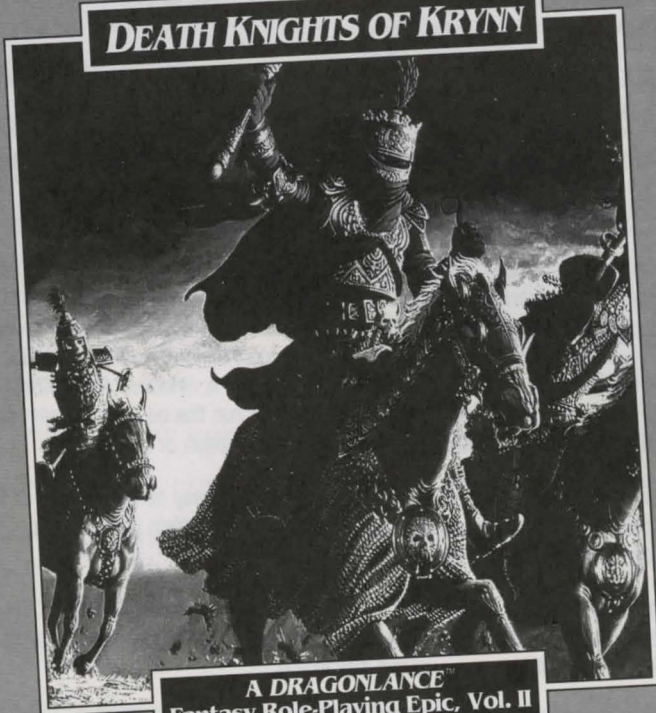# INSTRUCTION MANUAL
AND ADVENTURER'S JOURNAL

OFFICIAL

Advanced
Dungeons&Dragons®

COMPUTER PRODUCT

DEATH KNIGHTS OF KRYNN

A *DRAGONLANCE*™
Fantasy Role-Playing Epic, Vol. II

WIZARD *Works*

LIMITED WARRANTY

WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to
uncover and correct any errors in programming. However, due to the complex nature of our simulations,
some program errors may go undetected until after publication. In addition to errors in the program, there
are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to
5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk
drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the
problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our
Customer Support Department, along with a note describing the problem you have encountered. A replace-
ment disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return your game disk to our Customer Support Department.
Please enclose a description of what was taking place in the game when the error occurred. Upon correction
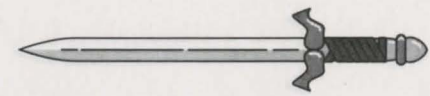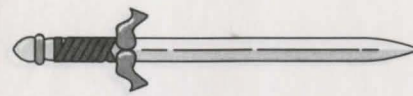of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence.
We will do our best to see that any problems are corrected as soon as possible.

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INTRODUCTION

Welcome to the official ADVANCED DUNGEONS & DRAGONS® computer product, DEATH KNIGHTS OF KRYNN, a DRAGONLANCE™ fantasy role-playing epic. This game is based on the rules and background created by TSR, Inc. and a story line created especially for this game.

DEATH KNIGHTS OF KRYNN begins a year after the defeat of Takhisis' minions in CHAMPIONS OF KRYNN. The Solamnic commander of Gargath Outpost has asked your characters back to celebrate the victory—to share memories and feasting with old comrades. Your adventuring party looks forward to a peaceful and uneventful celebration...

Your Game Box Should Contain

- Disks
- Adventurer's Journal
- Rule Book
- Data Card

This rule book is designed to explain all your options and guide you through playing the game. If you are not familiar with the ADVANCED DUNGEONS & DRAGONS® game system, you will find helpful information about how things work in the Adventurer's Journal.

The Adventurer's Journal contains a variety of information including details about character classes, magic, combat and an introduction to the adventure story. The Journal also includes the maps, information, rumors and stories that you will need to play the game. As you play the game you will discover for yourself which of the tales you hear are fact and which are fiction.

The Data Card explains how to start the game and select items and menu options with your specific computer. It tells you how to

transfer characters to DEATH KNIGHTS OF KRYNN from the fantasy role-playing game, CHAMPIONS OF KRYNN. It also shows how to get right into the game without having to read through the rules.

Transferring Characters from CHAMPIONS OF KRYNN

DEATH KNIGHTS OF KRYNN will accept characters which were created and played in CHAMPIONS OF KRYNN. There are two ways to get characters from CHAMPIONS into DEATH KNIGHTS. The first, and preferred way, is to load a saved game and select CHAMPIONS on the LOAD FROM option. The second is to remove the characters from their CHAMPIONS party, copy them to your DEATH KNIGHTS save disk or directory and add them to a new party. See your Data Card for more details.

Note: If you transfer characters to DEATH KNIGHTS before they have completed the CHAMPIONS adventure, they may lose some items.

Before You Play

There is no copy protection on your DEATH KNIGHTS OF KRYNN disks, so please make backup copies and put the originals away for safekeeping. When you start the game, you will be asked to answer a verification question from this rule book or the Adventurer's Journal before you can play. Turn to the page as indicated for either this rule book or the Adventurer's Journal, find the indicated word, type it in and press the <Return> or <Enter> key.

Getting Started Quickly

DEATH KNIGHTS OF KRYNN comes with a ready-made party in a saved game that allows you to begin adventuring immediately. Use the instructions on the Data Card to load the saved game and begin playing. Use this rule book to answer any questions during play.
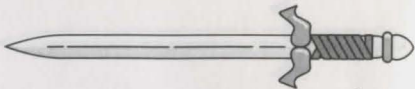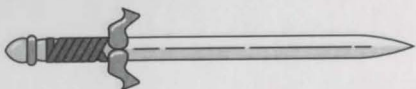
Using Menus

All commands are menu based, and the concept of the active character is central to the game. During combat the active character is chosen automatically according to a character's initiative and random factors. Other times you select the active character.

If a command affects the whole party, just select the command. If the command affects one character, make that character active and then choose the command.

Example: To look at a character's items, select that character, choose the VIEW command, and then choose the ITEMS command. The computer displays a list of that character's items and their readied status.

Menus are displayed either vertically or horizontally.

Vertical menus select the character, item, or spell to be acted upon. If there are more choices than will fit on the screen at one time, use the NEXT and PREV commands to view the additional selections.

Example: When purchasing items, selections are made from a vertical menu list of equipment.

Horizontal menus list what the active character can do, or what can be done to him. In the rules, menus are shown with all of their options, although in some cases, options will not be available every time a menu appears.

Example:

Treasure Menu

VIEW TAKE POOL SHARE DETECT EXIT

The options TAKE and SHARE will only appear if there is treasure to take. The option DETECT will only appear if there is treasure and the active character has a Detect Magic spell available.

The rule book only lists the general game menus. Special menus appear with many encounters that indicate available options.

BEGINNING TO PLAY

You must load a saved game or generate characters and band them together into a party. This first menu is displayed at the start of a game:

CREATE NEW CHARACTER

ADD CHARACTER TO PARTY

LOAD SAVED GAME

INITIALIZE MOUSE/JOYSTICK (Some computer systems)

EXIT TO DOS (Some computer systems)

CREATE NEW CHARACTER is used to build a character. Detailed information about characters, races, classes and so on is available in the Journal under Characters and Parties beginning on page 2. This command displays the following menus to define the character.

• PICK RACE lists the seven races you can choose for a player-character.

• PICK GENDER lists the sex the character can be. Gender affects the character's maximum strength.

• PICK CLASS lists the class or classes the character is qualified for based on race.

• PICK DEITY (clerics only) lists all of the gods a cleric character can choose to worship. Each deity confers unique powers to its clerics and determines which alignments a character can be. See the Deities section in the Journal for more details.

• PICK ALIGNMENT lists all the possible alignments for the character based on character class.

The computer randomly generates the character's ability scores after you choose alignment. If you are not happy with the character's scores you may roll them again. Remember that you can use the MODIFY CHARACTER command on the Party Creation/Hall Menu to change the character's ability scores and hit points (HP) after the character has been generated.
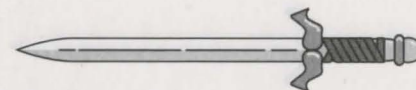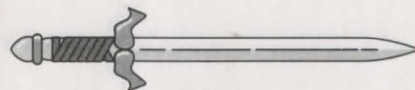
• NAME CHARACTER provides a 15 letter space to type in the character's name. This name will be automatically saved to disk. On some computer systems the character is named after the abilities scores are generated, on others the name is entered after the combat icon is selected.

• SELECT COMBAT ICON allows you to design the shape that will represent the character in combat. Customize this icon to represent the character's favorite weapon, armor and colors. Different computers and graphic adapters have different capabilities; experiment to create the best icon for each character. The combat icon may be altered during the game using the ALTER command from the Encampment Menu.

• EXIT from any of the character creation menus returns you to the Party Creation Menu.

ADD CHARACTER TO PARTY allows you to add individual characters to the party from the saved game disk or directory. A party is a group of characters composed of up to six player characters (called PCs) and up to two non-player characters (called NPCs). A party should have a balanced mix of characters with different classes. For more information about building parties see Building a Successful Party on page 9 of the Journal. You will also need to indicate the last game the character adventured in with the From Where Menu.

From Where Menu

ADD FROM WHERE: DEATH CHAMPIONS EXIT

• DEATH adds a character that was generated in DEATH KNIGHTS OF KRYNN or last adventured there.

• CHAMPIONS adds a character that last adventured in CHAMPIONS OF KRYNN.

• EXIT quits the ADD CHARACTER option.

LOAD SAVED GAME permits you to resume a previously saved game. The saved game provided with DEATH KNIGHTS OF KRYNN can also be loaded, and on some systems you can directly load saves from CHAMPIONS OF KRYNN. See your Data Card for more information.

INITIALIZE MOUSE/JOYSTICK sets up the joystick or mouse. This option is only available on some computer systems.

EXIT TO DOS ends play. This option is only available on some computer systems.

Modifying Characters and Parties

The Party Creation/Hall Menu shows the characters currently in your party and lists the commands for creating and modifying the party. Not all of the options are available at all times.

CREATE NEW CHARACTER

DROP CHARACTER

MODIFY CHARACTER

TRAIN CHARACTER (Hall only)

KNIGHT CHANGE ORDER (Hall only)

VIEW CHARACTER

ADD CHARACTER TO PARTY

REMOVE CHARACTER FROM PARTY

LOAD SAVED GAME

SAVE CURRENT GAME

BEGIN ADVENTURING

EXIT TO DOS (Some computer systems)

DROP CHARACTER eliminates a character from the party and erases him from the saved game disk. A dropped character cannot be recovered.

MODIFY CHARACTER allows you to change the character's ability scores and HP. Use MODIFY CHARACTER to change a character generated in DEATH KNIGHTS OF KRYNN to match the ability scores of a favorite AD&D® game character. A character cannot be modified once he has begun adventuring.
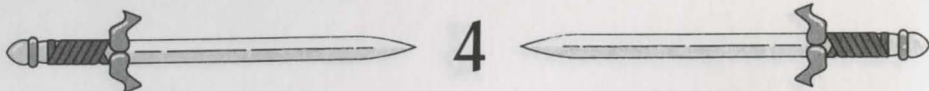
CHARACTER SUMMARY SCREEN

Moons of Krynn

Name
Alignment
Solinari
Age
Lunitari
Nuitari
Current Hit Points
Sex
Maximum Hit Points

BEYRANN   STATUS: OKAY

MALE   350 YEARS   HIT POINTS 9/50
CHAOTIC NEUTRAL   QUALINESTI ELF
SHINARE CLERIC/FIGHTER/RED MAGE

Race

LEVEL 6/7/6   EXPERIENCE 71332

STR 18(67)   STEEL   500
INT 16
WIS 14
DEX 19   Ability Scores
CON 17
CHA 13

ARMOR CLASS   -2   ENCUMBRANCE   961
THAC0   10   MOVEMENT   6
DAMAGE   1D8+4

Combat Movement

LONG SWORD
PLATE MAIL   Readied Weapon & Armor

ITEMS TRADE DROP EXIT

TRAIN CHARACTER (from Hall Menu only) increases a character's level when he has gained enough experience points. Characters may only advance one level per class per training session. See the Experience Points and Level sections in the Journal under Ability Scores and Other Attributes for more information. Training takes no game time. When mages advance, they may add a spell to their spell books. There is no charge for training characters.

KNIGHT CHANGE ORDER (from Hall Menu only) allows a knight of sufficient experience and abilities to petition for admission into the next higher order. Look under Solamnic Knights on page 7 of the Journal.

VIEW CHARACTER displays a Character Summary Screen for the active character. For more information see the Viewing Characters section.

REMOVE CHARACTER FROM PARTY transfers a character from the party to the saved game disk or directory.

SAVE CURRENT GAME stores the current game to the saved game disk or directory.

BEGIN ADVENTURING starts the game.

Non-Player Characters (NPCs)

During the game the party will encounter non-player characters (NPCs). They may talk to the party, attack or even offer to join. There are two kinds of NPCs: those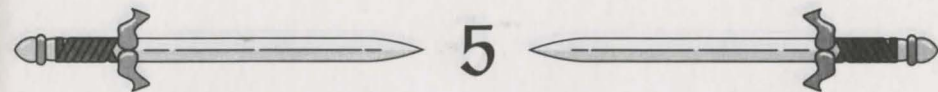 who volunteer to join the party and those who will only give information or fight. NPCs that join the party are treated like player characters with a few differences.

The computer commands NPCs in battle, and they have morale. If things are going badly for the party, NPCs may run. If you have a Knight in the party, his leadership ability may place NPCs under your control (on some systems only — see your Data Card). Items can be traded to some NPCs, but they cannot be traded from conscious NPCs to other characters. If an NPC dies or is unconscious you can use the TRADE command on the Items Menu to take his items. Only two NPCs at a time may join the party.

Viewing Characters

The VIEW command displays the character summary screen.

The moons of Krynn affect the magical powers of all mages. For more information on the moons see the Moons of Magic on page 16 of the Journal.

Characters accumulate wealth, in the form of steel pieces, gems and jewelry as they go. The value of gems and jewelry varies and can only be determined by having the items appraised in a shop.

Encumbrance is the total weight the character is carrying.

Combat Movement is how many squares a character can move during a combat segment. This is based on his readied armor, strength and total encumbrance.

Character Status

OKAY status means that the character has positive HP and can move and fight normally.

UNCONSCIOUS status means that the character has exactly 0 HP. He cannot move or fight but is in no danger of dying.

DEAD status means that the character has died. Non-elf characters have a chance of being resurrected with magic. The character's chance of being resurrected is influenced by his constitution. See the Constitution Chart in the Journal.

DYING (combat only) status indicates the character has between -1 and -9 HP and is bleeding to death. Use the BANDAGE command to have another character stop the bleeding before the character dies.

STONED status means that the character has been turned to stone. The character can be returned to normal with a Stone to Flesh spell which is available at any temple. Red Robe mages may also learn the spell when they reach 10th-level.

FLED (combat only) status means that the character fled from the battle. After the battle he will rejoin the party.

GONE status means that the character has been killed and the body lost. Nothing can bring the character back to life.

From the View Menu several options are available to inspect the active character. Not all of these commands are available at all times.
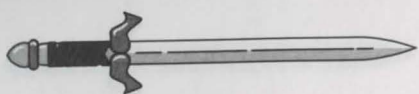
View Menu

ITEMS SPELLS TRADE DROP CURE HEAL EXIT

ITEMS shows all the equipment the character is carrying. Items preceded by a YES are ready for use. Not all commands in the Items Menu are always available.
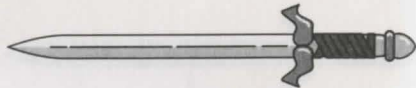
Items Menu

READY USE TRADE DROP HALVE JOIN SELL ID EXIT

• **READY** changes the status of a weapon, armor or other item. Only readied items can

be used in combat. Arrows are assumed to be in a quiver and can be readied at all times. Some items will take both hands when readied (bows, quarter staffs, etc.), some take only one (long swords, wands, etc.) and others take no hands (rings, armor, etc.). On some systems there are items that can only be readied or unreadied while in either camp or combat.

• USE activates an item. If you are using an item in combat, the Aim Menu will appear if the item can be targeted. See the Combat section for details about the Aim Menu.

• TRADE transfers an item from the active character to another. Choose the item to trade and then select which character is to receive it. Remember: a conscious NPC will not give up items.

• DROP permanently removes items from a character. Dropped items cannot be recovered.

• HALVE divides a bundle of some item into two bundles. For example, HALVE would turn one bundle of 42 arrows into two bundles of 21 arrows each. This is handy for dividing items to distribute among party members.

• JOIN combines all similar items into one line. No more than 255 similar items can be joined on one line. Many items, such as potions, cannot be joined.

• SELL is described under the Shops Menu.
• ID is described under the Shops Menu.

SPELLS lists all of the spells a character has memorized.

TRADE is used to transfer money, gems and jewelry from the active character to another. Select which character is to receive, and then choose what, and how much, is traded.

DROP permanently removes money from a character. Dropped money may not be recovered.

CURE (Paladin only) is another ability of paladins identical to the clerical spell Cure Disease. A paladin may cure once per week at

levels 1-5, twice at levels 6-10 and three times at levels 11-14. This option is only displayed if the paladin has a cure available.

HEAL (Paladin only) is an ability of paladins. Paladins may heal two HP (per level) of damage each day. Select the HEAL command, then the character to be healed. This command is only displayed when a paladin has healing available.

ADVENTURING

After setting up your party and reading the background information in the Adventurer's Journal, it is time to head for adventure, fame, and glory. Your adventuring party will engage in fierce battles and find treasures. Sometimes they have to stop, heal wounds and memorize spells for future encounters.

Display Screens and Points of View

DEATH KNIGHTS OF KRYNN uses four different points of view: 3-D, Area, Overland and Combat.

To the right of the point of view window, in either 3-D or Area, are the map coordinates, facing direction (N, S, W, E), current time and what the party is doing (searching, camping, etc).

3-D appears in towns and underground. 3-D is a first-person perspective view that appears in the point of view window and shows the surrounding area from the party's perspective. Rotate the party's facing and move using the directional controls. The direction controls for your computer are described on the Data Card.

Area provides an overhead view of the party's surroundings, replacing the 3-D view. Choose the AREA command from the Adventure Menu. This view is not available in all regions.
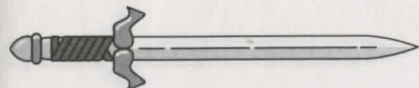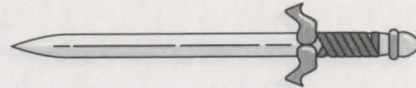
In the area display a cursor shows the party's position. On some computer systems the cursor is an arrow that indicates current party facing and allows movement as in the 3-D view. On other systems you cannot move while in this view.

Overland displays a map of the area where the game takes place while the party is traveling cross-country. A cursor indicates the party's current location. Move around on the overland map with the directional controls. The map in the Journal shows the game region with several major locations identified.

Combat view occurs automatically whenever the party engages in battle. The combat screen is a detailed view of the area the party is in when the encounter begins.

Adventuring Options

All adventuring options are displayed in horizontal menus. The main Adventure Menu offers access to normal options.

Adventure Menu
MOVE AREA CAST VIEW ENCAMP SEARCH LOOK

MOVE places you in a mode where you use the direction controls to move and turn your party. Normally, each move forward takes one minute of game time. If the party has Search on, each move takes ten minutes. Refer to the Data Card for computer-specific movement information. Select EXIT to return to the Adventure Menu from movement.

AREA toggles between the area and 3-D view. In many regions this command is not available.

CAST displays the Cast Menu if the active character is a spell-caster. See the Magic section for more information. Some spells only have an effect in combat.

VIEW displays the Character Summary Screen and the View Menu.

ENCAMP displays the Encamp Menu. See the Encamp section for a description of the available commands.

SEARCH indicates the party is to move slowly and examine their surroundings, searching for secret doors, traps and so on.

LOOK is used to search an individual square and takes ten minutes of game time (like moving while searching).

Encamp

The Encamp Menu includes options such as saving the game, resting to heal and memorize spells and altering items such as game speed or party order.

Encamp Menu
SAVE VIEW MAGIC REST ALTER FIX EXIT

SAVE stores the characters and current game to the saved game disk or directory. Save often — especially after surviving really tough encounters. It is also a good idea to maintain more than one save. See your Data Card for computer-specific instructions.

VIEW displays Character Summary Screen for the active character.

MAGIC is a very important part of DEATH KNIGHTS OF KRYNN and is described under its own heading.

REST allows characters to memorize spells and to heal naturally. Characters catch their normal sleep without having to encamp. *Spell-casters can automatically re-memorize any spells they have cast simply by selecting REST.* To choose new spells for memorizing, or make initial selections, use the MAGIC and then MEMORIZE options. When spells are being memorized, the initial rest time is established by the number and level of spells selected to memorize. For every 24 uninterrupted hours of rest in camp, each wounded character regains one HP. Rest can be interrupted by encounters. If possible, find safe places to take long rests during the game.
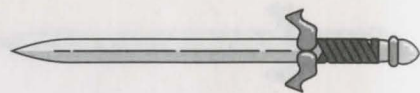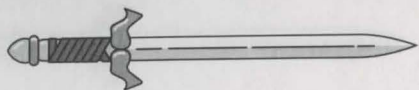
Rest Menu

REST DAYS HOURS MINUTES ADD SUBTRACT EXIT

• REST begins the resting process. Unless interrupted, the party will rest for the indicated time.

• DAYS, HOURS, MINUTES selects the unit of time to be changed by the ADD and SUBTRACT options. This option is not available on all computer systems.

• ADD, SUBTRACT increases or decreases the time that the party will attempt to rest. Decreasing the time may not allow spell-casters to memorize all of their spells.

ALTER is used to change the characters in the party and the parameters of the game.

Alter Menu

ORDER DROP SPEED ICON LEVEL EXIT

• ORDER changes how the characters are listed on the screen and how they are deployed in combat. Characters at the top of the list tend to be at the front line in combat.

• DROP eliminates a character from the party and erases him from the saved game disk. A dropped character is gone forever and cannot be recovered.

• SPEED controls the rate at which messages are printed on the screen. If the game messages are displayed too slow, use the FASTER command. If messages are displayed too fast, use the SLOWER command.

• ICON is used to change a character's combat icon.

LEVEL permits you to adjust combat difficulty. After choosing LEVEL, you will see the following menu:

Level Menu

NOVICE SQUIRE VETERAN ADEPT CHAMPION

The game is preset at the Veteran level. This is the level at which we consider the game to be "balanced." To make the combat encounters easier, choose either the Novice (easiest) or Squire level. To make the combat

more difficult, choose either the Adept or Champion (hardest) level.

When you choose to make the game more difficult, you are rewarded by receiving more experience points from your combat encounters. When you choose to make the game easier, you are penalized by receiving fewer experience points from your combat encounters.

Receiving fewer experience points will slow the rate at which your characters advance levels. Advancing at a slower rate will give you less powerful characters which, in the long run, may more than offset the benefits of playing at an "easy" level.

FIX is used to heal many wounded characters with a single command. All characters with cure spells will memorize as many as they can, cast them on the party and then rememorize their previous spells automatically. FIX takes game time and may be interrupted by an encounter. FIX will not return HP to diseased characters; a Cure Disease spell must first be cast upon them.

Magic

To get the Magic Menu options, the active character must be able to cast spells. Spell-casters can get a list of their memorized spells from the CAST option of the Magic Menu or from the SPELLS option of the View Menu. They can get a list of their spells on scrolls from the SCRIBE option of the Magic Menu.

Magic Menu

CAST MEMORIZE SCRIBE DISPLAY REST EXIT

CAST displays the Cast Menu and the character's list of memorized spells. Select the spell to cast and then indicate the target of the spell.
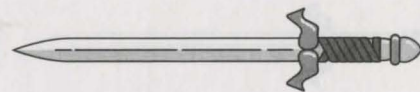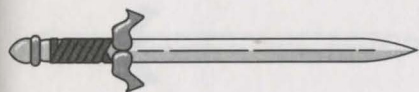
Once a spell is cast it is gone from memory until it is memorized again. Some spells only work during combat and others only while encamped.

MEMORIZE displays the Memorize Menu, the character's book of spells or clerical spell list and how many spells of each level the spell-caster may memorize. Once all characters have selected the spells they want to memorize, choose the REST command to actually memorize the spells. Remember: Spell-casters can automatically re-memorize any spells they have cast simply by selecting REST from the Encamp Menu.

Remember that a spell-caster can have the same spell memorized multiple times.

Memorize Menu

MEMORIZE NEXT PREV EXIT

• MEMORIZE selects a spell to be memorized. A spell is not actually memorized until the character has rested long enough to imprint the spell on his mind. The computer will ask to verify your choices when you are done.

• NEXT/PREV cycles through available spells if they do not fit on one screen.

SCRIBE displays the Scribe Menu and a list of all of the spells available on mage scrolls. Before spells can be scribed, they must either be identified in a shop or temple, or the mage must have cast Read Magic on them. Select any spells to be scribed into the character's spell book. Once all characters have indicated the spells they want to scribe, choose the REST command to actually scribe the spells. Scribing a spell takes the same amount of time as memorizing the same spell. Mages cannot scribe a spell of higher level than they can memorize.

Scribe Menu

SCRIBE NEXT PREV EXIT

• SCRIBE selects a spell to scribe from a scroll to a spell book.

• NEXT/PREV cycles through available spells if they do not fit on one screen.

DISPLAY lists the magic that currently affects the party. This includes spells like Bless or Invisibility plus effects like disease. This is an important command because diseased characters will not regain HP until they have a Cure Disease spell cast on them.

REST displays the Rest Menu referred to in the Encamp section. *Remember: A character's spells are not memorized until he has rested the necessary time.*

SPELLS are defined by their type (clerical, mage or druidic), when they can be cast (combat, camp or both) and their parameters (range, duration, and area of effect), and actual effect. The Spell Parameters List in the Journal summarizes all of the available spells. When using spells from the Encamp Menu or the Adventure Menu (such as Find Traps), remember that one round equals one minute of game time (one normal move) and one turn equals ten minutes of game time (ten normal moves). For more information about magic and the effects of spells look in the Journal.

CIVILIZATION

Civilization provides many valuable services and goods for adventurers. Shops sell items the party will need to survive. Temples offer healing spells. Banks will store money and (on some systems) items.

Shops of various sorts sell goods such as armor and weapons or magical items. All shops use the following menus to make transactions.

Shops Menu

BUY VIEW TAKE POOL SHARE APP EXIT

BUY displays the items available in the shop. Select the item that the active character will buy.
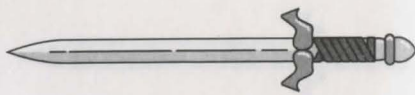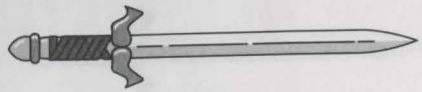
VIEW displays the Character Summary Screen with the SELL and ID commands available in the Items Menu.

• SELL indicates you wish the shopkeeper to make an offer on the highlighted item. Sold items may not be recovered.

• ID is used to identify an item. Shops charge 100 steel pieces for the service.

TAKE is used to pick up steel pieces, gems or jewelry from the party's money pool. Indicate what and how much the character will take.

POOL places all of the party members' steel pieces, gems and jewelry into a pool from which any member may make purchases. Use the TAKE or SHARE commands to pick up the pool. Gems and jewelry must be sold for steel pieces to make purchases.

SHARE picks up everything from the pool and distributes even shares among the party.

APP (Appraise) is available in temples or shops to find the monetary value of gems or jewelry. Choose a gem or item of jewelry and an appraisal and purchase offer will be made. Accept the offer and the item is sold. Reject the offer and the gem or piece of jewelry becomes an item on the character's item list. If you wait to sell items later, you will only receive 1/2 the appraised value.

Temples offer healing spells and perform other clerical services. The commands on the Temple Menu are the same as those on the Shop Menu with the HEAL command replacing BUY.

Temple Menu
HEAL VIEW TAKE POOL SHARE APP EXIT

HEAL displays a list of the temple's healing spells. Select the character on whom to cast the spell and then the spell to be cast. There is no cost for any of the temple services.

Gargath Outpost Bank is a place where characters can store money and (on some systems) items.

Bank Menu
See your data card for details.

ENCOUNTERS

When a party comes across monsters or NPCs, an encounter occurs. If the party attacks immediately, it may receive a bonus to its initiative in combat. If foes surprise the party, they can attack immediately and get a bonus to their initiative. If the foes do not attack immediately, the party can react by choosing from an Encounter Menu. Encounter menus vary and list options for each situation.

Sample Encounter Menu
ATTACK WAIT FLEE TALK

In this menu you have opportunities to fight immediately, wait and see, run away or try to talk.

Combat

In combat the computer chooses the active character. Characters with higher dexterity will tend to go before characters with lower dexterity. A character may hold his action until later with the DELAY command. There is more information about combat in the Journal.

The active character is centered on the screen at the start of his combat segment. The active character's name, HP, AC and readied weapon are displayed. The Combat Menu lists the character's options.

The following menus may vary on some computers, although the functions are the same.

Combat Menu
MOVE AIM USE CAST TURN GUARD QUICK
DELAY BANDAGE YELL VIEW SPEED END

MOVE allows a character to move. Attack by moving the character into an enemy's square. If the character moves away from an adjacent

enemy, the enemy gets a free attack at the character's back.
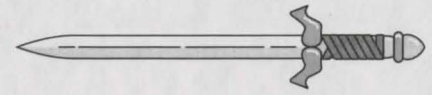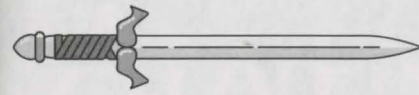
AIM allows weapons or spells to be targeted. When aiming a ranged weapon, the range to the target will be displayed above the menu bar on some systems. If a character moves adjacent to an enemy, and has no more movement remaining, the AIM command can be used to attack with a melee weapon (sword, mace, etc). The AIM command can also be used to survey the condition of your party and enemies. As you move the aim cursor over a character or foe, information about him will be displayed on the right of your screen.

Aim Menu
NEXT PREV MANUAL TARGET CENTER EXIT

• NEXT is used to look at all possible targets, starting with the closest target and then going to the next farthest and so on. NEXT and PREV only indicate targets in the character's line of sight.

• PREV (Previous) is the opposite of the NEXT command. Use this command to look at the possible targets starting with the farthest target and working back toward the character. This command is most often used to select a target for a missile or magic attack.

• MANUAL permits the player to aim anywhere on the map. Only targets in the character's line of sight can actually be fired at.

• TARGET is used to fire a missile or spell at the cursor square. This command can also be used to attack an adjacent enemy with a melee weapon (sword, mace, etc). This option is not displayed if the target is out of range, not in line of sight, invisible or under the effect of a Blink spell.

• CENTER centers the screen around the cursor. This is helpful when targeting manually. This option is not available on all computer systems.

USE allows a character to activate an item without having to go through the View Menu. Items such as scrolls and wands may then be targeted with the Aim Menu.

CAST is only available to spell-casters with spells available. The spell-caster selects from the list of available spells and then targets with the Aim Menu. If the character has been hit, his concentration may be broken and the CAST option will not appear.

TURN is a clerical power that attempts to destroy undead monsters or drive them away from the party. This will not affect the more powerful undead types and has no effect on any other kind of monster. In some places the power of evil is so great that turning is more difficult.

GUARD sets a character to stand and attack the first enemy that moves adjacent. GUARD is only an option if a character is armed with a melee weapon.

QUICK turns control of the character over to the computer. See the Data Card for instructions on how to regain manual control of a character. Under computer control, a fighting character with a readied missile weapon will tend to hang back and attack from a distance. If the character has no readied missile weapon, he will ready a melee weapon and charge. Single class mages will fire missile weapons and cast spells if magic is turned on (see your Data Card for details). They will never rush into close combat, even if all of their missile attacks are expended.

Characters remain under computer control for all subsequent combats until manual control is again selected. When a spell-caster character is on quick, you may toggle his spell casting on and off — consult your Data Card for instructions on how to do this on your computer.

DELAY causes the character to hold his turn until after the other characters and monsters have acted.

BANDAGE only appears if a party member is bleeding to death. Use this option to stop the bleeding and keep the character from dying.

YELL (Kender only) orders an active Kender character to taunt opponents. If the taunt is successful all opponents will become enraged, suffer a combat penalty and direct as many attacks as possible at the yelling character.

VIEW displays the Character Summary Screen for the active character. The USE command appears on the Items Menu to use magic items such as wands in combat.

SPEED changes the game speed and is described under the ALTER command in the Encamp Menu.

END quits a character's turn.

After Combat

When combat is over you will see how many experience points each character receives and then the Treasure Menu is displayed if the foes had treasure. Most of the Treasure Menu commands work like the commands in the Temple and Shops Menus.

Treasure Menu

VIEW TAKE POOL SHARE DETECT EXIT

VIEW displays the Character Summary Screen and View Menu.

TAKE permits the active character to pick up treasure from defeated opponents. This will only appear if the foes had a treasure or the party pooled its funds. Remember: a character carrying a large number of steel pieces and heavy equipment can be slowed in combat.

Take Menu

ITEMS MONEY EXIT

• ITEMS lists the equipment in the treasure. Frequently, the weapons and armor used by monsters are not listed because they are poor quality and not worth taking.

• MONEY displays the number of steel pieces, gems and jewelry in the treasure. Indicate the type then amount of money the active character takes.

POOL drops all of the party members' steel pieces, gems and jewelry into the treasure. Use the TAKE or SHARE command to pick up the pooled money.

SHARE picks up everything from the treasure pool and distributes even shares among the party.

DETECT casts a Detect Magic spell from the current active character. Magic items in the treasure will be marked with a '+' or an '*'. This option will only appear if the active character has a Detect Magic spell available.

EXIT leaves the scene of the battle. If any treasure remains, the option to return to the Treasure Menu is displayed.
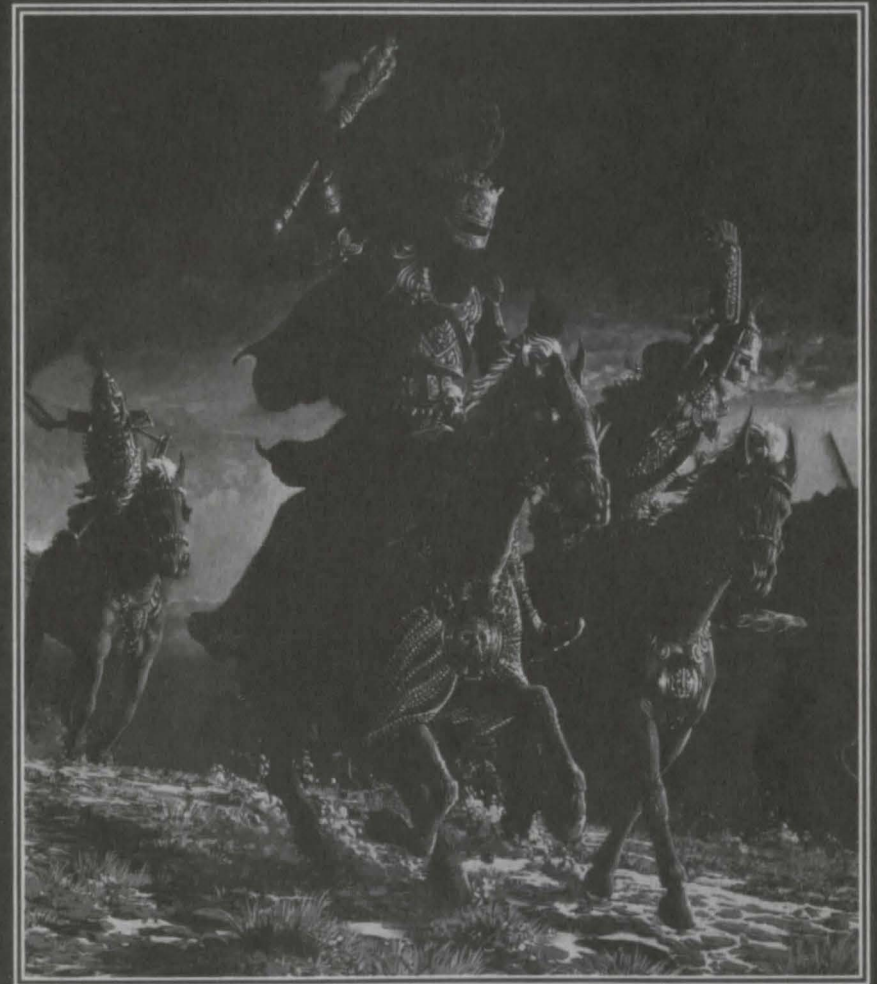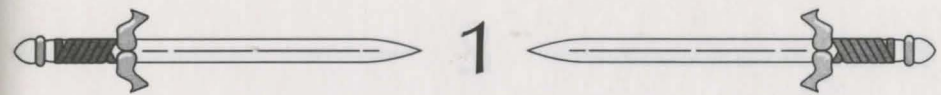
⚔ IMPORTANT GEOGRAPHIC FEATURES OF ANSALON ⚔
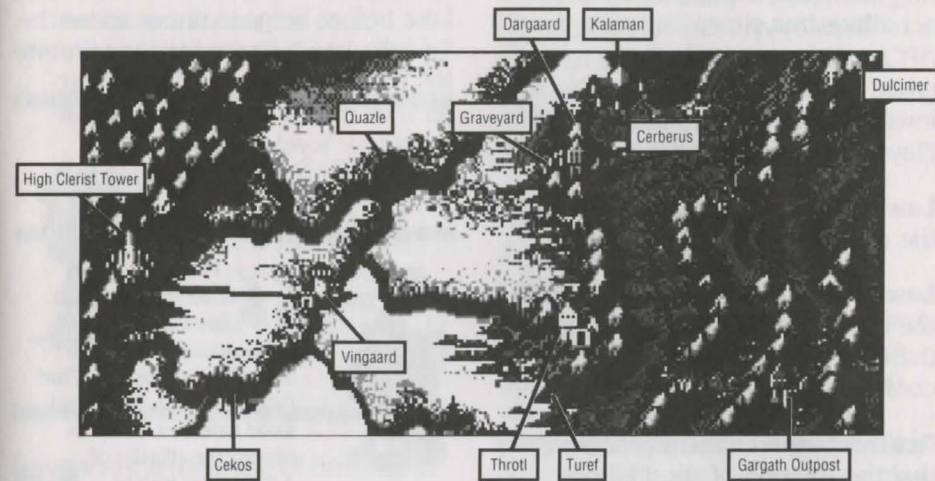
IMPORTANT GEOGRAPHICAL FEATURES

The major cities of the region are Kalaman and Vingaard Keep. They loosely administer the large number of small villages in the region. These include the dwarven village of Turef, the gnomish village of Quazle and the human towns of Cerberus and Cekos. Many wars have been fought in this region, leaving several ruined old castles and forts. Many have evil reputations and should be avoided. Perhaps the most famous of them is Dargaard Keep. Once the home of the famous Knight of the Rose, Lord Soth, it now lies abandoned and decayed.

CHARACTERS AND PARTIES

Individual persons called characters make up your party of adventurers. They can be any one of several races and have any number of different skills. Some will be warriors, some priests, some mages and others may be thieves. Each brings his own skills and talents.
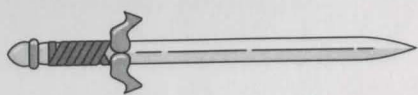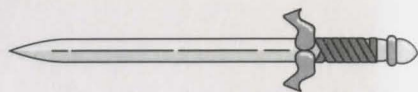
Alignment

Alignment is the philosophy a character lives by and can affect how NPCs and some magic items in the game react to the character. The following alignments are available to Player Characters.

Lawful Good characters believe in the rule of law for the good of all.

Lawful Neutral characters believe the rule of law is more important than any objective good or evil outcome.

Neutral Good characters believe that the triumph of good is more important than the rule of either law or chaos.

True Neutral characters believe that there must be a balance between good and evil and law and chaos.

Chaotic Good characters believe in creating good outcomes unfettered by the rule of law.

Chaotic Neutral characters believe that the freedom to act is more important than any objective good or evil outcome.

> **Note:** Due to the nature of this adventure, no evil Player Characters are permitted.

Other Attributes

Each character also has three other important values that change as the game goes on: Hit Points, Experience Points and Levels.

Hit Points (HP) represent the amount of damage a character can take before he goes unconscious. To calculate a character's maximum HP, the computer rolls the character's hit dice and adds any adjustments for level or constitution. A character gains a HP bonus to

> *...he was very old, but looked strong enough to ward off the fiercest of monsters. That face, riddled with a thousand wrinkles, still displayed the dignity of a Solamnic Knight...*

each hit die if his constitution is over 14. When a character takes enough damage that his HP reach 0, he is unconscious. If the character's HP drop to anything from -1 to -9, he will lose 1 HP per turn from bleeding until he is bandaged or dies. A character is dead if he has -10 HP or less. When you view a character, his HP on the screen will never be displayed as less than 0.

Experience Points are a measure of what the character has learned on his adventures. Characters receive experience points for actions such as fighting monsters, finding treasures and successfully completing quests. The computer keeps track of experience and when
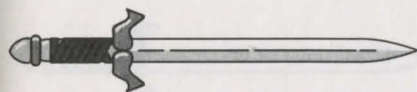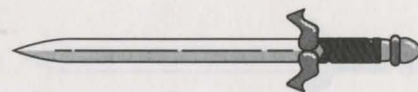
characters earn enough they may advance in levels. See the Level Advancement Tables for each class's experience requirements.

> *...the door was open, so I walked in. There before me stood a high priest, his robe tattered from years of weathering. 'I've been expecting you,' he said in a deep voice ...*

Levels are a measure of how much a character has learned in his class. Characters can go to a hall and receive the training required to increase in level when they have enough experience. Characters may only advance one level at a time. If a character has gained enough experience to go up two or more levels since the last time he has trained, he will go up one level and lose all experience in excess of one point below the next level.

> *Example:*
> An 11th level thief enters a training hall with 667,543 experience points (enough for 13th-level). He will leave as a 12th-level thief with 660,000 experience points — one point below 13th-level. Once characters have reached their maximum levels for this game, they cannot train.

New characters start with 210,003 experience points and they will already have all levels and spells appropriate for that experience. Characters may advance to a maximum of 14th-level, except thieves who may advance to 18th-level.

Building a Successful Party

Forming a strong and adaptable party is a key to success in Champions of Krynn. You may place up to six Player Characters in your party. It is recommended that you use all six characters. A smaller party is less powerful and more likely to be eliminated by your enemies.

In choosing which characters to include in the party, it is wise to include a variety of classes: clerics, mages, thieves and fighters. At least one party member should be a kender, so you may taunt (yell) in combat. Some adventures may only be completed if the party includes a Knight.

Sample party #1:
  One Human Knight
  One Human Paladin
  One Dwarf Ranger
  One Kender Cleric of
    Mishakal/Thief
  One Qualinesti Elf Cleric of
    Shinare/Fighter/Red Mage
  One Silvanesti Cleric of Majere/
    Fighter/White Mage
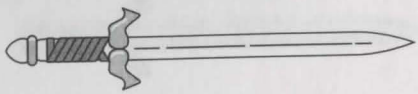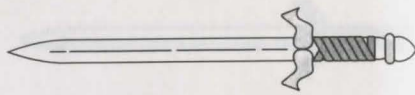
Sample party#2:
  One Human Knight
  One Silvanesti Elf Cleric of
    Mishakal/Fighter/White Mage
  One Half-Elf Ranger/
    Cleric of Majere
  One Qualinesti Elf Cleric of
    Shinare/Fighter/Red Mage
  One Kender Cleric of Kiri-Jolith/
    Thief
  One Qualinesti Elf Fighter/
    Red Mage

Why These Guys?

Cleric/fighter/mages are the ultimate multi-purpose character. A cleric/fighter/mage can cast both mage and cleric spells while wielding the armor and weapons of a fighter. The main disadvantage of the cleric/fighter/mage is that, as a triple-class character, he advances in levels quite slowly.

Fighter/mages may cast spells while wearing armor. This split class can fight as well as a fighter and receives more HP than a pure mage.

Cleric/thieves have more HP and a better armor class than pure thieves. As a cleric, the cleric/thief can cast healing and support spells, allowing the character to perform double duty as both the party thief and additional healer. The thief status permits the powerful back stab attack which is described in the Combat section.

Clerics are essential for healing the party after engagements. The most efficient way to heal is to Encamp and select FIX (you can issue this command several times while encamped). FIX works as follows:

If a cleric is in the party, all available cure spells are cast and automatically rememorized, until all characters are healed. If the party has taken more damage than clerics have cure spells, the FIX option may be used again. When FIX is used, characters at the top of the list will be healed before the characters below them. If a cleric is not in the party, HP may be recovered through rest (1 HP per 24 hour period), potions or Temple services.

Rangers normally start the game with more HP than other fighter types. They do extra damage versus giant type monsters and receive mage and druidic spells at high level.

Knights are powerful fighters and there are some items that may only be used by them. Knights have special leadership abilities and gain clerical spells at high levels.

Paladins are great warriors. In addition to their martial prowess, they have natural protection from evil, healing powers and they gain clerical spells.
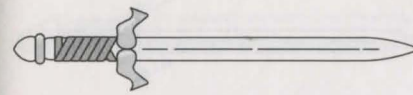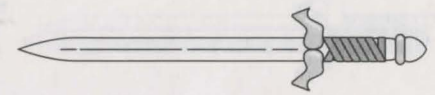
Preparation Tips

The makeup of your party affects your combat strategy throughout the game. Loading your party with clerics and mages increases the importance of spell casting both before

> *...the mere sight of the strong, determined warrior would have scared off all but the bravest of foes. But this was no ordinary rival...*

and during a battle. An emphasis on fighters, Knights, paladins or rangers makes your hand-to-hand combat skills that much more important.

Ready the melee weapons (swords, maces, quarter staffs) at the start of the game instead of the missile weapons (bows, slings, darts). Be sure to keep arrows ready too.

COMBAT

Adventurers must battle their way through many dangerous foes to complete the mission. Tales of bravery and heroes ring with the sounds of combat. The following sections offer some more information and tips for combat.

Combat Map

Battle takes place on a tactical combat map that is a more detailed view of the map terrain (3D or overland) that the party was on when the combat began. This map is set up with an invisible square grid and you will notice that everything moves on the grid from square to square. Moving diagonally often costs more movement points than moving horizontally or vertically.

Initiative

Each round of combat is divided into 10 segments. Every character and foe acts on a specific segment based on a random number. The random segment number is generated at the start of each combat round and is modified by dexterity and random factors such as surprise. In most cases a character will move and/or aim an attack during his segment. Casting spells may take extra segments to perform, so often a spell-caster will begin his spell on his segment and have it go off a few segments later.

Sometimes a character will act in segment 10 of one round and segment 1 in the next, appearing to act twice in a row. This is especially common if you use the DELAY command. When the DELAY command is given, that character's action is always delayed until segment 10.
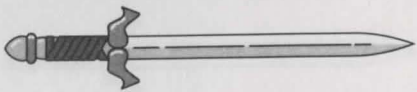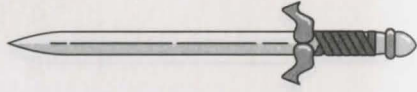
Computer Control

In combat, the player controls the actions of PCs. The computer controls the actions of monsters, NPCs and PCs set to computer control with the QUICK command. If you have a Knight in your party, he may take control of NPCs at the start of combat by making a successful leadership check. A successful leadership check puts NPCs under normal control for that combat.

Combat Ability

Each character's ability in combat is defined by his *AC, THACØ and damage.*

AC

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

THACØ

The character's THACØ represents his ability to hit enemies in melee or with missile fire. THACØ stands for To Hit Armor Class 0. This is the number a character must 'roll' equal to or greater than to do damage on a target with an AC of 0. The lower the 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 if an attack hit, the number generated is from 1 through 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 range, attacking from the rear, magic weapons and magic spells among other things.

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

Damage

When a hit is scored, the attacker does damage. Damage is the range of HP loss the attacker inflicts when he hits an opponent in combat and it depends on the attacker's strength and weapon type. The damage each weapon can do is summarized in the Weapon Table on page 53.

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

Attacking

Characters generally engage in melee combat, which is face-to-face fighting with weapons such as swords and maces. Characters also have other options, such as ranged combat, with bows and slings, and rear attacks on engaged foes. Different options and restrictions apply to each.
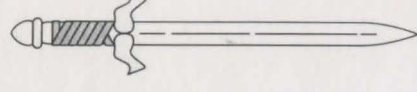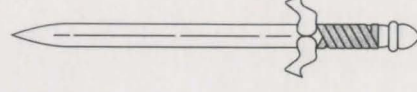
...the wight attacked with such speed and ferocity that some life essence was drained from three of our party before we could defeat it...

Ranged Weapons

A character with a missile weapon (bow, sling, etc.) may not attack when adjacent to an enemy. The exception to this is the kender hoopak. Kender may attack adjacent targets with the metal shod end of their hoopaks or use it as a ranged weapon.

Bows can be used twice per turn. Three darts can be thrown per turn.

Multiple Attacks

After seventh level (eighth for rangers,) all fighter-type characters increase the number of attacks they make with melee weapons. The first increase is three attacks every two rounds, then two attacks every round. See the Bonus Attacks for High Level Fighters table on page 52.

All of a character's attacks are taken against his first target. If the first target goes down with the first attack, he can aim the remaining attack at another target. Fighter-types may also sweep through several weak opponents in one combat round. When a character sweeps, he automatically attacks all of the weak opponents.

Back Stabbing

A thief back stabs if he attacks a target from exactly opposite the first character to attack the target. The thief may not back stab if he has readied armor heavier than leather. A back stab has a better chance of hitting the defender and does additional damage.

Combat Strategies

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

Deploying the Party

When a battle begins, your party is automatically positioned based on the order list of the characters. Characters near the top of the order will be in the front lines and vulnerable to attack. To change the starting deployment, change the order from the Alter menu while encamped. Shift the heavily-armored fighters up the list and the vulnerable mages and thieves towards the bottom of
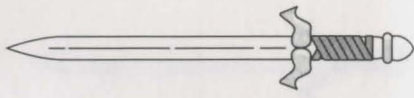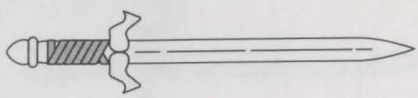
the list. Party order cannot be changed while in combat, although they are free to move.

When battle begins, your party may be placed in a bad position. If you wish to be defensive, move your characters to anchor your flanks on an obstacle such as a wall or tree. Setting up behind a doorway that your enemies have to move through makes for a very strong defensive position. Also, keep mages safe behind the front line.

Wounded Characters
Characters who are seriously injured should be moved out of the front lines if possible. Remember: if you move away from an adjacent enemy, he gets a free attack at your back. Back attacks have an improved chance to hit.

Stopping Ranged Attacks
Missile weapons cannot be fired if there is an adjacent opponent. If you want to fire missiles, make sure you keep away from the enemy. Hoopaks are the only exception, as they may be used either as a missile weapon or a melee weapon. To stop enemy missile fire, move someone next to the opponent.

Exploiting Enemies' Weaknesses
Exploit your opponents' weaknesses by directing attacks against helpless, wounded or isolated foes. Concentrate your attacks to eliminate one opponent rather than injure many (Exception: enemy spell

casters). A foe with one hit point remaining attacks as powerfully as an uninjured one.

Spell casters cannot fire spells after they have taken damage in a round and they will lose any spells they are in the process of casting when they are hit. Try to keep enemy spell casters under attack every round while protecting your own.

Combat Movement
The number of squares a character can move is affected by the weight he's carrying, his strength and the kind of armor he has readied. A character's movement range is displayed on the view screen and when moving during combat.

Running Away
A character may flee from the battlefield if he can move faster than all enemies, but not if he moves slower than any enemies. A character has a 50% chance to move off the battlefield if he can move as fast as the fastest enemy monster. Exception: if a monster or character can reach the edge of the combat map without any of his opponents being able to see him, he may then flee successfully even though he is slower than his opponents.

Returning to the Party
A character that moves off the battlefield returns to the party after the fight is over. If all active
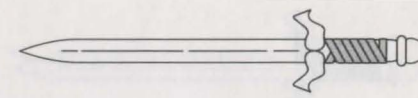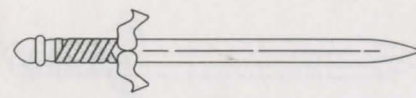
characters flee combat, any dead or unconscious characters are lost. If a whole party flees, it will not receive any experience points for monsters killed before retreating.

After Combat
If one or more characters survive on the battlefield at the end of combat, the bodies of unconscious or dead party members stay with the party. If the entire party flees from combat, all unconscious and dead party members are permanently lost. If ALL the party members are slain, go back to your last Saved Game and try again from that point.

...with several of our party wounded from combat we needed the help of a cleric healer. The best one around these parts was right in town...

MAGIC
Magic is integral to DEATH KNIGHTS OF KRYNN. Mages and clerics, as well as high-level Knights, rangers and paladins can cast spells. A spell can exist in one of four forms: in a character's memory, in a character's spell book, in a scroll or in a wand.

A spell-caster with a memorized spell can cast it using the CAST command. Spells are memorized during rest while encamped.

Memorizing a spell takes 15 minutes of game time per spell level, plus a minimum period of preparation of four hours, plus two hours every two spell levels. For example, first and second level spells take a minimum preparation of four hours, while third and fourth level spells take six hours.

Example:
To memorize (2) first-level spells, (1) second-level spell and (1) third-level spell would take:
(6 hours preparation) + (2 * 15 min) + (1 * 30 min) + (1 * 45 min) = 7 hours 45 min

Spells do not automatically have their full effect on their target. Each target of a spell may get a saving throw to avoid some or all of the effect of the spell. As a character gains levels, his saving throws improve.

Note: some monsters have magic resistance which decreases the chance of them being affected by spells.

Mages
There are two orders of mages you can play—White Robes and Red Robes. All good alignment mages are White Robes and all neutral alignment mages are Red Robes.
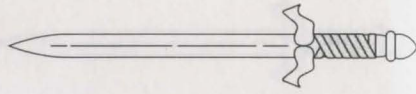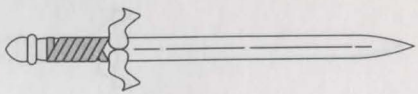
Evil mages are of the Black Robe order. The few mages in the world who do not enter an order are called "Rogues," and are attacked on sight by all of the other orders. Mages keep spell information in their personal spell books and may only memorize spells that are recorded there.

When a mage trains for a new level, he selects a new spell to scribe into his spell book. A mage can also scribe spells from identified scrolls if he is of high enough level to cast them and they are the correct type for his order. Red Robe mages may only use or scribe Red Robe scrolls and White Robe mages may only use or scribe White Robe scrolls. A mage must cast the Read Magic spell in order to identify the spells on the scroll. A spell disappears after it has been scribed or cast.

The Moons of Krynn

Since the creation of the world, three moons have governed the powers of magic in Krynn. As the moons wax and wane, so do the powers of magic aligned to them. Each moon has a different cycle and affects a different group of mages. Mages of the White Robes gain their power from Solinari the white moon, Mages of the Red Robes are governed by Lunitari the red moon. The evil Mages of the Black Robes are empowered by the dark moon Nuitari. The current position of the moons is displayed at the top of

your computer screen and their effects are as follows:

	LOW SANCTION (NEW MOON)	WANING	WAXING	HIGH SANCTION (FULL MOON)
Saving Throws	-1	Normal	Normal	+1
Additional Spells*	0	0	+1	+2
Effective level	-1	Even	Even	+1**

* The additional spells can be of any level the mage can cast.

** Only a mage of sixth-level or higher who also has an intelligence of 15 or greater gains this benefit.

Spheres of Magic

The magic of Krynn operates in spheres, with the different schools of mages only able to manipulate certain of them; spells castable by one order may not necessarily be cast by another. The Spell Parameters Table on page 55 and the Spell Descriptions beginning on page 20 detail which mage orders can cast each spell.

Clerics

Clerical magic requires no spell books. All clerical spells of the appropriate level are always available to a cleric, the character need only memorize them. Unlike mages, clerics can cast spells from scrolls without any preparation.

Deities

Since the earliest days of Krynn, the wisdom of the deities has been brought to all the races through the efforts of the clerics, the mortal
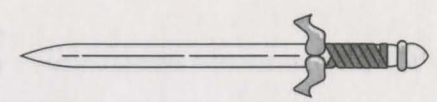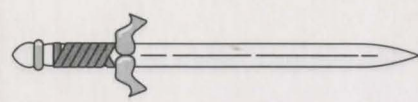
messengers of the will of the heavens. As a sign of favor, deities bestow upon their clerics special bonuses or additional spells. The following is a list of the deities of Krynn that are available to characters, their alignment and clerical bonuses:

...after night fell, I set up camp and was warming myself by the fire when I heard it. It seemed to come from all around...

Good Aligned Deities:

Paladine
Powers: None
Extra Spells: Protection from evil 10' radius

Majere
Powers: Turn undead as if cleric is two levels higher
Extra Spells: Silence 15' radius

Kiri-Jolith
Powers: +1 THAC∅
Extra Spells: Detect Magic

Mishakal
Powers: +1 die on all healing spells
Extra Spells: Charm Person, Remove Curse, Bless

Neutral Aligned Deities:

Sirrion
Powers: None
Extra Spells: Burning Hands

Reorx*
Powers: +1 THAC∅ (dwarves only)
Extra spells: None

Shinare
Powers: None
Extra Spells: Charm Person

*All dwarven clerics must select Reorx and therefore be neutral.

Knights and Paladins

Knights and paladins use their clerical spells identically to clerics, except that they can never use clerical scrolls, even if they may cast the spells.

Rangers

Rangers use mage and druidic spells. They use mage spells identically to mages and the druidic spells as clerics use their magic. Rangers can never cast spells from scrolls, even if they can memorize and cast the scroll spell normally.

Tips on Magic Spells

Both clerics and mages may cast spells which assist the party in combat. Preparatory spells cast just before a battle can protect and strengthen characters. Spells can be cast to damage foes during combat or to protect or heal comrades.

Spells should be rememorized as soon as possible after they are

used. This is most likely to happen after combat. When in camp, have your spell-casters memorize spells and select REST to allow them to imprint the spells for later use. Selecting REST without choosing new spells has the spell-casters rememorize the spells they have cast since last resting.

Note: Before resting, it is a good idea to save your game. We recommend that you save your game after every tough combat and that you keep at least two separate saved games at all times and alternate between them. This will allow you to go back to a save before that fatal battle.

MAGICAL TREASURES

As you travel about and encounter the monsters and puzzles that stand between you and finishing your various quests, you will also find magical items to help you on your way. Here are some descriptions of items that you may find. Not all of these items may be found in your adventure. You can find out if there is a magic item in a treasure by doing a Detect Magic spell using the DETECT command. To find out specifically what an item is, you must take it to a shop and have it identified.

Some magic items are in reality cursed and can do great harm. When a character readies a cursed item, a Remove Curse spell must be cast before the item can be

dropped. Some magic items may only be used by certain classes. Others may not work at all if certain other magic items are also in use. You must select the READY command from the Items Menu to prepare items for use. Items such as armor, weapons or adornments are simply readied and you gain their benefit automatically. Items like scrolls or potions must be readied before they can be used.

Wands

Wands are the traditional objects of enchantment. Wands generally will cast a set number of a given spell (Fireball or Ice Storm for instance). Only experimentation or paying to have them identified will tell what a wand does. Generally wands can only be used by mages, although a few can be used by other classes.

Potions

Potions are the most common sort of magical treasure. Potions may heal wounded characters, cause them to become hastened or invisible or cause any number of other effects.

Scrolls

Scrolls can be either for clerics or one of the mage orders. They offer new spells for mages to scribe into their books, spells of a higher level than the spell-casters can normally cast and extra spells for emergencies. A mage may use SCRIBE to

> *…you know what they say — the bigger they are, the harder they fall. This was certainly true of the giant skeleton we encountered, A few choice attacks from the right weapon will reduce them to a pile of bones…*

Enchanted Armor and Shields

Sometimes you may run across armor or shields that have been created by skilled craftsmen and then enchanted by mages to imbue them with protective spells. The power of the magic on these items may vary a great deal. Enchanted armor has the great advantage of offering improved protection with less encumbrance than the same type of mundane armor.

Solamnic Plate

These suits of plate mail were originally crafted for some of the Knights of Solamnia. The armor is of exceptionally high quality and is very ornate. Only Knights may use Solamnic Plate.

Enchanted Weapons

Enchanted weapons come in many sizes and shapes and potencies. Sometimes a weapon will add to your THAC∅ and damage. Other weapons may have other magical properties including extra bonuses against specific types of creatures. Once a magic weapon has been readied from the Items Menu, the character will have it for all combats.

Enchanted Adornments

Bracers, necklaces, periapts and especially rings are favorite objects for magical enchantment. These items may have any number of magical properties. Some items will help your AC, others may fire Magic Missiles or be cursed. Once one of these items has been readied from the Items Menu, a character will automatically gain all effects. The exception to this rule is that certain magical necklaces require the USE command to work.

Dragonlances

These powerful enchanted weapons were created for the War of the Lance, to combat the evil dragons. They have large bonuses against any foe, but are deadly when attacking dragons, where they do the wielder's hit points in damage to the beast.

Enchanted Clothing

Wizards will sometimes cast enchantments on commonplace items of clothing such as gauntlets or cloaks. A wide variety of these items are known to exist.

SPELL DESCRIPTIONS

First Level Clerical Spells

Bless improves the THACØ of friendly characters by 1. The bless spell does not affect characters who are adjacent to monsters when the spell is cast. This is a good spell to cast before going into combat.

Cure Light Wounds heals 1-8 HP (up to the target's normal maximum HP).

Detect Magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an '*' or a '+' is magical.

Protection from Evil improves the AC and saving throws of the target by 2 against evil attackers.

Resist Cold halves the damage and improves saving throws vs. cold attacks by 3.

Second Level Clerical Spells

Find Traps indicates the presence of traps in the character's path.

Hold Person may paralyze targets of character type (human, etc.), goblin or hobgoblin. You may aim a hold person spell at up to 3 targets.

Resist Fire halves the damage and improves saving throws vs. fire attacks by 3.

Silence 15' Radius must be cast on a character or a monster. That character or monster and all adjacent to him, cannot cast spells for the duration of the spell.

Slow Poison revives a poisoned person for the duration of the spell.

Snake Charm paralyzes as many HP of snakes as the cleric has HP.

Spiritual Hammer creates a temporary magic hammer. It can strike at range and does normal hammer damage plus one point for every three levels the caster has attained. The hammer appears in the clerics equipment list and must be readied as any other weapon. The hammer will reconjure itself on the cleric's person if it is thrown.

Third Level Clerical Spells

Cure Blindness removes the effect of the Cause Blindness or Power Word, Blind spells.

Cure Disease removes the effects of disease caused by some monsters or by a Cause Disease spell.

Dispel Magic removes the effects of spells that do not have specific counter spells. This is a recuperation spell for any of the party that has been held, slowed or made nauseous.
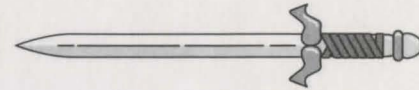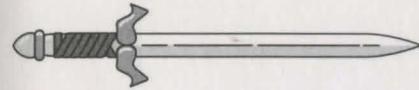
Prayer improves the THACØ and saving throws of friendly characters by one and reduces the THACØ and saving throw of monsters by one. This is a good spell to cast before going into combat.

Remove Curse removes the effects of a Bestow Curse spell and allows the target to unready cursed magic items.

Fourth Level Clerical Spells

Cure Serious Wounds heals 3-17 HP (up to the target's normal maximum HP).

Neutralize Poison counteracts all toxins and revives a poisoned person.

Protection from Evil 10' Radius must be cast on a character or a monster. It improves the AC and saving throws of the target and all adjacent friendly characters by two against evil attackers.

Sticks to Snakes causes snakes to harass the target. The target is unable to attack or cast spells for the duration of the spell. Large creatures may ignore the created snakes.

Fifth Level Clerical Spells

Cure Critical Wounds heals 6-27 HP (up to the target's normal maximum HP).

Dispel Evil improves the target's AC by seven versus 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.

Raise Dead can bring back to life one non-elf character. The chances for success are based on the target's constitution. The raised character returns to life with one hit point.

Sixth Level Clerical Spells

Heal cures all diseases, blindness, feeblemindedness and restores all except one to four of a character's full hitpoints.

Seventh Level Clerical Spells

Restoration returns experience levels to characters who have suffered the draining attacks of undead monsters such as wights.

Resurrection is similar to the Raise Dead spell, except that the resurrected character has full hit points returned.

First Level Druid Spells

Detect Magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an '*' or a '+' is magical.

Entangle will cause plants in the area of effect to grow and entwine around the feet of any creature in
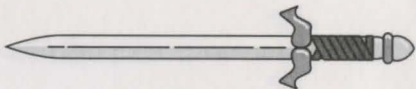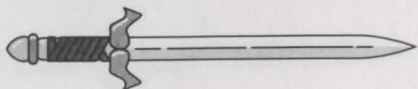
the area. Be careful not to catch allies in the spell area. Entangle only works outdoors.

Faerie Fire will ring a targeted creature in magical light. This spell will outline otherwise invisible creatures and give a +2 THAC∅ bonus to anyone attacking an affected creature.

Invisibility to Animals will make the target invisible to non-magical, low or non-intelligent animals. This spell does not offer protection against intelligent opponents or magical creatures.

Second Level Druid Spells

Barkskin causes the target's skin to become tougher and harder to damage. The effect of this spell is a -1 bonus to AC. This is a good spell to cast before combat.

Charm Person or Mammal changes the target's allegiance in a combat. It affects character types (human, etc.) and other mammals.

Cure Light Wounds heals 1-8 hit-points (up to the target's normal maximum hitpoints).

First Level Mage Spells

Burning Hands causes one HP of fire damage per level of the caster. There is no saving throw. Usable by both Red and White Robes.

Charm Person changes the target's allegiance in a combat. It only affects character types (human,

etc.), goblins or hobgoblins. Usable by both Red and White Robes.

> ...long after my encounter with the dread wolf, I had nightmares of its evil face snarling at me from out of the darkness...

Detect Magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an '*' or a '+' are magical. Usable by both Red and White Robes.

Enlarge makes the target larger and stronger. The higher the caster's level, the larger and stronger the target gets. If the caster is sixth-level or greater, the target becomes as strong as an Ogre. If the caster is 10th-level or greater, the target becomes as strong as a Fire Giant. A target can only be under the effect of one enlarge spell at a time. Unwilling targets get a saving throw against this effect. The spell will stay in effect for more than one combat and should be cast before combat. Usable by both Red and White Robes.
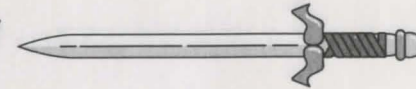
Friends raises the caster's charisma 2-8 points. It is often cast just before an encounter. Usable by both Red and White Robes.

Magic Missile does 2-5 HP per missile with no saving throw. A mage throws one missile at first – second level, two missiles at third – fourth level, three missiles at fifth-sixth level and four missiles at seventh – eighth level. This spell will damage any target within its range unless the target is magic resistant or has certain magical protection. Casts instantaneously. Usable by both Red and White Robes.

Protection from Evil improves the AC and saving throws of the target by two against evil attackers. Usable by both Red and White Robes.

Read Magic allows a mage to ready a scroll and read it. For scrolls, this works as if they have been identi-

> ...when I saw the spectre floating toward me from out of the shadows, its hateful presence charging the air with tense fear, my first reaction was just to run like mad...

fied. A mage may scribe the spells from a scroll (if appropriate for his class and level) after it has been read. Usable by both Red and White Robes.

Shield negates the magic missile spell, improves the mage's saving throw and may increase his AC. Usable by both Red and White Robes.

Shocking Grasp does electrical damage of 1-8 HP, +1 HP per level of caster. Usable by both Red and White Robes.

Sleep puts 1-9 targets to sleep with no saving throw. Up to 9 one hit-die targets are affected. One 4 hit-die target is affected. Targets of five or more hit-dice are unaffected. Usable by both Red and White Robes.

Second Level Mage Spells

Detect Invisibility allows the target to spot invisible targets. Usable by both Red and White Robes.

Invisibility makes the target invisible. The THAC∅ of melee attacks against invisible targets is reduced by four. It is impossible to aim ranged attacks at invisible targets. Invisibility is dispelled when the target attacks or casts a spell. Usable by both Red and White Robes.

Knock is used to open locks. It can be cast from the door-opening menu if the active character has a memorized knock spell. Usable by Red Robes only.
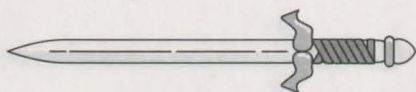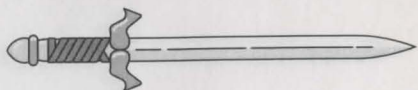
Mirror Image creates 1-4 illusionary duplicates of the mage. A duplicate disappears when it is attacked. Usable by Red Robes Only.

Ray of Enfeeblement reduces the target's damage by 25% + 2% per level of the caster. Usable by White Robes only.

Stinking Cloud paralyzes those in its area for 2-5 rounds. If the target saves, it is not paralyzed, but is nauseous and has its AC reduced for two rounds. This spell has a very short range and care should be taken to avoid including party members in the cloud.

Strength raises the strength of the recipient one to eight points. The effects of the spell are less if the target has 18 strength. Usable by Red Robes Only.

Third Level Mage Spells

Blink protects the mage. The mage 'blinks out' after he acts each round. The mage may be physically attacked before he acts each round, but he may not be physically attacked after he acts. Usable by Red Robes only.

Dispel Magic removes the effects of spells that do not have specific counter spells. This is a recuperation spell for any of the party that has been held, slowed or made nauseous. Usable by White Robes only.

Fireball does 1d6 HP per level of the caster to all targets within its area. If the target makes its saving throw, the damage is halved. A fireball has a five square diameter outdoors and a seven square diameter indoors. Fireball is a slow-casting spell and the spell's power demands that you target carefully. Otherwise, you may inadvertently destroy party characters. If you target a fireball in the center of the screen indoors, the only safe areas are the three squares in each corner. Be sure to center to determine who will be in the area of effect. Usable by both Red and White Robes.

Haste doubles the target's movement and number of melee attacks per round. Haste has a short duration and you should wait until a fight is imminent to cast it. *Warning:* each time a haste spell is cast on a character, that character ages one year. Usable by Red Robes only.

Hold Person may paralyze targets of character type (human, etc.), goblin or hobgoblin. You may aim a hold person spell at up to four targets (Exit to target less). Usable by White Robes Only.

Invisibility, 10' Radius makes all targets adjacent to the caster invisible. The THAC0 of melee attacks against invisible targets is reduced by four. It is impossible to aim ranged attacks at invisible targets. Use this spell to set up a battle line while the bad guys seek you out. Characters lose invisibility if they do
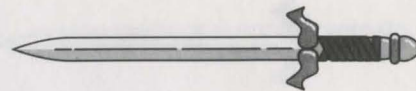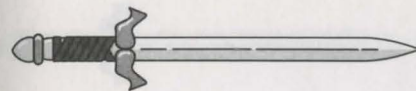
anything but move. Some monsters can see invisible creatures. Usable by Red Robes only.

Lightning Bolt does 1d6 HP per level of the caster to targets along its path. If the target makes its saving throw, the damage is halved. A lightning bolt is four or eight squares long in a line away from the caster. For best results, move the spell caster to send the bolt down a row of opponents. It will attack all opponents along the line within its range. Target the first creature in the row (closest to caster). Lightning bolts will reflect off walls back toward the spell caster. This permits targets adjacent or close to a wall to be hit twice by the same bolt. Be careful the caster isn't hit by the reflected bolt. Usable by both Red and White Robes.

Protection from Evil, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by two against evil attackers. Usable by White Robes only.

Protection from Normal Missiles makes the target immune to non-magical missiles. Usable by White Robes only.

Slow affects one target per level of caster. The spell halves the target's movement and number of melee attacks per round. Slow can be used to negate a haste spell. This spell is

useful against any high-damage creature. Only affects the side opposing the spell caster. Usable by Red Robes only.

Fourth Level Mage Spells

Bestow Curse reduces the targets THAC0 and saving throws by four. Usable by White Robes only.

Charm Monster changes the target's allegiance in combat. It will work on any living creature. The spell affects 2-8 first level targets, 1-4 second level targets, 1-2 third level targets or one target of fourth-level or above. Usable by White Robes only.

Confusion affects 2-16 targets. Each target must make a saving throw each round or stand confused, become enraged, flee in terror or go berserk. Confusion is most effective when used against a large number of enemies. Usable by White Robes only.

Dimension Door allows the mage to teleport himself to another point on the battlefield within his line of sight and the range of the spell. Mages can use it for quick escapes. Fighter/mages use the "Door" to reach the opposition's rear area. Usable by Red Robes only.

Fear causes all within its area to flee. Usable by Red Robes only.

Fire Shield protects the mage so that any creature who hits the mage in melee does normal damage, but
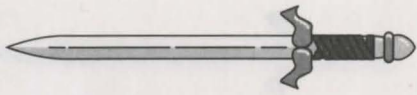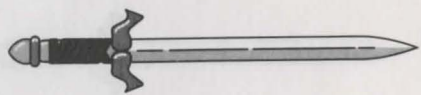
takes twice that damage in return. The shield may be attuned to heat attacks or cold attacks. The mage takes half damage (no damage if he makes his saving throw) and has his saving throw against the opposite form of attack improved by two. He takes double damage from the form of attack the shield is attuned to. Usable by both Red and White Robes.

Fumble causes the target to be unable to move or attack. If the target makes his saving throw, he is affected by a slow spell. Usable by White Robes only.

Ice Storm does 3-30 HP to all targets within its area. There is no saving throw. This spell will inflict damage on opponents protected by Minor Globes of Invulnerability. Usable by both Red and White Robes.

Minor Globe of Invulnerability protects the caster from incoming first, second or third-level spells. The Globe is very effective when used in combination with Fire Shield. Usable by White Robes only.

Remove Curse removes the effects of a Bestow Curse spell and allows the target to unready cursed magic items. Usable by White Robes only.

Fifth Level Mage Spells

Cloudkill is similar to the Stinking Cloud spell, except that its area of effect is larger and it will kill weaker monsters. Stronger monsters may be immune to the spell. Usable by both White and Red Robes.

Cone of Cold fires a withering cone shaped blast of cold. The spell's range and damage increases with the caster's level. Usable by by both White and Red Robes

" ...the chest, when opened, overflowed with treasure, some of it having magical properties; but one item caused the mage among us to shudder... "

Feeblemind causes targets who fail their saving throw to drop dramatically in intelligence and wisdom and become unable to cast spells. A Heal spell must be cast on the victim to recover from the effect. Usable by White Robes only.

Fire Touch creates a blazing aura around the recipient. This aura adds 2-12 points of extra fire damage to all of the recipient's attacks. Usable by Red Robes Only.

Hold Monster is similar to Hold Person, except it affects a wider variety of creatures. Usable by White Robes only.
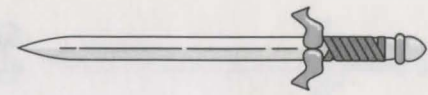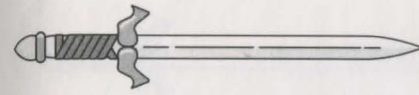
Iron Skin causes the mage's skin to become extremely tough and damage resistant. The mage's AC is reduced by four. Usable by Red Robes Only.

Sixth Level Mage Spells

Death Spell kills opponents instantly and irrevocably. The spell will kill a greater number of weak opponents than strong. Powerful opponents may be immune. Usable by both Red and White Robes.

Disintegrate destroys one target. Some creatures with an innate magic resistance may avoid the effects of the spell, while most must make a saving throw to survive. Usable by Red Robes only.

Flesh to Stone causes the target to make a saving throw or be turned into stone. Usable by Red Robes only.

Globe of Invulnerability protects against first to fourth level spells. Usable by White Robes only.

Stone to Flesh counters the effects of a Flesh to Stone spell. Characters may not survive the shock of being restored to flesh. System shock survival is based on a character's constitution. Usable by Red Robes only.

Seventh Level Mage Spells

Delayed Blast Fireball is a more powerful version of the third level spell and will penetrate a Minor Globe of Invulnerability. Usable by by both White and Red Robes.

Mass Invisibility is identical to the Invisibility spell, except that it affects several targets at once. This can be a valuable spell to cast before a known encounter. Usable by Red Robes only.

Power Word, Stun causes one creature to be stunned—reeling and unable to think or act effectively. The weaker the target, the longer it will be stunned. This is a very powerful spell and it automatically affects any creatures who do not have magical immunities. Usable by both White and Red Robes.

Eighth Level Mage Spells

Mass Charm is similar to the fourth-level spell, except it affects a much larger number of targets. Usable by White Robes only.

Mind Blank is a powerful protective spell. The recipient of this spell is totally protected from spells that attack a character's mind or will, such as Charm or Feeblemind. Usable by White Robes only.

Otto's Irresistible Dance is an enchantment that causes the target to be irresistibly compelled to dance a wild and frenzied jig. The target's AC is reduced by four and it fails all saving throws versus other magical attacks. Usable by White Robes only.

Power Word, Blind will strike some targets instantly blind. Usable by both White and Red Robes.
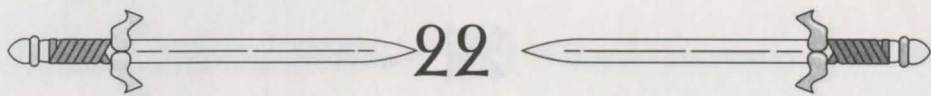
Journal Entries

JOURNAL ENTRY 1

TALE OF CROOK STREET

"It's the worst street in town, you know. And proud of it. The Knights have learned to leave it alone. It winds around a lot. Real crooked street. If a body wanted to do a little private business or hide out, it's the perfect place. Strange magics will confuse all but the natives.

"The Dream Merchant! Yes, he's on Crook Street. Keep going — you'll see the sign. By the way, nobody trifles with the Merchant — everybody has to sleep sometime."

JOURNAL ENTRY 2

THE CLERIC'S TABLE

The cleric waves you toward a table of food. "Take your pick," he says. "Your choice will determine your fate."

You study the table. The choice is almost impossible to make. A bottle of clear water. A pastry decorated with curlicues of frosting. A cup of cider with a stick of cinnamon steeping within. A boiled potato decorated with a sprig of parsley. Each one could mean death or victory. The cleric offers no advice.

JOURNAL ENTRY 3

An explosion sounds behind you and a splinters rip through the deck of the Kuo-Toa slave ship. Another ship sails close and its captain shouts for the immediate surrender of all Kuo-Toa and their captives.

You don't see the Kuo-Toa captain, but his voice rises over the commotion to address the attacking ship. "We'll die first, land-faring infidels!" The clerics and monitors cheer their agreement.

Soon the air is thick with explosions and flying fireballs. The battle is joined!

JOURNAL ENTRY 4

SPRITE MEETING

A Sprite flies up to you, "You are not Evil. Bewarned! Evil monsters have entered Voice Wood. Even though you would normally be welcome, it would be safest to leave as quickly as you can."

JOURNAL ENTRY 5

THE DREAM MERCHANT'S REQUEST

"Ever since I escaped from Kalaman, there have been creatures haunting my sleep. If I look away from the people I meet in dreams, fierce hounds tear them apart like scarecrows! There are evil men beyond the hounds and beyond the men, someone more evil still.
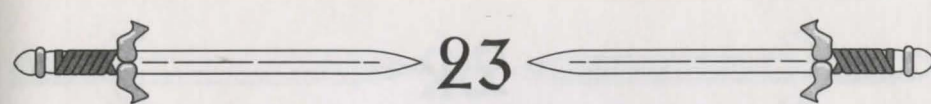
"I have the power to bring you into my dreams, to face the terrors I cannot face. If you are stout of heart, they cannot kill you. Will you help me!"

JOURNAL ENTRY 6

MOUNTAIN DWARF

"The name's Skomp. I come from beneath the Dargaard Mountains. There, while exploring a new passage, I came upon an echo chamber — one of those unusual caverns that somehow amplify sound. I heard voices coming from above, from the surface. Names were mentioned. Lord Soth. Sir Karl. Sebas Astmoor. There was talk of a Dragonlance and something called a Rod of Omniscience. Conquest, that was the topic. World conquest.

"When I brought this matter before my superiors, they shrugged. The fate of the surface world does not concern them. I went to their superiors, with the same result. How shortsighted they are, for if the surface world falls, would we not be next!"

Go to Journal Entry 20.

JOURNAL ENTRY 7

SIR THOM'S DREAM

You and many heroic Knights are at a celebration, feasting merrily. You see a long-faced man in dark robes who doesn't seem to belong. As you try to accost him, he disappears in the crowd.

Suddenly Sir Karl is there before you. You smile, even though you know he is dead. "Thom! Give me your sword!" he cries and you do so at once. He jerkily takes it and you notice silver strands attached to his arms and legs. The strands lead up to a monstrous man, whose face covers the sky. He laughs like thunder and pulls Sir Karl to him,

All turns black as you plummet into dark catacombs. You grope in the darkness, tearing through walls of gossamer spiderwebs, until you see a speck of light and head for it. It is a candle held by the long-faced man. There is a string around his wrist, but it has been cut. As you draw near, a door shuts and the candle is blown out. This happens again. On the third try the candle flickers, but stays lit. You step past a red door into a small bare room. The long-faced man transforms into a young Solamnic Knight, who hands you an ornate key the color of blood. "For every key, a prisoner," he warns, then you awake.
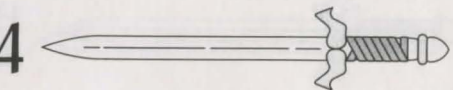
JOURNAL ENTRY 8
SIR THOM'S STORY

"My name is Thom Govamont and I am Knight Emeritus of the Order of the Rose. Listen to me: I tell you, I knew all this would happen! I saw Sir Karl rise again in a dream. But wait! There is more! The dream went on. There was darkness and a candle and — oh, I am old, I cannot remember.

> "…Maya drops her innocent expression. "Give me the Rod of Omniscience," she orders, "and I'll make sure your deaths are quick."…

"But here! Take this." He presses a small smooth stone into your hand. It is strangely warm. "Take care of it. It is a Sleepstone. I keep it under my pillow and it records my dreams. Often they prove interesting. I procured the Sleepstone from the Dream Merchant, a man with power over dreams. I think his shop is in Vingaard. Take him the stone; he will be able to show my dream to you. It is most important."

JOURNAL ENTRY 9
ARRIVAL IN SUDULTO

The hidden city of Sudulto lies before you, nestled in a deep valley between two cliffs. A group of playing children transform into tussling puppies and back into human children as you watch. "It's a city of lycanthropes," Kai explains. "Not all werecreatures are evil. In Sudulto all creatures live in peace. Soth has no power here. You'll find the true Rod of Omniscience in the city."

You turn to question him further, but a powerful stag stands in his place. Waving his antlers at you in one final warning, he vanishes into the woods.

JOURNAL ENTRY 10
DAINE'S GREETING

"Welcome to our city. I am Daine, Commander of the Solamnic Knights for the City of Kalaman. And with me you see my second, Major Tems and the beauteous Ariela, my advisor and consort.

"We hear many rumors of the rising power of Lord Soth. My knights find his hideous agents even here in the center of town. We are anxious to learn how his power may be stopped."
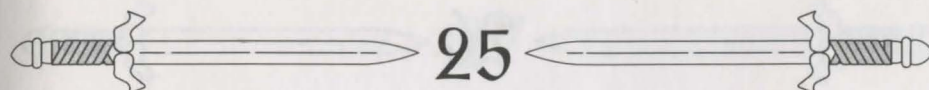
JOURNAL ENTRY 11
MAYA SPEAKS

Maya jumps out from a dark cave, blocking your path. "Stop!" she cries. "There's so much I must explain to you before you continue your mission against Soth. He is not the villain you think!"

Sir Karl steps out from the shadows behind Maya. He laughs evilly and rests his hand on her shoulder. "Yes … Maya serves Soth now! Surrender, all of you. You can't defeat Maya in her dragon form!"

Maya drops her innocent expression. "Give me the Rod of Omniscience," she orders, "and I'll make sure your deaths are quick."

JOURNAL ENTRY 12
THE DREAM EXPLAINED

"The first part of the dream is obvious. An evil man is gathering powerful weapons and warriors. Things look dark for the forces of good. There is hope; the tragic man in dark robes has cut his puppet strings. You must find him, first by finding the candle and then by traveling through red doors. If you go through a gray door he will disappear.

"The man will introduce you somehow to the young Knight, who holds the key to everything."

JOURNAL ENTRY 14
SPRITE WARNING

The Sprite responds, "The Rod of Omniscience will be safe here; all of Voice Wood will guard it."

Another Sprite chants, "The Rod is too powerful and must never be used. It must be guarded from everyone or the world would be destroyed!" Before you can respond, they fly away into the trees.

JOURNAL ENTRY 15
SLAVES OF THE KUO-TOA

The slaves grimly welcome you into their group. "You have been captured by an aquatic race, known as the Kuo-Toa. The Kuo-Toa hate all landfaring creatures, which they use us as slaves and sacrifices to their gods. We must escape and destroy this vessel.

"The Kuo-Toa fear fire above all else. The only flames to be found aboard the ship are in the temple, where they light holy torches to represent their trust in their gods.

"You are the strongest among us. Make your way to the temple and set fire to the boat with the torches. The Kuo-Toa will panic and we can all escape. Whatever you do, don't get in any fights before you reach the torches! We don't want them on guard."
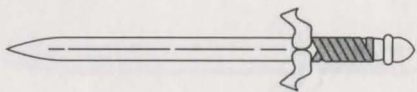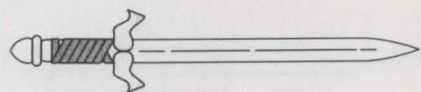
JOURNAL ENTRY 16
PHILOSOPHER'S ORATORY

The Gnome shakes your hand then begins, "You can call me Quartzberkl … Did you know that all of reality is subjective! How can we really exist if we don't create a machine that is constantly aware of the existence of each and every one of us! It's a great task that some Gnome is this town must take to task. The machine would need to …"

JOURNAL ENTRY 17
MAYA IN DISTRESS

You hear a scream from the other side of the graveyard and rush to assist. You find Maya surrounded and restrained by hordes of undead. A Death Knight stands behind her, weaving a complex spell to prevent her from transforming into her dragon form.

More and more undead appear for the spectacle, making the chance of a successful rescue remote. They drag Maya forward and tie her hands around a wooden stake. As she screams and struggles, they begin to heap firewood under her kicking feet.

The Death Knight raises his head and looks squarely at you, as if defying you to interfere. Nearby, you see six more stakes fitted with heavy iron restraints.

JOURNAL ENTRY 18
SAGE GNOME

"Welcome to our town!" one of the Sage Gnomes says as one of his companions busily sketches you. "As you may or may not know, our mission in life, is to record every activity in this village. Well recently, a Gnome whom you would call 'Quax' made a machine that would make some of us obsolete. It made sketches of anything you pointed it at. We told him to make something different and to destroy this machine, but he is awfully stubborn. So we asked the Engineering Guild to make something to make his machine fail. Unfortunately, shortly afterwards, thevillagestartedbeingrockedwithexplosionsloudnoisesbrightlights … "
He stops, realizing he was speaking too fast. He calms down and continues, "Since then, we've been at war and Quax has barricaded himself in his workshop and even put some traps around to keep anyone from coming in."

JOURNAL ENTRY 19
ARIELA'S WARNING

"This man, Sebas Astmoor, is Soth's favorite and a potent cleric worshipping Takhisis, the Dark Queen. He has been abroad for some time, doing some dark errand. He visited Kalaman and left scenes of incomparable horror.
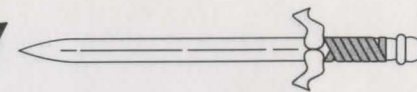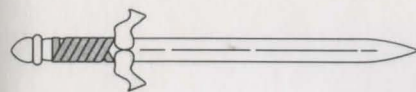
"If you encounter him, use utmost caution. He is clever and wily. If you can take him alive, bring him here at once. We must find out what his mission is."

JOURNAL ENTRY 20
MOUNTAIN DWARF CONTINUED

"So that is why I am up here, travelling village to village, warning the hill and gully dwarves of the impending danger and the need to unite against this common enemy. I've been to two villages before this, where the hill dwarves at least listened to me. I can't expect a warm reception from any of them, you know, because of the bad blood between our kinds. But here, this village, these hill dwarves, there's an intense hatred I don't understand.

"I'll give up on this village. But before leaving, I must find my mount. You saw that fine wild boar I was knocked from by the hill dwarves. He's carried me many a stretch of wilderness and seen me through countless tight spots. Without his speed beneath me, my warnings will reach the villages too late. If you could spare the time, I could use the help finding him. He's in the village somewhere."

JOURNAL ENTRY 21
WEAPON GUILD LEADER

"I'm the leader of the Weapons Guild. Recently, a series of bright lights, loud noises and explosions rocked this town. This is not unusual in our village, except I have never seen so much of it. I figured it must be an invasion. We quickly got together our best troops and our latest weaponry… " Another Gnome interrupts to say he hopes the two guards haven't been hurt too badly. "We hope you can help us find and defeat our enemy, if you are truly the heroes you appear to be."

JOURNAL ENTRY 22
SERVANTS OF SOTH

"We were once citizens of Cerberus," a barmaid begins. "Soth brought us here to serve his minions. We don't know if our families even know what became of us."

Another barmaid interrupts. "One of Soth's head minions keeps us here under a geas. He calls himself 'Commander.'" She sneers in disgust.

The first barmaid continues. "The Commander's magic is focused in an orb he keeps in his chamber. Break the orb and the geas will be lifted!"

"No," the second contradicts. "You must break the orb and kill the four patrols on this floor. Only then may we go free."
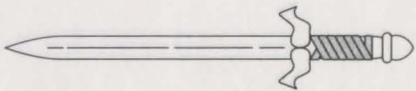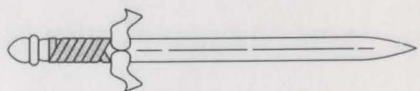
"Anyway," the first finishes, "the Commander's quarters are closely guarded, but we located a secret passage that leads directly to the orb. The entrance is directly ahead. Please, smash the orb and kill the patrols!"

JOURNAL ENTRY 23

THE SIVAK'S PLEA

"You believe me to be your enemy, but I am not. We too fear the growing power of Lord Soth. If we kill you, we only add minions to his grotesque armies. Therefore I ask that you release me. We will then leave this place in peace. Kill me and my underlings will wreak havoc upon this town."

JOURNAL ENTRY 24

DURFEY'S QUEST

"I ran as fast as I could to catch up with you," pants Durfey. His arm grips his side as he doubles over with exertion. "I escorted Lenore home as I said I would, but when we arrived her children were gone! She swore it was the work of Soth and took off into the Keep before I could stop her!"

Durfey straightens and lifts his chin. "We must save Lenore," he says. "It is a matter of honor now. We must not wait … she could fall into Soth's clutches at any moment!"

He hesitates, then looks bashful. "I hoped to have the chance to know her better in the future… "

JOURNAL ENTRY 25

ARIELA INSTRUCTS HER SERVANTS

"You three — take our captive at once to our mistress Kitiara. Perhaps he will tell her his secret. Do not let Soth's warriors take him alive. Hurry, now, begone!

"The rest of you — assume your true forms and teach these meddlers a lesson."

JOURNAL ENTRY 26

THE HUNTER

The old hunter, Kai, bursts out at you, shaking his fists. "You scared away my quarry!" He points at a wicked looking trap concealed under some leaves. You politely ask what he is tracking. "Hunters, of course! To protect the animals," he explains.

You tell Kai that Sebas sent you to him. "So you want me to guide you to Sudulto?" he makes a face, then nods. "Sebas would only send you with good reason. I'll join your party and show you the way. But be warned! If you kill any animals, I'll cut your throats!"

JOURNAL ENTRY 27

SCHOLAR GNOME

"No one is interested in education anymore," says one of the studious
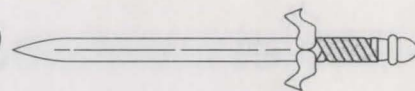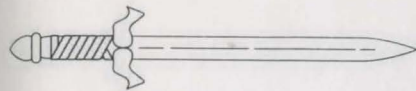
looking Gnomes, as he works on a learning device that occasionally makes a loud noise. "Ever since the Sage Guild got together with the Engineering Guild, the entire town has been in a mess. Machines, Soldiers, Monsters… " He mumbles for a while then continues, "As a result, no one wants to help us find a way to teach our children how to make things. Is there any way you can help us?"

JOURNAL ENTRY 28

VAGABOND ON STREET

"I used to be a magician's assistant, until the day the dragons came. They burned half the town and killed all of the powerful mages. They forbade any one from practicing magic again and killed or imprisoned any one who did. Some say the leader of dragons was nearly killed by magic when he was young and he has hated magic ever since. Then those guards came - those guards who became lizards!" His eyes widen in crazed terror, "Then the statue spoke to me one night… "

JOURNAL ENTRY 29

TALE OF THE DREAM MERCHANT

"The Dream Merchant? Aye, I know of him. I had this dream once — this lady — well, I don't want to speak of it. One's dreams should stay one's own. He was expensive,

but what cost can you place on a good night's sleep? When I saw the Merchant, it was at his shop in Vingaard. But I believe this time of year he travels through Cerberus to Kalaman."

…"We must save Lenore," Durfey says. "It is a matter of honor now… she could fall into Soth's clutches at any moment!"…

JOURNAL ENTRY 30

TRAPPED BY SEBAS

You burst into the cell, but Sebas is nowhere in sight. The cell door slams shut and you are trapped within! Sebas's face appears on the other side of a small barred window. "Only heroes could be so stupid," he says conversationally. "No one else would have believed the story about me converting to 'Good.' Thank you for recovering the Rod of Omniscience. Lord Soth will reward me well." He leaves.
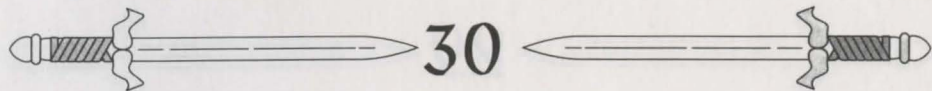
JOURNAL ENTRY 31
GARREN'S TALE

"I had collected the items tossed down by Sir Karl, when he passed over Gargath Outpost. I was trying

...The Dream Merchant? Aye, I know of him. I had this dream once — this lady — well, I don't want to speak of it. One's dreams should stay one's own...

to determine who Sir Karl had slain. This one sword was intensely intriguing; it almost seemed to speak to me. Soon I became convinced that Sir Karl was right, that the knighthood was foolishness. I sought him out and he sent me on to Lord Soth.

"Things became hazy after this, but I remember planning an attack on the High Clerist's Tower in order to steal away the corpses. Soth hopes to create Death Knights with them — band them into an invincible

army. We must stop them! Arrgh! the sword has taken my strength. I fear I shall be little use in a fight. Still, we must be on after Soth!"

JOURNAL ENTRY 32
WHAT ARIELA DROPPED

The object is a heavy metal key, embellished with loops and swirls. The barrel is shiny from long use. Inset in the key's handle is the word "Denissa," set in flowing feminine script.

JOURNAL ENTRY 33
IGORF

He seats you in plush chairs and arranges his expensive silk robe around himself as he sits down, "I heard about the treasure hidden in Cekos long ago. My family thinks they are the same jewels that were stolen from my ancestors before the Cataclysm."

His odd copper-colored eyes search your faces as he thinks. Having made a decision, he continues, "I came to Cekos to find and reclaim my inheritance, but I haven't had any luck finding anything yet." He pauses for a second and takes a sip from a teacup. "This town is very confusing. It is supposed to be a town of magic, but I have yet to see any. The people are all very secretive and keep to themselves. I have also noticed that the town guard has
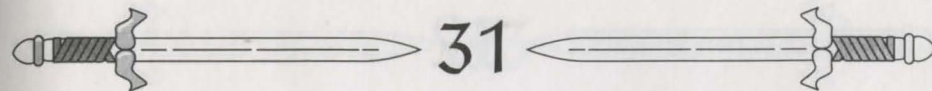
managed to get rid of almost every visitor they think is too curious about the workings of Cekos."

JOURNAL ENTRY 34
THE FATE OF THE FORTUNE TELLER

The fortune teller's eyes roll back in his head, showing only the whites. Incense rises and curls around his body. "I see a far away city… " he intones. "You must talk to the animals … you must find your place in this city to find the object you seek … your quest will take you far… "

The curls of incense form a humanoid shape above the fortune teller. "You reveal too much, idiot!" the shape snarls. The smoke coalesces around the fortune teller's head, making him choke and gasp. In moments, he falls lifeless to the table. The smoke dissipates throughout the tent.

JOURNAL ENTRY 35
READING THE TOME

You contemplate the giant tome before you, memorizing the circled incantation. Speaking it correctly will mean life or death to the waiting townspeople. After another few moments of study, you feel ready.

You begin the incantation. The tome seems to grow larger and larger, surrounding you, blocking your vision of the room. You try to

stop the spell, but your mouth moves of its own accord. You are pulled into a swirling vortex. When the incantation is finished, you find yourself in another place …

"Curiouser and curiouser!" a voice behind you exclaims.

JOURNAL ENTRY 36
THE KNIGHT'S STORY

"I was following some suspicious men when they suddenly grabbed me. Turns out they were Ariela's spies and they locked me up in the Commander's House. Soon they brought another man in, a bleak-looking chap. Looked half-dead. They chained him up too and left us awhile. The fellow whispered to me, 'I must trust you to deliver a message for me.' He specified you by name.

"This was the message: that the key to Soth's doom is the Rod Of Omniscience. This fellow found it and hid it in a place called Voice Wood. He said you must go to Dulcimer in order to get there. I think he wanted to say more, but then the Sivaks returned and hustled us off into the bazaar. Someone was chasing us, so the Sivaks split into two groups. I guess the group holding this fellow Sebas managed to escape."

JOURNAL ENTRY 37

SEBA'S MAP

JOURNAL ENTRY 38

CLERIC'S DIARY

The diary contains mostly routine notes about the upkeep of the graveyard. Only the last entry is of interest.

'I fear old Loring, the gravedigger, has been stealing from the bodies. He's started wearing a huge ruby, far beyond his means and refuses to explain where he obtained it...

Before I speak to Loring, I must check the wards around the fence. It may be my imagination, but I sense something is wrong with them.'

JOURNAL ENTRY 39

SPIRIT OF VOICE WOODS

"Welcome." A gently rumbling voice calls from all around you. "I have watched you as you moved through the my trees. I have watched many people, but your bravery has impressed me above all others. The Rod of Omniscience is a very dangerous artifact. Even beings of good might be tempted to use the Rod improperly. I will release it to you if you vow to use it only against Lord Soth." The woods are quiet, as if waiting for an answer.

JOURNAL ENTRY 40

SIR KARL'S GRAVE

The graveyard is silent except for whispers of wind. All seems in order. You find Sir Karl's grave, heaped in flowers and marked by the gleaming marble obelisk that Maya had prepared. Yet something is amiss; the obelisk leans slightly. As you put out a hand to correct it, it suddenly topples. Crash! Full on the grave it falls, breaking through sod and casket to reveal black tunnels that reek of putrefaction and disease.

JOURNAL ENTRY 41

EVIL MAGE'S SPIRIT

"After Myrtani's army was defeated, I fled the battlefield and stumbled across this village." His eyes glass over a second, then he spouts, "Gnomes!" He shakes his head in

disgust, "One of them had just invented something that actually worked, some sort of mechanical picture making device. Suddenly, the whole town was up in arms and some of the villagers were blockading the inventor in his workshop."

A sinister grin appears on his face, "Replacing the inventor would solve all of my problems. I could hide and become more powerful without anyone even knowing that I exist." He rolls his head back in laughter, "I had no trouble sneaking in and killing the unfortunate Gnome who had created the machine. Just to make sure, I set up some traps, so the villagers would think he had become a hermit. I let my 'pets' out to create more confusion. After you are gone, I can get back to my studies and become the most powerful wizard on Krynn!"

JOURNAL ENTRY 42

SCHOLAR

"Those villanous brutes, they ransacked my study and took what military texts they could find. 'The Proper Care and Feeding of a Military Campaign'. 'The Art of Murder and Mayhem'. 'Advanced Taunts and Tortures'. 'One Hundred and One Intimidation Techniques'. They took them all. I tried to stop them, but what can an old scholar do! I was never a man of the sword. They just laughed and beat me sense-

less with a book titled 'Brain Traumas in the Severely Pummeled', to give an idea how twisted their minds are.

"The situation is even worse than I've described it. For there is one other text, a notebook, really, whose contents dare not fall into the minds of those evil rascals. 'Ambush Made Easy', that's what it's called. A trivial thing, it may seem. The text barely runs 20 pages. But, oh, the secrets it reveals about that most fundamental of strategies: the ambush. Yes, yes, they took it. I tell you, you must recover it. Otherwise, we are in for a long and difficult campaign whose end cannot be to our favor."

JOURNAL ENTRY 43

SEBAS IN DESPAIR

You show the Rod of Omniscience to Sebas. He touches it hesitantly, then throws it aside with a moan of despair. "I never meant for YOU to find the decoy!" he cries. "I had this one made in Kalaman bazaar. The true Rod was moved from Voice Wood to Sudulto days ago.

"You must go to Sudulto and recover the true Rod. Climb the Eastern mountains and search for an old hunter named Kai. He can guide you to Sudulto.

"Take this fake Rod with you and hide it well. Tell no one that it is not the true item.

JOURNAL ENTRY 44 THE RUFFIAN'S MAP

KALAMAN BUSINESS DISTRICT

HOUSE

BAZAAR

HALL

GUARDS X

INN

TAVERN

TEMPLE

TO THE WALLS

JOURNAL ENTRY 45

SIR VANSWARD'S TALE

"This was once a thriving temple to Takhisis. Corruption bubbled up from this building and spread across the land. Other knights had assaulted the place before, but none survived the altar room. Finally, we created a necklace which would protect us from the spectral guardians. I carried it boldly in, but was slain by a priest here in the antechamber.

"My spirit resides here until the altar can be destroyed. I believe that the necklace lies with my body. I sense it to the north and downward. Go forward so that my soul may finally rest."

JOURNAL ENTRY 46

MAJOR TEMS SPEAKS

"Thank Paladine you've come. Some of us have had suspicions for some time. Lately even some Knights have disappeared without trace! But we lacked proof of her dark intent. She told Daine she had gone to Cerberus to visit her older sister. She goes there quite often. He will be furious at being deceived."

JOURNAL ENTRY 47

THE INKEEPER'S STORY

"Don't blame me if I am a little suspicious. This neighborhood is getting worse. Something's going on — creeps are everywhere — and the City Knights are nowhere to be seen."

JOURNAL ENTRY 48

ATTACK ON CERBERUS

"Never before has this town had such ill-fortune! First the assassination of our good mayor. Now this! Legions of undead have invaded the town. They desire only our lives and the destruction of our homes."

Dark shapes peer through the windows before boards are quickly nailed into place blocking their view. "It was the fortune teller," says a teenaged girl. "I saw him giving orders to the creatures as I was running from the market."

Her father interrupts. "The important thing is to save our cleric, Zakarie. Only he can open the door to the armory. With our weapons, we can destroy these accursed invaders!"

JOURNAL ENTRY 49

DURFEY'S TALE

"I have been a knight since early in life. I have fought in the numerous battles against evil's forces. One by one, each of my friends have died in battle or ambush. With Myrtani's forces crushed I came here to visit with my lost comrades.

"Alas, even in the heart of Solamnia's greatest fortress, I am besieged by evil. If I can't find peace, then I shall take the battle to them! Quickly now, for my friends' crypts are being desecrated. Onward into the eternal war."

JOURNAL ENTRY 50

THE SUBTERRANEAN LAKE

The tunnel leads deeper and deeper into the earth. You stop often to clear the passage, shoving aside dirt and rocks left by frequent cave-ins.
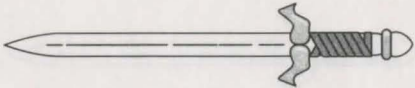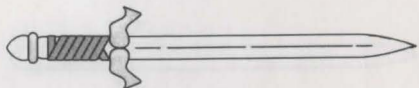
It becomes difficult to breathe and you consider turning back if the tunnel doesn't end soon.

The surface beneath you crumbles and you plummet into the darkness, splashing into an ice-cold subterranean lake. Your equipment sinks quickly to the bottom, lost forever. In the darkness, you can't discern the nature of the slimy creatures that are entwining your legs under the surface of the water.

JOURNAL ENTRY 51

THE GRAVEDIGGER'S CONFESSION

"I found the ruby on my bed," he cries. "I didn't steal it! I swear to you, I am no thief," he says, flashing anger. "I thought it was a gift from a mourner — for my services. I thought nothing of it at first… "He lapses into silence for a moment. "Something happened to me. A few days after I found the ruby, my mind must have left me. I am afraid I was led to serve some great evil … to do terrible things." He looks up at you fearfully now, "I killed the cleric. He was such a kind man … I stole the runes he had placed around the graveyard to ward off evil and buried them outside. The next morning new runes had replaced them and the place stunk of Evil. What have I done!!!" He buries his head in his hands and sobs.

JOURNAL ENTRY 52

PHILOSOPHER'S ORATORY

The little Gnome bobs his head in excitement, "I am Quizmarxomatix …Did you know that if each Gnome is given to according to his ability and taken from according to his need or wait, is that if each Gnome is taken from according to his ability or wait, was that, if each Gnome… "

JOURNAL ENTRY 53

THE WRONG ANSWER

The Fairy king folds his arms. "Your words betray you. You have lied about your intentions and your good nature. I must now pass judgement on you." Fairies cluster around you, hundreds of their tiny hands holding you in place. "You are too treacherous to go free," the king proclaims, "and you are too dangerous to remain in our Wood." He waves his hand, surrounding you with a magic field. "You will therefore become a part of our Wood…"

Roots sprout from your feet, embedding you deeply in the earth. Leaves sprout from your hair and fingertips. The fairies exclaim with pleasure and perch on your branches…
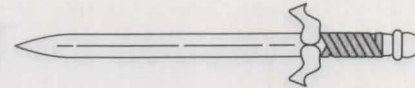
JOURNAL ENTRY 54

SEBAS'S LAST WORDS

"My friends… do you have the Rod of Omniscience!" You show it to him and he lowers his head in relief. "Then my suffering hasn't been in vain. Listen closely, I must tell you… " He breaks off as pain washes over him. His mutilated fingers clench and unclench as he collects himself.

"Long ago, when I worked for Soth, he sent me to recover the Rod of Omniscience. After searching faithfully for many years, I finally found it. When I touched the Rod and felt its power, I knew I must protect it from Soth at all costs. I hoped to find a strong and honest group of adventurers who could be trusted with the Rod… a group like yourselves."

His voice grows fainter. "I would have escaped if Kitiara hadn't caught me. That woman is power hungry and wants the Rod for her own purposes. She is cunning and will do anything to get what she wants… beware of her… "

JOURNAL ENTRY 55

THE BLACK PIT

The pit is filled with the bones of countless sacrifices. Bits of corroded armor and tattered cloth cover many of the corpses. Something seems to flicker and move in the distant

darkness. The wailing sound is strengthening. Now it is unbearable, soon it may be deadly.

> " …"Never fear," Soth promises. "Food and water will be lowered to you daily… just enough to keep you alive! Death won't come easily… "

JOURNAL ENTRY 56

THE BOAR'S REVENGE

A persistent rustling from the bushes beside your campsite catches your attention, but poking through the brush reveals nothing. Just as you are about to settle down to rest, an undead boar mounted by an insane dwarf charges though the campsite, scattering your belongings.

"You let them murder my boar!" the dwarf rages. "If that wasn't enough, you tried to have him cooked for your revolting dinner! Animals! Cannibals!" He strokes the boar's already-decomposing hide. "I'll cook YOU over your own campfire!" he vows and attacks!
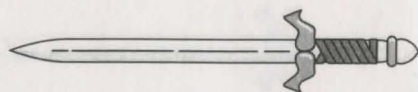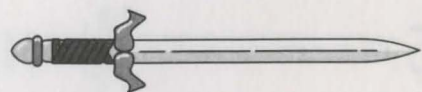
JOURNAL ENTRY 57
LENORE INTRODUCTION

"My name is Lenore." The woman's dress hangs in tatters as she nervously picks at the threads. "I'm looking for food or money for my family." Her jaw stiffens. "I have a right to steal from this place! Soth's minions killed my husband and our children need to eat." Her anger fades and the hunted expression returns. "I don't dare enter any further than the first floor. If you're wise you won't, either!"

You tell Lenore of your mission. "May I follow your team, just for a few hours!" she asks hesitantly. "I'll be safe behind you and I can search the bodies of those you slay for money or rations. In exchange I'll help you as much as I can with my knowledge of the Keep."

JOURNAL ENTRY 58
THE MYSTERIOUS LETTER
The letter reads:

"Brave adventurers,

You have a locked box. We have the man with the key. Since we both seek to stop the Lord Soth from coming to power, why not bring the Sleepstone and the Dream Merchant together under rules of truce? Tonight, meet us at the 16th hour in the center of the bazaar. No tricks or we shall kill the Dream Merchant.

The Kidnappers"

JOURNAL ENTRY 59
BARTENDER

"Strangers have been coming to this town for years," the bartender says, pouring a glass for an impatient customer. "Mostly they come to see the magic, but some had heard about the treasure some dragon or dragons hid in this town long ago. Since we no longer practice magic in Cekos, I suppose you're here to find the treasure. A princess came here looking for the same thing a few weeks ago, but I'm sure the town guard has chased her out of town already. No one has found the treasure or if they have, they haven't lived to enjoy it. You're always free to tell me how close you came to finding it, I've heard every story there is."

JOURNAL ENTRY 60
THE SNAKE'S DEMANDS
Snakes rise from each of the three baskets, surrounding you. One of them has a human face and it dips close to speak. "It would be easssy to kill you all," it says. "Our poissson hasss no known cure. But we only want the girl. Leave her with usss and we'll let you leave in peaccce."

Lenore screams and hides behind Durfey. "Don't leave me here!" she cries. "Please, protect me!"
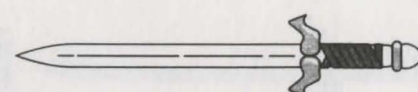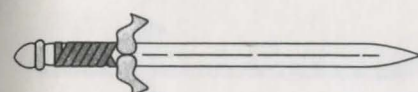
The snake hisses venomously. "Do not lisssten to her," it urges. "Ssshe isss one of usss, in human form. Our king demandsss her return, to face judgement for her crimesss."

JOURNAL ENTRY 61
FACING THE SNAKE KING
You watch from the shadows as Durfey and Lenore are brought to stand in front of the king of the snakes. The king's body is as thick as a tree trunk and his coils extend far into the shadows behind. Snakelets slither and play around his body, while adult snakes rise on either side of him expectantly. Durfey is not cowed. "I will not let you hurt Lenore!" he insists, putting his arm around her protectively.

"Her name isss Erline," the snake king says calmly. "Tell him the truth, Erline. Your charade isss over." Lenore only sobs and clutches Durfey's arm tighter. The king looks disgusted.

JOURNAL ENTRY 62
SOTH REVEALED
The commander of the garrison approaches and pokes Ariela's body with his foot. "You truly are mighty warriors," he says. "Mighty enough to join my armies." His visage shimmers and the face of Lord Soth is revealed. He laughs at your surprise.

"I desire only the best warriors," he mocks, "and the most intelligent. You identified Ariela and killed her. That makes you quite eligible." Durfey charges and slashes at Soth with his sword, but it causes no visible damage. "You think you can hurt me!" Soth mocks. "Perhaps you are not quite as intelligent as I thought."

JOURNAL ENTRY 63
IN THE OUBLIETTE
Soth watches personally as you are disarmed and chained. "You chose the wrong door," he gloats. "Once I might have turned you into undead, to join my army, however, since you have been so much trouble, I will derive even greater pleasure knowing that you live… in torment!"

You are shoved, one by one, through a door in the floor and fall into a dungeon below. "Never fear," Soth promises. "Food and water will be lowered to you daily…just enough to keep you alive! Death won't come easily… " The door slams shut, submerging you in total darkness.

JOURNAL ENTRY 64
A MYSTERIOUS VISITOR
As you leave Cerberus, a blonde man approaches from the woods. He is wearing a strange blue uniform, completely unfamiliar to you.
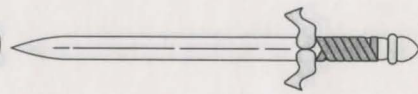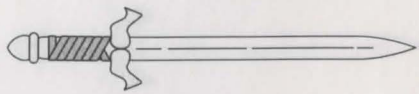
The weapon on his belt is equally mysterious. "I just wanted to congratulate you on your rescue of Cerberus," he says. "It always pays to remember that people are more important than orders." He waves good-bye and vanishes back into the woods.

JOURNAL ENTRY 65
THE KALAMAN AUCTION
"COME ONE, COME ALL TO THE ANNUAL AUCTION!" the hawker bellows. "UNIQUE AND VALUABLE ITEMS FOR THE BIDDING!"

Most of the display items are junk: broken furniture; chipped mirrors; moth-eaten clothing. You are about to leave when the hawker starts his tirade again. "WHO'LL BID ON MY FIRST ITEM?" he demands. "A GENUINE ARTIFACT FROM DARGAARD KEEP ITSELF, OBTAINED AT INCREDIBLE RISK FOR SALE HERE. DO I HEAR AN OFFER?"

He holds up a glass skull. Once jewels were mounted in the eyes, but they were pried loose long ago. Even so, the skull carries an aura of menace and enchantment that you can feel, even at this distance. "WHO WILL START THE BIDDING?" the auctioneer looks directly at you.

JOURNAL ENTRY 66
MAN IN THE DARK ROBES
"My name is Sebas Astmoor. Once I was a cleric of Majere, although I can scarce remember it. Long ago Lord Soth corrupted me into worshipping the dark gods. As his favorite and most powerful cleric, he sent me on his most pressing quest: to find — no, no, I shall not tell you what.

"I found it. And could not resist wielding it just a little. And it changed me, curse it! Suddenly I saw Lord Soth's folly and — my own unworthiness. I hid it. I hid it very well. My Lord must never find it, for his own sake and that of all of Krynn. I will release it only to those proven strong enough to resist Lord Soth and who can be trusted to wield power correctly.

"Curse that thing! I gave it up, I surrendered my dark powers and now I hide alone in the dark, waiting to die. All because it gave me back a conscience."
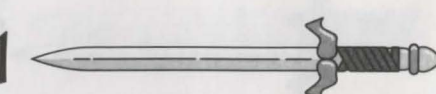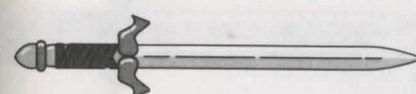
TABLES

STRENGTH TABLE: ABILITY ADJUSTMENTS

ABILITY SCORE	THAC0 BONUS	DAMAGE ADJUSTMENT	WEIGHT ALLOWANCE (IN STEEL PIECES)
3	-3	-1	-350
4-5	-2	-1	-250
6-7	-1	none	-150
8-9	normal	none	normal
10-11	normal	none	normal
12-13	normal	none	+100
14-15	normal	none	+200
16	normal	+1	+350
17	+1	+1	+500
18	+1	+2	+750
*18/01-50	+1	+3	+1,000
*18/51-75	+2	+3	+1,250
*18/76-90	+2	+4	+1,500
*18/91-99	+2	+5	+2,000
*18/00	+3	+6	+3,000

*Bonuses available to fighter classes only (Fighter, Paladin, Knight, Ranger).

DEXTERITY TABLE: ABILITY ADJUSTMENTS

ABILITY SCORE	REACTION/ MISSILE BONUS	AC BONUS
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7	0	0
8	0	0
9	0	0
10	0	0
11	0	0
12	0	0
13	0	0
14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+3	-4

CONSTITUTION TABLE: ABILITY

ABILITY SCORE	HIT POINT ADJUSTMENT	RESURREC. SURVIVAL
3	-2	40%
4	-1	45%
5	-1	50%
6	-1	55%
7	0	60%
8	0	65%
9	0	70%
10	0	75%
11	0	80%
12	0	85%
13	0	90%
14	0	92%
15	+1	94%
16	+2	96%
17	+2 (+3)*	98%
18	+2 (+4)*	100%

* Bonus applies only to fighters; all other classes may be given a maximum hit point bonus adjustment for constitution of +2.

BONUS ATTACKS FOR HIGH LEVEL FIGHTERS

CLASS	LEVEL	ATTACKS/ROUND
Fighter	1-6	1/1
Knight	1-6	1/1
Paladin	1-6	1/1
Ranger	1-7	1/1
Fighter	7-12	3/2
Knight	7-12	3/2
Paladin	7-12	3/2
Ranger	8-14	3/2
Fighter	13+	2/1
Knight	13+	2/1
Paladin	13+	2/1

RANGE OF ABILITY SCORES BY RACE TABLE

ABILITY SCORE	STR*	INT	WIS	DEX	CON	CHA
Humans	3-18(00)	3-18	3-18	3-18	3-18	3-18
(Females)	3-18(50)	3-18	3-18	3-18	3-18	3-18
Silvanesti Elves	3-18(75)	10-18	6-18	7-19	6-18	12-18
(Females)	3-16	10-18	6-18	7-19	6-18	12-18
Qualinesti Elves	7-18(75)	8-18	6-18	7-18	6-18	8-18
(Females)	3-16	8-18	6-18	7-19	6-18	8-18
Hill Dwarves	9-18(99)	3-18	3-18	3-17	14-19	3-12
(Females)	3-17	3-18	3-18	3-17	14-19	3-12
Mtn. Dwarves	8-18(99)	3-18	3-18	3-17	12-19	3-16
(Females)	3-17	3-18	3-18	3-17	12-19	3-16
Half-Elves	3-18(90)	4-18	3-18	6-18	6-18	3-18
(Females)	3-17	4-18	3-18	6-18	6-18	3-18
Kender (Both)	6-16	6-18	3-16	8-19	10-18	6-18

*Maximum percentage for 18 strength for fighter type classes only (fighter, knight, ranger, paladin).

MAXIMUM LEVEL LIMITS BY RACE, CLASS AND PRIME REQUISITE

CLASS	ABILITY	HUMAN	SILV. ELVES	QUAL. ELVES	HALF ELVES	HILL DWARVES	MTN. DWARVES	KENDER
Cleric	Any	14	14	14	14	10	10	8
Fighter	Str 16-	14	10	14	9	14	14	5
	Str 17	14	10	14	9	14	14	–
	Str 18+	14	10	14	9	14	14	–
Ranger	Str 16-	14	14	14	11	8	No	5
	Str 17	14	14	14	11	8	No	–
	Str 18+	14	14	14	11	8	No	–
Knight	Any	14	No	No	10	No	No	No
Paladin	Any	14	12	No	No	No	8	No
Mage	Int 16-	14	14	14	10	No	No	No
	Int 17	14	14	14	10	No	No	No
	Int 18+	14	14	14	10	No	No	No
Thief	Any	18	No	18	18	10	8	18
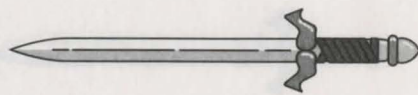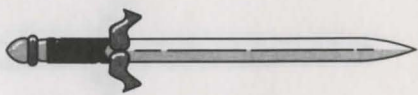
WEAPON TABLE

Name	Damage vs. Man Sized	Damage vs. Larger Than Man Sized	Number of Hands	Class
Axe, Battle	1-8	1-8	1	f
Axe, Hand	1-6	1-4	1	f
Bow, Long*	1-6	1-6	2	f
Bow, Short*	1-6	1-6	2	f
Bow, Composite Long*	1-6	1-6	2	f
Bow, Composite Short*	1-6	1-6	2	f
Club	1-6	1-3	1	f,cl,th
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Flail	2-7	2-8	1	f,cl
Halberd+	1-10	2-12	2	f
Hammer	2-5	1-4	1	f,cl
Hoopak (Melee) special	3-8	3-6	2	**
Hoopak (Missile) special	2-5	2-7	2	**
Javelin	1-6	1-6	1	f
Light Crossbow#	1-4	1-4	2	f
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Pick, Military	2-5	1-4	1	f
Pick, Awl	1-6	1-12	1	f
Quarterstaff	1-6	1-6	2	f,cl,mu
Scimitar	1-8	1-8	1	f,th
Sling	1-4	1-4	1	f,th
Sling, Staff	2-8	3-9	2	f,cl
Spear	1-6	1-8	1	f
Sword, Bastard	2-8	2-16	2	f
Sword, Broad	2-8	2-7	1	f,th
Sword, Long	1-8	1-12	1	f,th
Sword, Short	1-6	1-8	1	f,th
Sword, Two-Handed	1-10	3-18	2	f
Trident	2-7	3-12	1	f

+ Polearm

* Must have ready arrows to fire. Two Attacks per round.

Must have ready quarrels to fire. One Attack per round.

** Only usable by kender characters.

f=fighter (includes knight, ranger, paladin), cl=cleric, th=thief, mu=magic-user

ARMOR TABLE

Armor Type	Weight in sp.	AC	Maximum Movement*
None	0	10	–
Shield	50	**	–
Leather	150	8	12 squares
Ring	250	7	9 squares
Scale	400	6	6 squares
Chain	300	5	9 squares
Banded	350	4	9 squares
Plate	450	3	6 squares

*In addition to armor, movement may be limited by carried items. Minimum movement is 3 squares.

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

LEVEL ADVANCEMENT TABLES

The following charts show the number of experience points a character must earn in order to gain a level in his character class. The charts also list the number of spells that a character can have memorized at one time. Fighters and Thieves can never memorize spells.

Remember: All experience earned by multiple-class characters is divided evenly among all classes, even after character has reached maximum level in a class.

CLERIC OF GOOD

Hit Level	Experience	Dice	1	2	3	4	5	6
1	2,000-3,999	2d8	1	-	-	-	-	-
2	4,000-7,499	3d8	2	-	-	-	-	-
3	7,500-15,249	4d8	2	1	-	-	-	-
4	15,250-24,999	5d8	2	2	-	-	-	-
5	25,000-39,999	6d8	3	3	1	-	-	-
6	40,000-89,999	7d8	3	3	2	-	-	-
7	90,000-159,999	8d8	3	3	2	1	-	-
8	160,000-249,999	9d8	3	3	3	2	-	-
9	250,000-499,999	9d8+1	4	4	3	2	1	-
10	500,000-749,999	9d8+2	4	4	3	3	2	-
11	750,000-999,999	9d8+3	5	4	4	3	2	1*
12	1,000,000-1,249,999	9d8+4	6	5	5	3	2	2
13	1,250,000-1,499,999	9d8+5	6	6	6	4	2	2
14	1,500,000+	9d8+6	6	6	6	5	3	2

Header: Clerical Spells per Level

* Usable only by clerics of 17 or greater wisdom

CLERIC OF NEUTRALITY

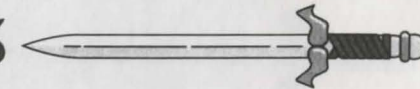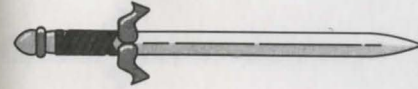| Level	Experience	Hit Dice	1	2	3	4	5	6	7
1	1,500-2,999	1d8	2	-	-	-	-	-	-
2	3,000-5,999	2d8	2	1	-	-	-	-	-
3	6,000-12,999	3d8	3	2	1	-	-	-	-
4	13,000-27,499	4d8	4	2	2	-	-	-	-
5	27,500-54,999	5d8	4	3	2	-	-	-	-
6	55,000-109,999	6d8	4	3	2	1	-	-	-
7	110,000-224,999	7d8	4	4	3	1	-	-	-
8	225,000-449,999	8d8	4	4	3	2	-	-	-
9	450,000-674,999	9d8	5	4	3	2	1	-	-
10	675,000-899,999	9d8+1	5	4	3	3	2	-	-
11	900,000-1,124,999	9d8+2	5	5	3	3	2	1*	-
12	1,125,000-1,349,999	9d8+3	5	5	4	4	3	2	1**
13	1,350,000-1,574,999	9d8+4	6	5	5	4	3	2	1
14	1,575,000+	9d8+5	6	6	6	6	4	2	1

Header: Clerical Spells per Level

* Usable only by clerics of 17 or greater wisdom

** Usable only by clerics of 18 or greater wisdom

CLERIC WISDOM BONUS

Cleric's Wisdom	1	2	3	4	5
9-12	–	–	–	–	–
13	+1	–	–	–	–
14	+2	–	–	–	–
15	+2	+1	–	–	–
16	+2	+2	–	–	–
17	+2	+2	+1	–	–
18	+2	+2	+1	+1	–

Header: Bonus Spells

Note that these bonus spells are only available when the cleric is entitled to spells of the applicable level. For example, an 6th-level cleric of Good with a Wisdom of 18 can memorize the following spells:

	1	2	3	4	5
6th-Level Cleric of Good with 18 Wisdom	5	5	3	–	–

Header: Number of Spells per Level

FIGHTER

Level	Experience	Hit Dice
1	0-2,000	1d10
2	2,001-4,000	2d10
3	4,001-8,000	3d10
4	8,001-18,000	4d10
5	18,001-35,000	5d10
6	35,001-70,000	6d10
7	70,001-125,000	7d10
8	125,001-250,000	8d10
9	250,001-500,000	9d10
10	500,001-750,000	9d10+3
11	750,001-1,000,000	9d10+6
12	1,000,001-1,250,000	9d10+9
13	1,250,001-1,500,000	9d10+12
14	1,500,001+	9d10+15

KNIGHT OF THE CROWN

Level	Experience	Hit Dice
1	2,500-4,999	2d10
2	5,000-9,999	3d10
3	10,000-18,499	4d10
4	18,500-36,999	5d10
5	37,000-84,999	6d10
6	85,000-139,999	7d10
7	140,000-219,999	8d10
8	220,000-299,999	9d10
9	300,000-599,999	10d10
10	600,000-899,999	10d10+2
11	900,000-1,199,999	10d10+4
12	1,200,000-1,499,999	10d10+6
13	1,500,000-1,799,999	10d10+8
14	1,800,000+	10d10+10

KNIGHT OF THE SWORD

Level	Experience	Hit Dice	1	2	3	4	5	6
3	12,000-23,999	4d10	-	-	-	-	-	-
4	24,000-44,999	5d10	-	-	-	-	-	-
5	45,000-94,999	6d10	-	-	-	-	-	-
6	95,000-174,999	7d10	1	-	-	-	-	-
7	175,000-349,999	8d10	2	-	-	-	-	-
8	350,000-699,999	9d10	2	1	-	-	-	-
9	700,000-1,049,999	10d10	3	2	-	-	-	-
10	1,050,000-1,399,999	10d10+2	4	2	-	-	-	-
11	1,400,000-1,749,999	10d10+4	4	2	1	-	-	-
12	1,750,000-2,099,999	10d10+6	5	3	1	1	-	-
13	2,100,000-2,449,999	10d10+8	6	4	1	1	1	-
14	2,450,000+	10d10+10	7	5	2	1	1	1

Header: Clerical Spells per Level

KNIGHT OF THE ROSE

Level	Experience	Hit Dice	1	2	3	4	5	6
4	27,000-59,999	5d10	-	-	-	-	-	-
5	60,000-124,999	6d10	-	-	-	-	-	-
6	125,000-199,999	7d10	1	-	-	-	-	-
7	200,000-424,999	8d10	2	-	-	-	-	-
8	425,000-799,999	9d10	2	1	-	-	-	-
9	800,000-1,499,999	10d10	3	2	-	-	-	-
10	1,500,000-1,999,999	10d10+2	4	2	-	-	-	-
11	2,000,000-2,499,999	10d10+4	4	2	1	-	-	-
12	2,500,000-2,999,999	10d10+6	5	3	1	1	-	-
13	3,000,000-3,499,999	10d10+8	6	4	1	1	1	-
14	3,500,000+	10d10+10	7	5	2	1	1	1

Header: Clerical Spells per Level
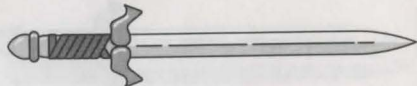
WHITE ROBE MAGE

Level	Experience	Hit Dice	Spells per Level 1	2	3	4	5	6	7	8
1	2,500-4,999	1d4	1	-	-	-	-	-	-	-
2	5,000-9,999	2d4	2	-	-	-	-	-	-	-
3	10,000-19,999	3d4	2	1	-	-	-	-	-	-
4	20,000-37,999	4d4	3	2	-	-	-	-	-	-
5	38,000-54,999	5d4	4	2	1	-	-	-	-	-
6	55,000-99,999	6d4	4	2	2	-	-	-	-	-
7	100,000-199,999	7d4	4	3	2	1	-	-	-	-
8	200,000-399,999	8d4	4	3	3	2	-	-	-	-
9	400,000-599,999	9d4	4	3	3	2	1	-	-	-
10	600,000-799,999	10d4	4	4	3	2	2	1	-	-
11	800,000-999,999	11d4	4	4	4	3	2	1	-
12	1,000,000-1,249,999	10d4+1	4	4	4	4	3	2	1
13	1,250,000-1,499,999	10d4+2	5	5	5	4	4	3	2	1
14	1,500,000+	10d4+3	5	5	5	4	4	3	2	1

RED ROBE MAGE

Level	Experience	Hit Dice	Spells per Level 1	2	3	4	5	6	7	8
1	2,500-4,999	1d4	1	-	-	-	-	-	-	-
2	5,000-9,999	2d4	2	-	-	-	-	-	-	-
3	10,000-17,999	3d4	2	1	-	-	-	-	-	-
4	18,000-35,999	4d4	3	2	1	-	-	-	-	-
5	36,000-49,999	5d4	4	3	1	-	-	-	-	-
6	50,000-89,999	6d4	4	3	2	-	-	-	-	-
7	90,000-179,999	7d4	4	3	2	1	-	-	-	-
8	180,000-349,999	8d4	4	3	3	2	-	-	-	-
9	350,000-499,999	9d4	4	3	3	2	1	-	-	-
10	500,000-699,999	10d4	5	4	3	2	2	1	-	-
11	700,000-899,999	10d4+1	5	4	4	3	3	2	-	-
12	900,000-1,099,999	10d4+2	5	4	4	4	4	2	1	-
13	1,100,000-1,299,999	10d4+3	5	5	5	4	4	2	1	1
14	1,300,000+	10d4+4	5	5	5	4	4	2	2	1

PALADIN

Level	Experience	Hit Dice	Clerical Spells per Level 1	2	3	4
1	0-2,750	1d10	-	-	-	-
2	2,751-5,500	2d10	-	-	-	-
3	5,501-12,000	3d10	-	-	-	-
4	12,001-24,000	4d10	-	-	-	-
5	24,001-45,000	5d10	-	-	-	-
6	45,001-95,000	6d10	-	-	-	-
7	95,001-175,000	7d10	-	-	-	-
8	175,001-350,000	8d10	-	-	-	-
9	350,001-700,000	9d10	1	-	-	-
10	700,001-1,050,000	9d10+3	2	-	-	-
11	1,050,001-1,400,000	9d10+6	2	1	-	-
12	1,400,001-1,750,000	9d10+9	2	2	-	-
13	1,750,001-2,100,000	9d10+12	2	2	1	-
14	2,100,001+	9d10+15	3	2	1	-

RANGER

Level	Experience	Hit Dice	Druidic 1	2	Magic-User 1	2
1	0-2,250	2d8	-	-	-	-
2	2,251-4,500	3d8	-	-	-	-
3	4,501-10,000	4d8	-	-	-	-
4	10,001-20,000	5d8	-	-	-	-
5	20,001-40,000	6d8	-	-	-	-
6	40,001-90,000	7d8	-	-	-	-
7	90,001-150,000	8d8	-	-	-	-
8	150,001-225,000	9d8	1	-	-	-
9	225,001-325,000	10d8	1	-	1	-
10	325,001-650,000	11d8	2	-	1	-
11	650,001-975,000	11d8+2	2	-	2	-
12	975,001-1,300,000	11d8+4	2	1	2	-
13	1,300,001-1,625,000	11d8+6	2	1	2	1
14	1,625,001+	11d8+8	2	2	2	1

THIEF

Level	Experience	Hit Dice
1	0-1,250	1d6
2	1,251-2,500	2d6
3	2,501-5,000	3d6
4	5,001-10,000	4d6
5	10,001-20,000	5d6
6	20,001-42,500	6d6
7	42,501-70,000	7d6
8	70,001-110,000	8d6
9	110,001-160,000	9d6
10	160,001-220,000	10d6
11	220,001-440,000	10d6+2
12	440,001-660,000	10d6+4
13	660,001-880,000	10d6+6
14	880,001-1,100,000	10d6+8
15	1,100,001-1,320,000	10d6+10
16	1,320,001-1,540,000	10d6+12
17	1,540,001-1,760,000	10d6+14
18	1,760,001+	10d6+16

SPELL PARAMETERS TABLE

When:
Cmbt = Combat only spell
Camp = Camp only spell
Both = Camp or Combat spell

Rng:
T = Touch Range
dia = diameter
rad = radius
All = All characters in combat
# = Number of targets
#s = Number of squares

Duration:
r = combat rounds
t = turns
/lvl = per level of caster
targets = aim at each target.

Robe (Mage spells only):
White = Can only be cast by White Robes
Red = Can only be cast by Red Robes
Both = Can be cast by both

1ST-LEVEL CLERICAL SPELLS

Spell Name	When	Rng	Area	Duration
Bless	Both	6	5 dia	6r
Cure Light Wounds	Both	T	1	–
Detect Magic	Both	3	1	1t
Protection from Evil	Both	T	1	3r/lvl
Resist Cold	Both	T	1	1t/lvl

2ND-LEVEL CLERICAL SPELLS

Spell Name	When	Rng	Area	Duration
Find Traps	Camp	3	1	3t
Hold Person	Cmbt	6	1-3	4r+1/lvl
Resist Fire	Both	T	1	1t/lvl
Silence 15' Radius	Cmbt	12	3 dia	2r/lvl
Slow Poison	Camp	T	1	1 hour/lvl
Snake Charm	Cmbt	3	All	5-8r
Spiritual Hammer	Cmbt	3	1	1r/lvl

3RD-LEVEL CLERICAL SPELLS

Spell Name	When	Rng	Area	Duration
Cure Blindness	Both	T	1	–
Cure Disease	Camp	T	1	–
Dispel Magic	Both	6	3x3 s	–
Prayer	Both	0	All	1r/lvl
Remove Curse	Both	T	1	–

4TH-LEVEL CLERICAL SPELLS

Spell Name	When	Rng	Area	Duration
Cure Serious Wounds	Both	T	1	–
Neutralize Poison	Both	T	1	–
Poison	Cmbt	T	1	–
Protection from Evil 10' Radius	Both	T	2 dia	1t/lvl
Sticks to Snakes	Cmbt	3	1	2r/lvl

5TH-LEVEL CLERICAL SPELLS

Spell Name	When	Rng	Area	Duration
Cure Critical Wounds	Both	T	1	–
Dispel Evil	Cmbt	T	1	1r/lvl
Flame Strike	Cmbt	6	1	–
Raise Dead	Camp	3	1	–

6TH-LEVEL CLERICAL SPELLS

Spell Name	When	Rng	Area	Duration
Heal	Both	T	1	Permanent

7TH-LEVEL CLERICAL SPELLS

Spell Name	When	Rng	Area	Duration
Restoration	Camp	T	1	Permanent
Resuraction	Camp	T	1	Permanent

1ST-LEVEL DRUIDICAL SPELLS (FOR HIGH-LEVEL RANGERS)

Spell Name	When	Rng	Area	Duration
Cure Light Wounds	Both	T	1	–
Detect Magic	Both	4	1	12r
Entangle	Cmbt	8	4 dia	1t
Faerie Fire	Cmbt	8	8 dia	4r/lvl
Invisibility to Animals	Both	T	1	1t+1r/lvl

2ND-LEVEL DRUIDICAL SPELLS (FOR HIGH-LEVEL RANGERS)

Spell Name	When	Rng	Area	Duration
Barkskin	Both	T	1	4r+1r/lvl
Charm Person/Mammal	Cmbt	12	1	–

1ST-LEVEL MAGE SPELLS

Spell Name	When	Rng	Area	Duration	Robe
Burning Hands	Cmbt	T	3 s	–	Both
Charm Person	Cmbt	12	1	–	Both
Detect Magic	Both	6	1	2r/lvl	Both
Enlarge	Both	.5/lvl	1	1t/lvl	Both
Friends	Cmbt	0	All	1r/lvl	Both
Magic Missile	Cmbt	6+lvl	1	–	Both
Protection from Evil	Both	T	1	2r/lvl	Both
Read Magic	Camp	0	1	2r/lvl	Both
Shield	Cmbt	0	1	5r/lvl	Both
Shocking Grasp	Cmbt	T	1	–	Both
Sleep	Cmbt	3+lvl	1-16	5r/lvl	Both

2ND-LEVEL MAGE SPELLS

Spell Name	When	Rng	Area	Duration	Robe
Detect Invisibility	Both	1/lvl	1	5r/lvl	Both
Invisibility	Both	T	1	–	Red
Knock	Camp	6	1 s/lvl	–	Red
Mirror Image	Both	0	1	2r/lvl	Red
Ray of Enfeeblement	Cmbt	T	1+.25 s/lvl	1r/lvl	White
Stinking Cloud	Cmbt	3	2x2 s	1r/lvl	Both
Strength	Camp	T	1	6t/lvl	Red

3RD-LEVEL MAGE SPELLS

Spell Name	When	Rng	Area	Duration	Robe
Blink	Both	0	1	1r/lvl	Red
Dispel Magic	Both	12	3x3 s	–	White
Fireball	Cmbt	10+lvl	2/3 rad	–	Both
Haste	Both	6	4x4 s	3r+1/lvl	Red
Hold Person	Cmbt	12	1-4	2r/lvl	White
Invisibility 10' Radius	Both	T	2 dia	–	Red
Lightning Bolt	Cmbt	4+lvl	4,8	–	Both
Protection fr. Evil 10' Rad	Both	T	2 dia	2r/lvl	White
Protection fr. Normal Misl.	Both	T	1	1t/lvl	White
Slow	Cmbt	9+lvl	4x4 s	3r+1/lvl	Red

4TH-LEVEL MAGE SPELLS

Spell Name	When	Rng	Area	Duration	Robe
Bestow Curse	Cmbt	T	1	1t/lvl	White
Charm Monster	Cmbt	6	1	–	White
Confusion	Cmbt	12	2-16	2r+1/lvl	White
Dimension Door	Cmbt	0	1	–	Red
Fear	Cmbt	0	6x3 cone	1r/lvl	Red
Fire Shield (2 Types)	Both	0	1	2r+1/lvl	Both
Fumble	Cmbt	1/lvl	1	1r/lvl	White
Ice Storm (Dmg only)	Cmbt	1/lvl	4 dia	–	Both
Min Globe of Invlnrblty.	Both	0	1	1r/lvl	White
Remove Curse	Both	T	1	–	White

5TH-LEVEL MAGE SPELLS

Spell Name	When	Rng	Area	Duration	Robe
Cloudkill	Cmbt	1	3x3 s	1r/lvl	White
Cone of Cold	Cmbt	0	.5 s/lvl cone	–	Both
Feeblemind	Cmbt	1/lvl	1	–	White
Fire Touch	Both	T	Special	1r/lvl	Red
Hold Monster	Cmbt	.5/lvl	1-4	1r/lvl	White
Iron Skin	Both	0	Special	1r/lvl	Red

6TH-LEVEL MAGE SPELLS

Spell Name	When	Rng	Area	Duration	Robe
Death Spell	Cmbt	1	.5 s/lvl	Instantaneous	Both
Disintegrate	Cmbt	.5/lvl	Special	Instantaneous	Red
Globe of Invulnerability	Both	0	1	1r/lvl	White
Stone to Flesh	Both	1/lvl	1	Permanent	Red
Flesh to Stone	Both	1/lvl	1	Permanent	Red

7TH-LEVEL MAGE SPELLS

Spell Name	When	Rng	Area	Duration	Robe
Delayed Blast Fire Ball	Cmbt	10+1/lvl	2 rad	Special	White
Mass Invisibility	Both	1/lvl	Special	Special	Red
Power Word, Stun	Cmbt	.5/lvl	1	Special	Both

8TH-LEVEL MAGE SPELLS

Spell Name	When	Rng	Area	Duration	Robe
Mass Charm	Cmbt	.5/lvl	Special	Special	White
Mind Blank	Both	3	1	1 day	White
Otto's Irresistible Dance	Cmbt	1t	1	2-5 r	White
Power Word, Blind	Cmbt	.5/lvl	3 dia	Special	Both