIEST AND MAGE SPELL DESCRIPTIONS	Range:	0 = the spellcaster
		Touch = the character touched
		Close = adjacent square
		Medium = up to 2 squares away
		Long = as far as visible range
	Duration:	Instantaneous = flash or instant effect
		Short = single combat round
		Medium = effect lasts for some time
		Long = effect lasts quite a while
		Permanent = effect lasts for entire game
		Special = see spell description

PRIEST SPELLS

FIRST-LEVEL PRIEST SPELLS

Bless

RANGE: MEDIUM   **DURATION:** MEDIUM   **AREA OF EFFECT:** CHARACTERS IN YOUR PARTY

Weary from battle, exhausted by their ordeals, your men face an army of skeletons. How can they go on? Upon uttering this spell the morale of your party is raised, and all members gain a bonus to their attacks. *Bless* spells are not cumulative. First-level priests and high-level paladins can cast *bless* spells.

Cause Light Wounds

RANGE: TOUCH   **DURATION:** PERMANENT   **AREA OF EFFECT:** ONE CHARACTER

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

Cure Light Wounds

RANGE: TOUCH   **DURATION:** PERMANENT   **AREA OF EFFECT:** ONE CHARACTER

By casting this spell upon a wounded character, up to eight hit points of damage can be cured. High-level paladins can cast *cure light wounds* spells, and often need to after the stealthy shadow fiend catches the party unawares.

Detect Magic

RANGE: 0 | DURATION: MEDIUM | AREA OF EFFECT: CARRIED ITEMS

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

Invisibility to Undead

RANGE: TOUCH | DURATION: MEDIUM | AREA OF EFFECT: CREATURE TOUCHED

A useful spell for those stalked by a rotting zombie while exploring the RAVENLOFT game world. When cast upon a character, *invisibility to undead* causes a creature to lose track of and ignore your party. Powerful undead with many hit points may avoid the effect of this spell. Note also that a priest protected by this spell cannot turn affected undead and that the spell ends immediately if affected characters make any attack.

Light

RANGE: LONG | DURATION: MEDIUM TO LONG | AREA OF EFFECT: RADIANT GLOBE ABOUT CASTER

This spell causes a luminous glow to appear. The light is equal in brightness to torchlight, but is not cumulative, as multiple castings do not provide a greater light. A good spell to use when no torches are available.

Magical Stone

RANGE: 0 | DURATION: SPECIAL | AREA OF EFFECT: SPECIAL

Temporarily enchanting up to three small stones (no larger than sling bullets), a priest may hurl these at an opponent for up to 1d4 points of damage, or 2d4 when used against the undead. The stones are considered +1 weapons for determining if a creature can be struck, and the magic of each stone lasts for one half hour or until used. To use this spell, your character must find the stones, hold them in his or her hands, and then cast the spell.

SECOND-LEVEL PRIEST SPELLS

Aid

RANGE: TOUCH | DURATION: MEDIUM | AREA OF EFFECT: CHARACTER TOUCHED

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

Draw Upon Holy Might - STR

RANGE: 0 | DURATION: MEDIUM | AREA OF EFFECT: SPELLCASTER

While the citizens of Barovia cower within their homes, afraid to worship their gods, the priest in your party may become a vessel for the power of his or her god. Upon invoking this spell, his or her body shudders and glows with energy. As a result, the caster increases his or her Strength ability score by +1 for every three levels of experience. The effect lasts for the duration of the spell. It cannot increase strength beyond a value of 18.

Draw Upon Holy Might - DEX

RANGE: 0 | DURATION: MEDIUM | AREA OF EFFECT: SPELLCASTER

Similar to *Draw Upon Holy Might - STR*, invoking this spell causes the priest's body to act as a vessel for the energy of his or her god. This time, however, the caster increases his or her Dexterity ability score by +1 for every three levels of experience. The effect lasts for the duration of the spell. It cannot increase dexterity beyond a value of 18.

Flame Blade

RANGE: 0 | DURATION: MEDIUM | AREA OF EFFECT: ONE TARGET

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

Hold Person

RANGE: LONG   **DURATION:** MEDIUM   **AREA OF EFFECT:** UP TO FOUR CHARACTERS

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

Slow Poison

RANGE: TOUCH   **DURATION:** LONG   **AREA OF EFFECT:** CREATURE TOUCHED

Some brigands are known to lace their blades with a deadly poison. This spell slows the effects of any type of poison for a limited time. When the spell dissipates the victims suffer the poison's full effect unless a *neutralize poison* spell is cast. The spell's duration increases with the level of the caster. High-level paladins can cast *slow poison* spells.

THIRD-LEVEL PRIEST SPELLS

Cure Disease

RANGE: TOUCH   **DURATION:** PERMANENT   **AREA OF EFFECT:** CREATURE TOUCHED

This spell enables the caster to cure most diseases by placing his or her hand upon the diseased creature. Thereafter, whatever affliction tortures the creature rapidly disappears, depending of course upon the type of disease and the state of its advancement when the *cure disease* spell is cast. *Cure disease* is a critical component when any attempt to cure a werewolf is attempted.

Dispel Magic

RANGE: MEDIUM   **DURATION:** PERMANENT   **AREA OF EFFECT:** IMMEDIATE AREA

This spell can negate the effects of almost any spell affecting your party. *Dispel magic* does not counter *cure* spells, but it will dispel *hold person*, *bless*, and similar spells.

Negative Plane Protection

RANGE: TOUCH   **DURATION:** LONG OR UNTIL THE CHARACTER IS HIT   **AREA OF EFFECT:** ONE CHARACTER

This spell gives the affected character partial protection from undead attacks that drain levels, as those of the wights roaming the catacombs of Barovia are known to do. However, the character still takes any physical damage done by the attack. Undead creatures that attack characters protected by this spell take 2-12 points of damage from the spell's positive energy.

Prayer

RANGE: 0   **DURATION:** MEDIUM   **AREA OF EFFECT:** YOUR PARTY

This spell is a powerful version of the first-level *bless*. This spell increases your character's combat ability and decreases the enemy's. The spell has no cumulative effect. The spell's duration increases with the level of the caster.

Remove Paralysis

RANGE: 0 **DURATION:** PERMANENT **AREA OF EFFECT:** UP TO FOUR CREATURES

Created centuries ago by evil wizards, inquisitors can paralyze their victims with a single gaze. Luckily for those who have mastered this spell, it negates the effects of any type of paralyzation or related magic. The spell also counters *hold* or *slow* spells.

FOURTH-LEVEL PRIEST SPELLS

Cause Serious Wounds

RANGE: TOUCH **DURATION:** PERMANENT **AREA OF EFFECT:** CREATURE TOUCHED

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

Cure Serious Wounds

RANGE: TOUCH **DURATION:** PERMANENT **AREA OF EFFECT:** CHARACTER TOUCHED

This spell is identical to the first-level *cure light wounds* spell, except that it heals 3-17 hit points of damage. Characters courageous enough to face a zombie golem and survive may well hope their party's priest knows this one.

Fortify

RANGE: 0 **DURATION:** SPECIAL **AREA OF EFFECT:** CHARACTER TOUCHED

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

Neutralize Poison

RANGE: TOUCH **DURATION:** PERMANENT **AREA OF EFFECT:** CHARACTER TOUCHED

This spell detoxifies any sort of poison or venom, whether it exists in a poisonous creature or in a poisoned party member. It cannot, however, bring a character back to life if he or she has already died. A warning: not all Vistani are to be trusted; those known as Darklings are masters of a very deadly poison.

FIFTH-LEVEL PRIEST SPELLS

Atonement

RANGE: TOUCH **DURATION:** PERMANENT **AREA OF EFFECT:** CREATURE TOUCHED

By using *atonement*, a priest removes the burden of unwilling and unknown deeds from the person who is the subject of the *atonement*. This spell is especially useful when working to remove the pathological scourge of the werewolf.

Cause Critical Wounds

RANGE: TOUCH **DURATION:** PERMANENT **AREA OF EFFECT:** CREATURE TOUCHED

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

Cure Critical Wounds

RANGE: TOUCH **DURATION:** PERMANENT **AREA OF EFFECT:** CHARACTER TOUCHED

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

Flame Strike

RANGE: LONG **DURATION:** INSTANTANEOUS **AREA OF EFFECT:** ONE SQUARE

By means of this spell, the priest calls out of the sky a column of flame, hopefully annihilating the unlucky target. Creatures affected by the spell suffer 6-48 points of damage.

Raise Dead

RANGE: TOUCH **DURATION:** PERMANENT **AREA OF EFFECT:** ONE CHARACTER

When the priest casts a *raise dead* spell, he or she can restore life to a dwarf, gnome, half-elf, halfling, or human, though they may remain gravely weakened and all but useless to the party for a time. Unfortunately, full-blooded elves cannot be affected by this spell.

SIXTH-LEVEL PRIEST SPELLS

Harm

RANGE: TOUCH **DURATION:** PERMANENT **AREA OF EFFECT:** CREATURE TOUCHED

Terribly effective, this reverse of the *heal* spell will bring a target to death's door, reducing it to very few hit points, no matter how many hit points the target had before the spell. Is your priest brave enough to shake hands with a werewolf, and would so powerful a creature ever allow him that close alive?

Heal

RANGE: TOUCH **DURATION:** PERMANENT **AREA OF EFFECT:** CHARACTER TOUCHED

A tremendously potent *heal* spell. When cast it will completely heal the affected character of all but 1-4 hit point of damage, and remove poison, blindness, and paralysis.

MAGE SPELLS

FIRST-LEVEL MAGE SPELLS

Armor

RANGE: TOUCH   **DURATION:** LONG   **AREA OF EFFECT:** CHARACTER TOUCHED

When casting this spell, a mage surrounds himself, herself, or another character with a magical field that protects as scale mail (AC 6). The spell has no effect on characters who already have AC 6 or better and it does not have a cumulative effect with the *shield* spell. The spell lasts until dispelled, or until the wearer sustains 8 points of damage + 1 point per level of the caster.

Burning Hands

RANGE: CLOSE   **DURATION:** INSTANTANEOUS   **AREA OF EFFECT:** FRONT RANK

When a mage casts this spell, a jet of searing flame shoots from the character's fingertips. The damage inflicted by the flame increases as the mage increases in level and gains power. The spell does one to three points of damage plus two points per level of the caster. For example, a 10th-level mage would do 21-23 points of damage.

Chill Touch

RANGE: 0   **DURATION:** MEDIUM   **AREA OF EFFECT:** SPELLCASTER

When casting this spell, a blue glow encompasses the mage's hand. This energy attracts the life force of any living thing upon which the mage makes a successful melee attack. To reflect this, the creature suffers a -1 to its attack rolls for every other successful touch.

Detect Undead

RANGE: 0   **DURATION:** LONG   **AREA OF EFFECT:** 60' + 10'/LEVEL

Is your party being assaulted by creatures of the undead at every turn? And you thought Castle Ravenloft was a friendly place! This spell displays the dungeon map and shows the location of any undead creature on that map. In this way the mage detects the undead through walls and obstacles, giving the party a chance to form a plan or run for safety.

Light

RANGE: LONG   **DURATION:** MEDIUM TO LONG   **AREA OF EFFECT:** 20-FOOT-RADIUS GLOBE

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

Magic Missile

RANGE: LONG   **DURATION:** INSTANTANEOUS   *AREA OF EFFECT:* ONE TARGET

The mage creates a bolt of magic force that unerringly strikes one target. *Magic missile* spells do greater damage as a mage increases in level. Initially, *magic missiles* do two to five points of damage, and for every two extra levels the spell does two to five more points. So, a first- or second-level mage does two to five points of damage, but a third- or fourth-level mage does four to ten, and so on.

Shield

RANGE: 0   **DURATION:** MEDIUM TO LONG   **AREA OF EFFECT:** SPECIAL

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

SECOND-LEVEL MAGE SPELLS

Agannazer's Scorcher

RANGE: MEDIUM   **DURATION:** SHORT   **AREA OF EFFECT:** 2-FOOT BY 60 FOOT JET.

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

Blur

RANGE: 0   **DURATION:** MEDIUM   **AREA OF EFFECT:** SPELLCASTER

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

Ice Knife

RANGE: SPECIAL   **DURATION:** INSTANTANEOUS   **AREA OF EFFECT:** SPECIAL

By casting the *ice knife* spell, a mage fires a dagger of ice at his or her target. A successful hit causes from 2-8 hit points of damage. Should the dagger miss its target, it will shatter, releasing a wave of numbing cold. Creatures within the range of this wave may suffer cold damage, moving slowly as if paralyzed. A thrown *ice knife* cannot be picked up for reuse. Touching it will result in the wave of numbing cold described previously.

Improved Identify

RANGE: 0   **DURATION:** PERMANENT   **AREA OF EFFECT:** ONE ITEM IN THE SPELLCASTER'S HAND

When this spell is cast, one item in the mage's hand is identified for what it really is. The mage learns the item's name and the attack or damage bonuses it has. To use this spell, the object can be placed either in the character's hand as it appears on the adventure screen or in the hand of the character's figure on the inventory screen.

Knock

RANGE: LONG   **DURATION:** SPECIAL   **AREA OF EFFECT:** 10 SQUARE FEET/LEVEL

When Count Strahd Von Zarovich is your gracious host, would you betray his trust by exploring locked rooms? Only your party's mage knows for sure. When casting a *knock* spell, a mage is able to open stuck, barred, locked, held, or wizard-locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. When opening a magically locked door, the spell does not remove the former spell, but merely suspends it from functioning for a single turn.

Wizard Lock

RANGE: TOUCH   **DURATION:** PERMANENT   **AREA OF EFFECT:** 30 SQUARE FEET/LEVEL

A *wizard lock* spell cast upon a door, chest, or portal magically locks it. While the mage can freely pass through his or her own lock without affecting it, other creatures must try to break in, or use magic several levels above the casting mage's to successfully *dispel* or *knock* their way in.

THIRD-LEVEL MAGE SPELLS

Dispel Magic

RANGE: LONG **DURATION:** PERMANENT **AREA OF EFFECT:** 30-FOOT CUBE

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

Fireball

RANGE: LONG **DURATION:** INSTANTANEOUS **AREA OF EFFECT:** TARGET SQUARE

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

Flame Arrow

RANGE: LONG **DURATION:** SHORT **AREA OF EFFECT:** SPECIAL

With this spell, the mage is able to cast fiery bolts at opponents within range. Each bolt inflicts 1d6 points of damage, plus an additional 4d6 points of fire damage. The number of bolts a mage may throw increases with his or her experience level.

Haste

RANGE: CLOSE **DURATION:** MEDIUM **AREA OF EFFECT:** 40' CUBE, 1 CREATURE/LEVEL

This spell allows the affected character to move and fight at double the normal rate. (However, the spell does not allow spells to be cast at a faster rate.) The spell's duration increases with the level of the caster. Whether it is nobler to turn and face the approaching werewolf with increased agility, or run as fast as you can, that is the question.

Hold Person

RANGE: LONG **DURATION:** MEDIUM **AREA OF EFFECT:** UP TO FOUR TARGETS

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

Hold Undead

RANGE: LONG **DURATION:** MEDIUM **AREA OF EFFECT:** UP TO 3 TARGETS

This spell affects undead creatures who are as powerful or weaker than the caster. This spell automatically affects skeletons, zombies, or ghouls. All other undead creatures may resist the spell; those who do not become rigid and unable to move or speak. Spell duration increases with the level of the caster.

Invisibility 10' Radius

RANGE: TOUCH **DURATION:** SPECIAL **AREA OF EFFECT:** 10-FOOT RADIUS OF CHARACTER TOUCHED

The mage confers invisibility upon everyone within 10 feet of the target of this spell. Gear carried is included, though light emitted from a light source remains visible. The effect moves along with the recipient, but creatures entering the spell's radius do not become invisible. Characters remain invisible until the spell is dispelled, the characters are attacked, or they attack themselves.

Lightning Bolt

RANGE: LONG **DURATION:** INSTANTANEOUS **AREA OF EFFECT:** SPECIAL

Upon casting this spell, the mage releases a powerful stroke of electrical energy that inflicts 1d6 points of damage per level of the spellcaster, up to a maximum of 60 points to each creature within its area of effect.

Slow

RANGE: LONG **DURATION:** MEDIUM **AREA OF EFFECT:** TWO SQUARES

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

Vampiric Touch

RANGE: CLOSE **DURATION:** MEDIUM OR UNTIL ONE ATTACK IS MADE **AREA OF EFFECT:** SPELLCASTER

When this spell is cast, a glowing hand appears. A mage may attack with this hand like any other melee weapon. When the caster touches an opponent with a successful attack, the spell does 1-6 points of damage for every two levels of the mage. For example, a 10th-level mage would do 5-30 points of damage. These points in turn are transferred temporarily to the mage, so any damage he or she takes is subtracted from these points first. Unfortunately, this spell does not affect undead monsters such as the skeletons to be found beneath the river Ivlis.

FOURTH-LEVEL MAGE SPELLS

Detect Scrying

RANGE: 0 **DURATION:** LONG **AREA OF EFFECT:** 120-FOOT RADIUS

By use of this spell, the mage immediately becomes aware of any attempt to observe him by magic means. The spell reveals the use of magical scrying devices, such as crystal balls or other magical reading devices.

Ice Storm

RANGE: MEDIUM TO LONG **DURATION:** INSTANTANEOUS **AREA OF EFFECT:** A CROSS-SHAPED AREA 3X3 SQUARES

This spell produces a pounding torrent of huge hailstones. The spell pummels the targets with 3-30 points of damage. The range of this spell is based on the caster's level. Since edged weapons inflict only 1/2 damage on Strahd Skeletons, this spell may be one way to deal with the pesky creatures, as they are usually encountered in numbers.

Remove Curse

RANGE: TOUCH **DURATION:** PERMANENT **AREA OF EFFECT:** SPECIAL

An important component of any attempt to cure a werewolf, this spell attempts to remove a curse which has been placed upon a person or an object. While it may not alter an evil object so that it can be used by the party, it can enable a character to be rid of a cursed object. Certain curses may not be countered, or may only be countered depending upon the level of the mage casting this spell.

Stoneskin

RANGE: TOUCH **DURATION:** SPECIAL **AREA OF EFFECT:** ONE CHARACTER

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

Wizard Eye

RANGE: 0   **DURATION:** MEDIUM   **AREA OF EFFECT:** SPECIAL

This is a dangerous land, one where the ability to scout ahead is often the difference between life and death. With *wizard eye* the mage creates and invisible eye which can travel in any direction as long as the spell lasts. It allows the mage to see along the path ahead, even up to 10 feet away in darkened areas using infravision. Unfortunately, the magical eye cannot pass through solid barriers.

FIFTH-LEVEL MAGE SPELLS

Cone of Cold

RANGE: CLOSE   **DURATION:** INSTANTANEOUS   **AREA OF EFFECT:** THREE SQUARES

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

Hold Monster

RANGE: LONG   **DURATION:** MEDIUM   **AREA OF EFFECT:** ONE SQUARE

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

SIXTH-LEVEL MAGE SPELLS

Claws of the Umber Hulk

RANGE: TOUCH   **DURATION:** LONG   **AREA OF EFFECT:** ONE CHARACTER

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

Death Spell

RANGE: LONG   **DURATION:** INSTANTANEOUS   **AREA OF EFFECT:** 3 SQUARES LONG

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

Dragon Scales

RANGE: TOUCH   **DURATION:** LONG   **AREA OF EFFECT:** ONE CHARACTER

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

Lich Touch

RANGE: TOUCH   **DURATION:** MEDIUM   **AREA OF EFFECT:** SPELLCASTER

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

Otiluke's Freezing Sphere

RANGE: SPECIAL   **DURATION:** MEDIUM OR UNTIL THROWN   **AREA OF EFFECT:** SPECIAL

When casting this spell, the mage creates a small globe about the size of a sling stone. It can be hurled by hand or in a sling, but upon hitting the target it does 6d6 points of cold damage upon all creatures within a 10-foot radius. These special sling stones should be created just before a battle in which they will be used, for they cannot be stored forever and will disappear in time.

True Seeing

RANGE: 0   **DURATION:** SHORT   **AREA OF EFFECT:** SPECIAL

Castle Ravenloft can be a maze to those unfamiliar with its many twists, turns, and magical wards. With this spell, a mage can see things as they really are. Illusionary walls will not fool your character, and invisible monsters, items, or magical effects will appear.

Strategies for Using Spells

In the hostile environs of the RAVENLOFT game world, the spells memorized by your spellcaster will be important to his or her strategy. In the following section, the spells are divided into types: offensive, defensive, curative, and others, and hints are given on when each type of spell* is most effective.

*Spells that are available to priests (or both priests and mages) are marked with a caret sign (^).

◆ OFFENSIVE SPELLS

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

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

^Flame Blade, Ice Knife, ^Magical Stone

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

Agannazer's Scorcher, Death Spell, Magic Missile

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

Cone of Cold, Fireball, Flame Arrow, ^Flame Strike, ^Hold Person, Otiluke's Freezing Sphere, Slow

These spells affect several monsters in an area. Because of the damage they do, they are often the preferred offensive spells of high-level spellcasters. Look closely at the area of effect for each spell. Spells affecting several squares are more effective against monsters that cannot attack in groups. Spells affecting a single square are most effective against monsters that attack in groups.

Be careful when using the ice storm and hold person spells. If the target of an ice storm is within melee range of your character, he or she will also take damage from the spell. The hold person spell only affects human and other humanoid creatures.

◆ DEFENSIVE SPELLS

Armor, Blur, Shield, Stoneskin, Dragon Scales

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

^Bless, ^Prayer, ^Negative Plane Protection

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

◆ HEALING AND CURATIVE SPELLS

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

Replace lost hit points with these spells. Aid can temporarily increase your character's hit points over their normal maximum value. Clerics should always have a few cure light wounds spells memorized to quickly heal wounds.

^Slow Poison, ^Remove Paralysis, ^Neutralize Poison

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

◆ DETECTION

^Detect Magic, Detect Undead, Improved Identify, Detect Scrying, Wizard Eye, True Seeing

These spells allow the spellcaster to recognize magic, detect the presence of undead creatures, look ahead of the party, or scrye. Detect magic is very useful in evaluating the items your party picks up during the game. The spell causes all magical items carried by the character to glow.

◆ OTHER SPELLS

^Create Food & Water

This spell is useful where food is scarce (in the later levels of the game). Be sure your spellcaster memorizes this spell before food runs out!

^Dispel Magic

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

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

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

Haste

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

Invisibility 10' Radius, Invisibility to Undead

Invisibility 10' radius is useful to hide your character from mystic sensors and prying eyes. Even when your character is invisible, most monsters will sense his or her general location, though monsters receive big penalties on attacks against invisible targets.

Knock, Wizard Lock

The mage casting a knock spell is able to open stuck, barred, or locked doors. The wizard lock spell does the opposite; however, a mage may pass his or her own magical lock without affecting it.

^Light

A glow equal to torchlight is fixed on an object when this spell is cast.

BESTIARY

Prophecy of Difficulties to Come

Bats, Ghouls, and Brigands are but a few of the dangers to be encountered in the domain of Strahd Von Zarovich. This section contains descriptions of the creatures awaiting any traveler who dares enter the RAVENLOFT game world.

"Take care and keep a wary eye; be not too brash when approaching the denizens of this sullen land, for they, with lethal and malignant certainty, lie in wait for you."

— *Madame Eva of the Vistani*

Bat, Skeletal

The mindless, animated remains of the bat, skeletal bats are no more than puppets sent to carry out the will of their creator. They are usually used as guardians and are commonly associated with necromancers or evil priests. One to three points of damage can be done by a strike from their bony claws, and they radiate an aura of fear. Cemeteries, caverns, and dungeons are likely places to be on one's guard against skeletal bats.

Brigands

Ruffians and thieves, these highwaymen are a common threat in the RAVENLOFT game world. Old Svalich Woods is notorious for their activities, and their camps are often placed strategically near Old Svalich Road. Loyal to no one, brigands are shown little mercy in combat with the forces of law and order, and in turn they rarely show any mercy to their victims. A brown traveling cloak, equipped with a hood which drapes over the head and face is a common costume for brigands.

Broken Ones

Broken ones are the tragic survivors of scientific and magical experiments gone awry. While they were once human, their beings have become mingled with those of animals and their natures forever altered by the shock of the event. Though somewhat rare, broken ones are formidable opponents and prove to be vicious once drawn into melee combat. The weakest broken one will have 15 hit points. Wielding weapons in combat, or attacking with claw and fang, broken ones are capable of inflicting 1-6 points of damage. They are known to inhabit dense woods and rocky wastes, often surviving by carrying out raids on villages.

Count Strahd Von Zarovich

Count Strahd Von Zarovich, Lord of Barovia, rules from Castle Ravenloft, a huge and forbidding structure which sits atop a precipice overlooking the town. Barovia is his by right of conquest, for long ago Strahd entered the valley between the Balinok mountains at the head of a powerful army. Standing over six feet in height, his body lean and hardened from long years of war, Strahd is a natural leader and a powerful lord, one who accepts nothing less than absolute obedience to his rule. While his army has long since faded into history and Strahd himself is rarely seen, he nevertheless retains a ruthless and unyielding grip upon the land.

Darkling

The darkling is a gypsy, one of the Vistani who inhabit the land; however, this vagabond has been cast out by his own people for some offense, then left to wander alone, becoming more evil with the passing of the years. In melee combat, the darkling will generally rely on light arms like daggers and short swords, doing damage according to the weapon employed; however, a darkling trademark is to coat the blades of these weapons with lethal poison.

Darklings often gather bands of human thugs about them and take up the life of the wandering brigand, committing heinous crimes and acts of random brutality.

Doom Guard

Created by a series of arcane enchantments, doom guards begin their unnatural existence as nothing more than suits of armor. Once animated, they become guards, serving as pure and simple treasure protectors or as castle guards for powerful mages. They are straightforward opponents. With a sword, axe, or similar weapon, they attack anything entering their area of responsibility. These weapons will inflict 1-8 points of damage, or in rare cases up to 10 points of damage. Any spell depending upon a biological function is useless against a doom guard, though a *lightning* spell can be effective.

Gargoyle

Gargoyles are ferocious creatures, magical by nature and often found dwelling amid ruins or in underground caverns. Originally, gargoyles were carved roof spouts designed to represent grotesque human and animal figures. Some of these decorative gargoyles can still be seen. For others, however, a powerful enchantment cast long ago brought the sculptures to life. Gargoyles take great pleasure in torturing to death their helpless prey. They are winged creatures and excellent fighters, with four attacks per round. Counting on their appearance as sculptures, gargoyles often stand or sit motionlessly, perhaps posing in a fountain or standing beside a doorway. When their victim is close enough, they strike out. When possible, they also enjoy swooping down on their victims from above. Sometimes the treasure they collect from their victims can be found buried or under a large stone.

Ghoul/Ghast

Once human, ghouls are the undead who feed on the flesh of corpses. Their transformation has left them deranged, destroying their minds and leaving behind only a terrible cunning. With long, roughened tongues they lick marrow from cracked bones. Ghouls attack by clawing with their filthy nails and biting with their fangs. Unfortunately, the very touch of a ghoul causes many creatures to become rigid, a paralysis which can last for many rounds.

The ghast is so like a ghoul as to be all but indistinguishable from the latter. If anything, they are worse than their ghoulish brothers, for the touch of a ghast can affect elves, and the paralysis so inflicted will last longer for all those affected.

Ghoul Lord

Looking much like a common ghoul or ghast, the ghoul lord is, nevertheless, an opponent of an altogether more terrible sort. This king of hideous beasts lives upon the flesh of the dead and the living. Nearby wait its troops, bands of undead monsters eager to obey its next command. When a ghoul lord strikes with its long, cruel claws, it inflicts 1-6 points of damage with each blow. The points of its deadly teeth score 1-10 points of damage, and this bite infects the unlucky victim with a horrific rotting disease. Its touch causes paralysis, and reliable sources indicate that only magical attacks and weapons forged of pure iron stand a chance of resisting the lord of the ghouls.

Goblyn

Totally evil and submissive to their master's every whim, these creatures are formed by powerful magical items and spells, devices which have transformed once normal humans into these twisted beings. Their bloated heads, glowing red eyes, and pointed teeth are the mark of a monster so hideous they can often paralyze a victim in fear by means of a surprise attack. Goblyns seldom attack with weapons. Instead, they strike at their victim's throat with their clawed hands. Each successful claw attack inflicts 1-6 points of damage, but if both claws hit, the goblyn gains a solid hold on the neck of its opponent. When this happens a bite in the face is usually inevitable, with the potential for terrible damage. These beasts never sleep, tire, or become bored, and as such make relentless foes.

Golem, Bone

A golem is an artificial form, a body or skeleton animated by the Dark Powers. It is under the complete control of its creator. The bone golem is assembled wholly from the bones of animated skeletons which have been defeated in combat. Any manner of skeletal undead will do, from traditional skeletons to the bones of animals and monsters, the compiled result often taking on a nightmarish appearance. An attack from one of these creatures can do 3-24 points of damage with each successful blow from a golem's claws, and they are capable of a hideous laugh which is known to cause paralysis and/or death.

Those who have fought with bone golems know magical weapons can provide an effective defense, but that the evil creations are immune to all life and mind-affecting spells.

Golem, Zombie

A variation of the bone golem, the zombie golem is known for attacking with its powerful fists. In any single round of combat, a zombie golem can make two separate attacks, each causing from 3-18 points of damage. Luckily, this is a slow-moving creature, one incapable of surprising its victims. In fact, the smell exuded by this type of golem is so noxious, it can affect any adventurer moving within 30 feet of the creature. The odor actually defends this horror against attack by making an opponent so stricken with nausea that it becomes impossible to concentrate on the battle.

Groaning Spirit (Banshee)

The groaning spirit, or banshee, is usually the spirit of an evil female elf — a very rare thing indeed. Most groaning spirits hate the living; they find the presence of living beings painful, and seek to harm whomever they meet. Groaning spirits appear as floating, luminous phantasms of their former selves. Their image glows brightly at night, but is transparent in sunlight. Most groaning spirits look old and withered, have hair that is wild and unkempt, and dress in tattered rags. They have faces of pain and anguish, and eyes burning brightly with hatred and ire. Groaning spirits frequently cry out in pain — hence their name and their deadliest weapon. Once per day a banshee wails with such dreaded power that its keening voice may actually prove deadly.

In the demi-plane, it has been said banshees can include the trapped, tortured souls of lawful good, female elves who were no more than victims of horrid circumstance.

Hell Hound

Like some monstrous mutation of the faithful guard dog, these creatures of eerie and hellish disposition are often found in the service of evil beings. They resemble large dogs with a fur of mangy, rust-red or red-brown color, while their teeth and tongue are soot black. In combat, hell-hounds prove clever hunters. They operate in packs and attack first by breathing fire at their prey from up to 10 yards away. Perhaps because they use fire as a weapon, they themselves are immune to such attacks, and their senses are so keen that they have been known to sniff out and attack those adventurers who had thought themselves successfully hidden by an *invisible* spell.

Living Wall

Though living walls appear to be normal constructions of stone and brick, they radiate an evil magic that only a mage capable of *true seeing* can peer beyond. The wall actually consists of greying and sinewy flesh — of faces, hands, broken bones, feet, and toes jutting from the surface. Any creature dying within 100 yards of the wall can be absorbed by it, adding their life strength to its evil aura. In combat, the wall retains the abilities, and sometimes the weapons, of those it has absorbed. While no living wall will initiate an attack, once it has been struck all the creatures who have been absorbed into it will strike back in an immediate, combined attack. Beware of any living wall which has absorbed a powerful mage, for those spells memorized by the mage at the time of his absorption are at the wall's command.

Lycanthrope, Werebat

Referring to themselves as "predators of the night," werebats favor humans and demihumans for their prey. As lycanthropes, werebats typically have three forms: normal human, vampire bat, and a hybrid of the two. In its most feared form the werebat retains its humanoid shape but takes on the added features of the bat: the arms extend to become willowy as leather wings form beneath them, the teeth sharpen into deadly fangs, etc. Attacking with claws and teeth, the werebat not only causes damage to mortal flesh, but potentially infects its victim with the pathological scourge of lycanthropy itself, bringing yet another infected werebat into being. Like most lycanthropes, werebats can be harmed only by silver or +1 or better magical weapons. They favor caves in lightly wooded, temperate regions as their homes.

Lycanthrope, Wererat

Also known by the inelegant name of ratmen, wererats are humans who can transform into sly and evil ratlike beings. They rely on weapons for their attacks and prefer short swords and daggers, no doubt because of their low, wiry build. They often attack from ambush, and one of their favorite tactics is to assume human shape and lure unsuspecting victims into a trap. Victims of the wererat find themselves robbed, held for ransom, or eaten (sometimes all three).

Lycanthrope, Wereraven

Wereravens are a race of wise and good-aligned shapechangers. In the hybrid form of these creatures the arms grow long and thin, sprouting feathers and transforming into wings. The mouth hardens and projects into a straight, pecking beak, and the eyes turn jet black. A coat of feathers replaces the normal body hair of the human form. It is rumored these creatures belong to a secret society, a disciplined and dedicated band devoted to ridding the land of evil.

Lycanthrope, Werewolf

The most feared of all lycanthropes are men who can transform themselves into wolflike beasts. In its wolf form, the werewolf can be harmed only by silver or magical weapons of +1 or better, since any wounds caused by normal weapons heal too quickly to actually injure the creature. Known to roam the wilderness, caves and burrows are the common homes of werewolves. Because lycanthropy can be passed on through the bite of another infected animal, innocent men and women are often afflicted with this terrible scourge. It is always, then, a question whether to fight this beast upon encountering it, or to help it find a way to end the infection and return to normal life. Beware though, once the transformation is complete, the werewolf knows only an uncontrollable, killing rage.

Inquisitor

As its name implies, this creature is adept at the arts of torturing a captive opponent until the helpless prisoner reveals information about his comrades or goes mad from pain and terror. With half its flesh rotted away, exposing tendons and yellowed bones, the inquisitor is an undead abomination which should be shown no mercy by any party finding itself in the position to destroy one. Great care must be taken in the attack though, as the inquisitor's horrifying appearance and paralyzing gaze could stop the adventurers where they stand. The inquisitor's whip makes an effective weapon, as does the septic scratch of its filthy nails. By scratching an opponent, inquisitors have been known to inflict a wasting disease upon their foes. Luckily, these horrors are quite rare and are to be found only in torture chambers.

Pyre Elemental

As a rule, elementals are not very intelligent but instead display foul tempers and violent natures, attacking those they encounter with unmatched savagery. This is certainly true of the pyre elemental. With magical fire, this slender column of intense flame can do considerable damage, even to those well-protected by armor, shields, and magical items of defense. As they are immune to *fire*-based spells and attacks, weapons imbued with potent, magical enchantments may be the adventurer's only hope of destroying a pyre elemental.

Revenant

Somewhat rare, revenants are vengeful spirits risen from the grave to destroy their killers. In appearance, they become spectral, decayed versions of their former selves. With unmatched determination, they seek out those responsible for their deaths, driven by a single thought, the desire to hook their claw-like hands about their victim's throat. The revenant will continue its attempt at strangulation until the victim is dead or the revenant destroyed. Though it never uses weapons, the revenant can paralyze with its hideous gaze. Only fire destroys this vengeful spirit.

Shadow

Shadows are shadowy, undead creatures that drain strength from their victims with their chilling touch. Shadows are 90% undetectable in all but the brightest of surroundings as they normally appear to be nothing more than their name would suggest, shadows; but you can clearly see them in bright light. Shadows travel in loosely organized packs that freely roam ancient ruins, graveyards, and dungeons. They specialize in terrifying their victims.

Shadow Fiend

Upon first encountering a shadow fiend, it is often mistaken for a werebat. This is due to its small bat-like wings and slender body, yet this creature never hungers; it thirsts not for blood, but for opportunities to do evil. Approaching its victims in stealth and attacking in surprise, the shadow fiend will use its wicked claws and bite to inflict horrible damage. Its most unusual characteristic is its aversion to light. If it can be fought in bright light, the shadow fiend is weakened, and even torchlight will aid in the defense against this monster. Immune to damage from fire, cold, and electricity, the shadow fiend is nimble and quick.

Spectre

Spectres are powerful undead that haunt the most desolate and deserted places. They hate all life and light. Appearing as semi-transparent beings, they are often mistaken for haunts or ghosts. The chilling touch of a spectre drains energy from living creatures. Any being totally drained of life energy becomes a spectre under the control of the one who created him. Spectres are immune to all *hold*, and cold-based spells, as well as poisons and paralyzation attacks. They can be attacked only with magical weapons. The spectre is usually encountered in areas of extreme darkness. Long abandoned ruins, dungeons, and subterranean sewers are their homes.

Strahd Skeleton

These magically animated, undead monsters lurk in caverns, graveyards and dungeons. As their name implies, many believe them to have been created by the Lord of Barovia, Count Strahd Von Zarovich, as warriors or as guards. Others believe they are the cursed bones of those traitors who tried to assassinate Strahd and take control of Castle Ravenloft early in the Count's reign. In either case, they bear his name. Strahd skeletons always wield a weapon of some sort, and their unusual speed allows them to make two attacks per round. Destroying them can prove to be a chore.

Strahd Zombie

As with Strahd skeletons, these monsters have been associated in the minds of the populace with Count Strahd Von Zarovich; whether rightly or wrongly so, we cannot say. Human bodies resurrected into living death, they are garbed in the remains of armor and clothing worn at the time of their destruction. When these rotting, undead monsters attack it is with their sharply taloned hands and/or their teeth. Often Strahd zombies seem to be following some general order, or plan, though the best authorities insist they are but mindless, evil animations. This mystery remains unsolved.

Treant, Evil

In many lands treants are known as peaceful creatures; however, some dark element in the waters of the world has twisted these forest dwellers, corrupting them to the point where no traveller is safe in their domain. Treants look much like normal trees, at least until they attack with powerful, swift strokes of their branches. Their thick bark acts a natural armor plating and provides a good defense against physical attack. From 2-24 points of damage can be inflicted in a single blow from a treant, depending upon the evil flora's age, with the eldest creatures delivering the most powerful blows. Evil treants live in secluded, dark forests. As you might expect, fire can be an effective weapon against this wooded foe.

Vampire, Female

Of all the evil, undead creatures that stalk the night, none is more feared than the vampire. Moving silently through the shadows, vampires prey upon the living without mercy or compassion. During daylight hours, they must return to their coffins, for rest in this container of their native soil renews their strength. Unlike other undead creatures, vampires can easily pass among mortals without drawing attention to themselves. The female vampires reportedly encountered in the Svalich Woods, or in Barovia itself, are thought to be the servants of a single powerful vampire who stalks the land. Known for possessing great strength and an ability to drain the life from their victims, vampires can occasionally be held at bay with a powerful holy symbol.

Wight

Long ago, the word "wight" meant simply "man." As the centuries have passed, though, it has come to be associated only with those undead that typically inhabit barrow mounds and catacombs. From a distance, wights can easily be mistaken for any number of humanoid races. Upon closer examination, however, their true nature becomes apparent. As undead creatures, wights are nightmarish reflections of their former selves with cruel, burning eyes set in mummified flesh over a twisted skeleton. Their hands end in sharp claws.

Each blow delivered by a wight does from 1-4 points of damage, and with each successful strike drains one level from its victim. Wights are unaffected by *hold* and cold-based spells, neither can they be poisoned or paralyzed.

Worg

These incredibly cunning carnivores can grow to the size of ponies and have been known to be used as mounts for goblins. Ordinary wolves live their lives as social creatures, and while the worg wolf follows this nature, they have added intelligence and a tendency toward evil which makes them impossible to domesticate.

Wraith

Once a powerful human, the wraith is an undead spirit seeking to absorb human life and energy. These evil creatures are seen as black, vaguely man-shaped clouds. The chilling touch of a wraith does damage even to creatures immune to cold, but worse, each hit drains a level of experience from its victim. Wraiths are immune to normal weapons. Magical weapons inflict full damage, causing a black vapor to boil away from the body of the wraith. However, unlike most undead, wraiths are immune to *hold* and cold-based spells. Unfortunately, wraiths seem to congregate in numbers within the realm.

Zombie Lord

The odor of rotting meat and vile corruption hangs about these lords of the undead, and all zombies within their sight become subject to their silent, mental commands. Striking twice per round with its crushing fists, the zombie lord can do from 2-8 points of damage with each blow. The smell of this horrific creature is so powerful it acts as a poison, one of often surprising and unpredictable results. Yet surely the worst fate of those encountering a zombie lord is to be transformed by its wretched magic into zombies themselves.

DESIGNER'S NOTES

Common sense seems to dictate that you've got to have a good idea of where you're going before you go about plotting a course to get there. With this in mind, I also think it's very important to look ahead before designing a game and spend some time trying to envision what it will be like when it's finished. Once I am satisfied with what I see, and realize what it is I want to achieve, I begin the long journey of fulfilling that vision.

So what did I see in the finished STRAHD'S POSSESSION game? Well, there's plenty of design, art, audio and technically-oriented stuff, but as individual elements of game development they alone don't create one of the most important aspects of any game - fun. And that, more than anything else, is what I wanted STRAHD'S POSSESSION to be - fun and exciting to play. But this fun concept can sometimes be a hard thing to achieve because there's no set formula, at least none that I know of, for creating a sense of enjoyment. To make things even more difficult, what is perceived as fun varies from one person to another. Therefore, as a designer, it is my job to understand what it is to have fun, to experience it myself, and then to create a game to impart the same feeling to others. You know, that "I can't quit playing, can't wait to play again, I think I'm addicted, — please honey, not now — gotta finish it," type of feeling.

Although I view the concept of fun itself to be intangible, there are certain design philosophies that I believe help create a foundation for an exciting and enjoyable game. A good place to start is with the game's interface. If an interface is weak, awkward, or too complicated, even a good game is going to suffer. Knowing this, a lot of time and effort is spent making sure an interface is intuitive and, as we like to say here, seamless. A game player should spend his time playing and enjoying the game, not struggling with the mechanics of how to play the game. I think you'll like what we've done with the STRAHD'S POSSESSION interface!

Now that we've made it easy to play the game, it is important to create an interesting story. Opening cinematics are used to introduce you to the story's premise and to quickly lure you into the game. As soon as this is achieved, it's important to immediately get you doing something, to get your party of characters motivated from the very start. As you begin questing, the story is designed to unfold piece by piece through the use of plot development devices including NPCs, books, scrolls and subquests. I try hard to balance play evenly throughout the entire game so that you always have an idea of what to do next, but I leave the "how to do it" up to you. By doing this, I hope to maintain a steady pace, continually captivating you from beginning to end with the story, its characters and its quests.

Like many of the AD&D® worlds, the RAVENLOFT game world relies heavily on its own unique atmosphere, so it was very important to fully capture the world's look and feel. The artists and the musicians did a wonderful job at creating sights and sounds that capture the unique environs of this realm of terror. However, I wanted to make sure the game also played like an

AD&D® RAVENLOFT game. What does this mean? Well, for starters, I did not envision STRAHD'S POSSESSION as mind-numbing move from location to location, hack & slash, look at all the pretty art type of game. Nonetheless, combat is still an important part of any role playing experience because it provides action. You will encounter plenty of creatures to fight in the STRAHD'S POSSESSION computer game, some that really give me the chills, but combat is far from the sole focus of the game.

In addition to combat, most computer role-playing games also rely on puzzles to keep the player busy. I, too, wanted to integrate enough puzzles to make the game challenging, but again, I did not see STRAHD'S POSSESSION as a puzzle-laden game (how many of you reading this have played THE SUMMONING?). Instead of a lot of your more commonly-used logic puzzles (buttons, plates, levers and keys), I opted for more story-oriented puzzles. How do you free the old priest's soul from the mirror of life trapping? How do you win the blessing of two elven maidens turned to stone? These are just a few of the many mysteries that you must unravel.

The finished STRAHD'S POSSESSION game is one that doesn't focus entirely on combat or puzzle-solving. Instead, STRAHD'S POSSESSION is a game that blends elements of combat and puzzle-solving with atmosphere techniques and a captivating story. I tried to make sure there's enough of everything, and not too much of any one thing, to make the game fun for as many game players as possible. And for the dedicated AD&D® RAVENLOFT game fans playing this game, I truly hope it lives up to and exceeds your expectations.

Now that STRAHD'S POSSESSION is finished, does it resemble the game that I envisioned from the start? For the most part, yes, but not entirely. However, this is good. A designer should be open-minded and always listen to creative criticism. Throughout the months of developing STRAHD'S POSSESSION, comments and suggestions from numerous sources have helped me to eliminate flaws that might have otherwise made it into the final version (my vision) of the game. What I'm trying to say, is that STRAHD'S POSSESSION is a far better game than I had originally envisioned. And even after STRAHD'S POSSESSION is released, you can be sure that I will continue to pay close attention to reviews and comments on on-line services from you, the game player, so that I can continue to create games in the pursuit of fun!

Ah, it's time for me to look ahead once again . . . and what is this that I see! There's a fog, perhaps another exciting adventure? No, wait! It is smoke that I see, smoke from a forge of dreams. And within it, I see moisture clinging from cold dark caverns far beneath the ground, dark spider-like shapes moving amongst the shadows.... Whatever it is, you can be sure it's another exciting — and fun to play — adventure from the creative talents at DreamForge™ Intertainment.
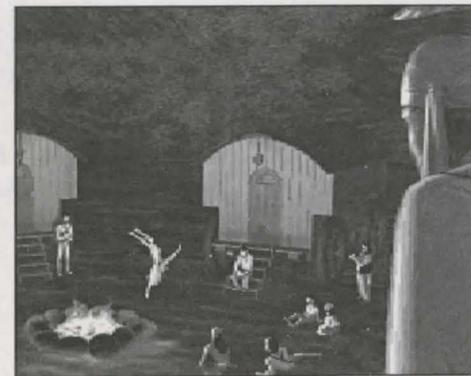
— Chris Straka

TABLES

Experience Levels

FIGHTER EXPERIENCE LEVELS

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

CLERIC EXPERIENCE LEVELS

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

CLERIC SPELL PROGRESSION

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

CLERIC WISDOM SPELL BONUS*

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

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

MAGE EXPERIENCE LEVELS

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

PALADIN EXPERIENCE TABLE

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

MAGE SPELL PROGRESSION

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

PALADIN SPELL PROGRESSION

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

RANGER EXPERIENCE TABLE

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

THIEF EXPERIENCE LEVELS

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

Ability Scores

STRENGTH

The Strength 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 armor class 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.

ARMOR

Armor provides your character with a base armor class. The lower the character's armor class, the harder it is for an attack to hit. Armor class is based on the character's armor and his or her dexterity bonus. Some magic items also help a character's armor class. Note in the "Classes" section, starting on page 37, that some character classes are limited to certain types of armor. The Armor Chart lists the types of armor and the base armor class they provide.

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

ARMOR CHART

ARMOR TYPE	BASE AC
Robe	10
Shield*	9
Leather Armor	8
Ring Mail	7
Scale Mail	6
Brigandine	6
Chain Mail	5
Elven Chain Mail	5
Banded Mail	4
Bronze Plate Mail	4
Plate Mail	3
Dragonskin Armor	3
Field Plate Mail	2

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

ENCUMBRANCE

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

ENCUMBRANCE CHART

STR	MAX. CARRIED WEIGHT	UNENCUM-BERED	LIGHTLY ENCUMBERED	MODERATELY ENCUMBERED	HEAVILY ENCUMBERED	SEVERELY ENCUMBERED
2	6	0-1	2	3	4	5-6
3	10	0-5	6	7	8-9	10
4-5	25	0-10	11-13	14-16	17-19	20-25
6-7	55	0-20	21-29	30-38	39-46	47-55
8-9	90	0-35	36-50	51-65	66-80	81-90
10-11	110	0-40	41-58	59-76	77-96	97-110
12-13	140	0-45	46-69	70-93	94-117	118-140
14-15	170	0-55	56-85	86-115	116-145	146-170
16	195	0-70	71-100	101-130	131-160	161-195
17	220	0-85	86-121	122-157	158-193	194-220
18	255	0-110	111-149	150-188	189-227	228-255
18/01-50	280	0-135	136-174	175-213	214-252	253-280
18/51-75	305	0-160	161-199	200-238	239-277	278-305
18/76-90	330	0-185	186-224	225-263	264-302	303-330
18/91-99	380	0-235	236-274	275-313	314-352	353-380
18/00	480	0-335	336-374	375-413	414-452	453-480

THAC∅

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

THAC∅ CHART

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

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. See the "Classes" section starting on page 37 for 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
Warhammer	2-5	1-4
Trident*	2-9	3-12
Two-hand Sword*	1-10	3-18
Club	1-6	1-3
Morning Star	2-8	2-7
Polearm*	2-8	2-8
Thrown Weapons:		
Rock	1-2	1-2
Dart	1-3	1-2
Throwing Knife	1-4	1-3
Spear	1-6	1-8
Warhammer	2-5	1-4
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. Note that items in the other hand are unavailable.

INDEX OF SPELLS

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