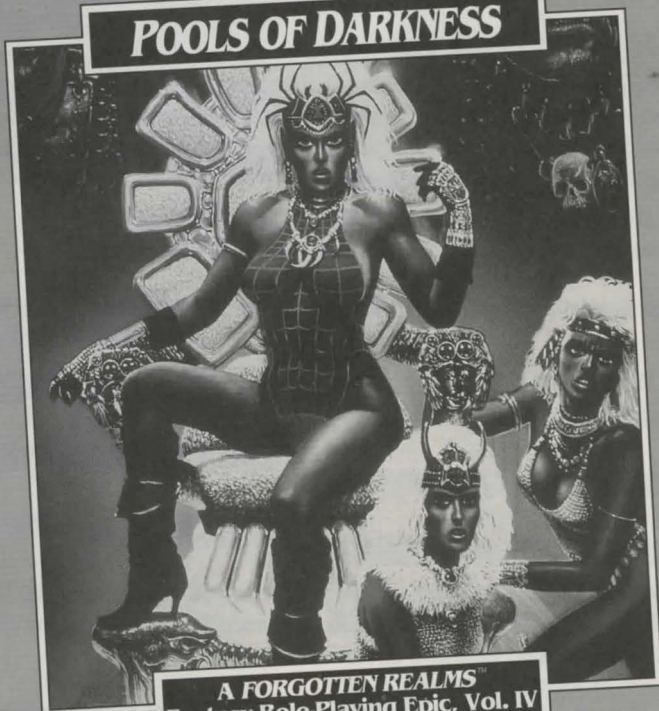# INSTRUCTION MANUAL AND ADVENTURER'S JOURNAL

OFFICIAL

Advanced Dungeons & Dragons®

COMPUTER PRODUCT

POOLS OF DARKNESS

A FORGOTTEN REALMS
Fantasy Role-Playing Epic, Vol. IV

WIZARD Works

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If you encounter a disk or system related problem, you can contact the WizardWorks
Technical Support Staff at (612) 559-5301 between 9 a.m. and 4 p.m. Central Time,
Monday through Friday, holidays excluded.

We cannot give game playing hints through the Technical Support number. If you
need game hints, **clue books can be ordered by returning the form included with
the package.**

Constitution Table

Ability Score	Hit Point Adjustment	Resurrection 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.

Ability Score Modifiers by Race

Dwarf	Constitution+1, Charisma-1
Elf	Dexterity+1, Constitution-1
Gnome	None
Half-elf	None
Halfling	Dexterity+1, Strength-1
Human	None

Dexterity Table

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

Strength Table

Ability Score	THAC0 Bonus	Damage Adjustment	Weight Allowance (in Gold 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

*These bonuses only available to fighter classes
(Fighter, Paladin, Ranger).

INTRODUCTION

Welcome to the official ADVANCED DUNGEONS & DRAGONS® computer product, POOLS OF DARKNESS, a FORGOTTEN REALMS™ 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.

Your party of adventurers has just arrived in Phlan, the place where your fame was won so many years ago. In the years since you defeated Tyranthraxus, the city has grown peaceful and prosperous. The calm is satisfying, but where is the opportunity for adventure?

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 AD&D® game system, you will find helpful information 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, 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 how to select items and menu commands with your specific computer. It also shows how to get right into the game without having to read through the rules.

Transferring Characters from Secret of the Silver Blades

POOLS OF DARKNESS accepts characters who have adventured in SECRET OF THE SILVER BLADES. There are two ways to get characters

from SECRET into POOLS. The first, and preferred way, is to load a saved game, then select SECRET on the LOAD FROM command. The second way is to remove SECRET characters from their party, and add them to a new party by selecting SECRET from the ADD CHARACTER command.

Before You Play

There is no copy protection on your POOLS OF DARKNESS 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 indicated in either this Rule Book or the Adventurer's Journal, find the indicated word, type it in, and press [Return] or [Enter]. Remember: Count section headings when looking up the word.

Getting Started Quickly

POOLS OF DARKNESS comes with a ready-made party that allows you to begin adventuring immediately. Use the instructions on the Data Card to load the saved game that has been provided and begin playing. Use this Rule Book to answer any questions during play.

Using Menus

All commands are menu based, and menus are displayed either vertically or horizontally.

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

> **Example:** When purchasing items, they are highlighted on a vertical list then purchased with the BUY command.

Horizontal menus list available actions. In this Rule Book, menus are shown with all of their options, although in some cases, commands

will not be available every time a menu appears.

> **Example:**
> Treasure Menu
> VIEW TAKE POOL SHARE DETECT EXIT
>
> The commands TAKE and SHARE only appear if there is treasure to take. The command DETECT only appears if there is treasure and the active character has a Detect Magic spell available.

The Rule Book only shows the general menus. Special menus appear at various times to give you all available options.

The concept of the active character is central to the game. Outside of combat the active character's name is highlighted on the vertical menu. During combat the active character begins his combat segment surrounded by a cursor.

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

> **Example:** To look at a character's items: highlight the character, then select the VIEW then ITEMS commands. However, to have the entire party camp, simply select the ENCAMP command.

BEGINNING TO PLAY

To begin playing the game, you must load a saved game or generate characters and band them together into a party.

Starting Options

This first menu gives you the initial options:

Starting Menu
CREATE NEW CHARACTER
ADD CHARACTER TO PARTY
LOAD SAVED GAME
INITIALIZE MOUSE/JOYSTICK (Some computer systems)
EXIT TO DOS

CREATE NEW CHARACTER is used to build a character. Detailed information about characters, races, classes, and so on is available in the Adventurer's Journal. This command displays the following menus to define the character.

- **PICK RACE** lists the six races a player-character can be in the Forgotten Realms.

- **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 ALIGNMENT** lists all the possible alignments for the character based on character class.

After you select alignment, the computer randomly generates the character's ability scores. You can "reroll" the scores if you are not happy with them. Remember that you can use the MODIFY CHARACTER command on the Party Creation/Training Hall Menu to change the character's ability scores and hit points 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.

- **SELECT COMBAT ICON** allows you to design the shape that represents 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 to reflect new armor or weapons using the ALTER command from the Encamp Menu. On some computer systems the character will be saved after the combat icon is finished.

- **EXIT** returns to the Party Creation/Training Hall Menu.

ADD CHARACTER TO PARTY allows you to add characters to the party from the saved

game disk. 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 the Characters and Parties section in the Adventurer's Journal. There is a WHERE FROM option that allows you to add characters from either POOLS OF DARKNESS or SECRET OF THE SILVER BLADES.

LOAD SAVED GAME permits you to resume a game that has been previously saved. The saved game provided with Pools of Darkness can also be loaded. There is a WHERE FROM option that allows you to load saves from either POOLS OF DARKNESS or SECRET OF THE SILVER BLADES.

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

EXIT TO DOS ends play without saving the game.

Modifying Characters and Parties

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

Party Creation/Training Hall Menu

CREATE NEW CHARACTER
DROP CHARACTER
MODIFY CHARACTER
TRAIN CHARACTER (Training Hall only)
HUMAN CHANGE CLASS (Training 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 may not be recovered.

MODIFY CHARACTER changes the character's ability scores and hit points. Use MODIFY CHARACTER to change a character generated in POOLS OF DARKNESS to match a favorite AD&D® game character. A character cannot be modified once the adventure has begun.

TRAIN CHARACTER (from Training Hall Menu only) increases a character's level when he has gained enough experience points (EXP). Choose the character to train and, if he has sufficient EXP, he will be able to advance one level. If a character has gained enough experience to advance more than one level, he will advance only one level and then lose all experience points in excess of one point below that required for advancement to the next level. See the section on Experience Points in the Adventurer's Journal for an example.

Advancing in levels takes no game time. When magic-users advance, they may add a spell to their spell book. See the Maximum Level Limits by Race, Class and Prime Requisite chart in the Adventurer's Journal for level limits.

HUMAN CHANGE CLASS (from Training Hall only) allows human characters to become dual class. Dual class characters lose the advantages of their first class until they exceed that level in the new class. See the section on Character Classes in the Adventurer's Journal for more information.

VIEW CHARACTER displays a character's ability scores, readied weapon and armor, and more. See the Viewing Characters section for more information.

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

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

BEGIN ADVENTURING starts the game.

⚔ CHARACTER SUMMARY SCREEN ⚔

Gender — Name — Age — Current Hit Points — Maximum Hit Points — Race — Wealth — Carried Weight — Combat Movement — Class — Alignment — Ability Scores — Readied Weapon & Armor

ALISTAIR   STATUS: OKAY

MALE   21 YEARS   HIT POINTS 59/97
NEUTRAL GOOD   HUMAN
RANGER

LEVEL 15   EXPERIENCE:
                        2277791

STR 18 02   PLATINUM   577
INT 13   GEMS   98
WIS 16   JEWELRY   36
DEX 14
CON 16
CHA 18

ARMOR CLASS   -3   ENCUMBRANCE   1471
THACO   2   MOVEMENT   9
DAMAGE   1D8+6

LONG SWORD +3
PLATE MAIL +3

ITEMS TRADE DROP EXIT

Non-Player Characters (NPCs)

During the game the party will encounter non-player characters (NPCs). There are three kinds of NPCs: those who volunteer to join the party, those who give information, and those who will only fight. NPCs that join the party are treated like player characters with a few differences. The computer commands NPCs in battle. They also have morale. If things are going badly for the party, NPCs may run. Items can be traded to some NPCs, but they cannot be traded from conscious NPCs to other characters. If an NPC dies, however, you can use the TRADE command on the Items Menu to take his items. Only two NPCs at a time may join the party, and they may take a share of all treasures found.

Viewing Characters

The Character Summary Screen is displayed anytime you select the VIEW command. This screen displays important information about a character, such as ability scores, current and maximum hit points, readied weapons and armor, and wealth.

Characters accumulate wealth in the form of gems, jewelry and coins 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 (in gold pieces) 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.

Chaotic indicates that the character values the individual over society.

Ethics

Good indicates that the character tries to act in a moral and upstanding manner.

Neutral indicates that the character leans towards "situational ethics," evaluating each set of circumstances.

Evil indicates that the character acts without regard to others, or in an overtly malignant manner.

Other Attributes

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

Hit Points are a measure of the amount of damage a character can take before he goes unconscious. A character's maximum hit points are based on the hit dice for the character's class and level, plus any adjustments for constitution. A character gains a hit point bonus to each hit die if his constitution is over 14.

Note:

Dice (d) is the term used to describe the range for a randomly generated number. Dice are referred to by the range they represent. A d6 has a range from 1 through 6, a d10 has a range from 1 through 10. Hit dice refers to the base range of hit points a character class may have. For example, a 3rd level fighter has a base of 3 d10 hit dice, or 3-30 hit points.

When a character takes enough damage that his hit points reach 0, he is unconscious. If the character's hit points drop to anything from -1 to -9, he will lose 1 hit point per turn from bleeding until he is bandaged or dies. If a character has -10 hit points or less, he is dead. Hit points on the screen will never be displayed as less than 0.

Experience Points are a measure of what a character has learned while adventuring. 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 beginning on page 56 for experience requirements.

New characters start the game with 1,500,001 EXP, which puts most single-class characters at about 14th level.

Levels are a measure of how much a character has advanced in his class. When they have enough experience points, characters may go to a training hall and receive the training required to increase in level. 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 9th level thief enters a training hall with 375,000 experience points (enough for 11th level). He will leave as a 10th level thief with 220,000 experience points — one point below 11th level. Characters cannot train for new levels once they have reached their maximum levels allowed in POOLS OF DARKNESS.

Building a Successful Party

Forming a strong and adaptable party is a key to success in Pools of Darkness. Up to six Player Characters (PCs) may be in a party — a party with fewer is less powerful and more likely to be eliminated by opponents.

Include a variety of classes in a party to get a good mix of skills. Here is one sample party:

Sample Party

1 Human Magic-user

1 Human Paladin

1 Dwarf Fighter/Thief

1 Human Ranger

2 Human Clerics

This party is balanced for combat, and will advance quickly because most characters are single class. The magic-user can cast offensive spells and use wands. The paladin has the benefit of Protection from Evil in a 10' radius. All characters in range of the effect get an AC improvement of two against evil foes. The dwarf fighter/thief offers the advantages of a thief (lockpicking and disarming traps) with the better armor and hit points of a fighter. Rangers do extra damage against giant-type creatures and gain spellcasting ability. Clerics are absolutely essential for their healing spells.

Preparation Tips

Once the party has been banded together, encamp at an inn, ready your equipment, and have all spellcasters memorize spells. Finally, save the game before continuing.

COMBAT

Adventurers must battle their way through many dangerous foes to complete the adventure. The following sections offer some more information and tips for combat.

Combat Map

Battle takes place on a tactical combat map that is a detailed view of the terrain that the party was in when the combat began. This map is set up with an invisible square grid.

Initiative

Each round of combat is divided into 10 segments, and every character and foe acts on a specific segment based on a random Initiative number. Initiative is generated at the start of each combat round, and is modified by dexterity and random factors such as surprise. Characters can act on their initiative segment, or use the DELAY command to hold action until the end of the round. Casting spells may take extra time to perform, so often a spellcaster will begin a spell on his segment, but it will not go off until a little later.

Computer Control

In combat you control the actions of PCs. The computer controls the actions of monsters, NPCs and PCs set to computer control with the QUICK command.

Combat Ability

Each character's ability in combat is defined by AC, THAC0 and Damage.

AC

A character's or monster's difficulty to be hit is represented by armor class (AC).

LOOK is used to search an individual square. A LOOK command acts as if the party moved into the current square with SEARCH On.

Encamping

The Encamp Menu includes options such as saving the game, resting to heal and memorize spells, and changing 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. Saved games may be loaded either from the Starting Menu when you start the game or from the Party Creation/Training Hall Menu. Save often – especially after surviving really tough encounters.

VIEW displays the View Menu and the character screen of the active character.

MAGIC is a very important part of POOLS OF DARKNESS and is described under its own heading on page 8.

REST allows characters to memorize spells and to heal naturally. When spells are being memorized, the initial rest time is established by the time necessary to memorize any spells selected with the MEMORIZE command in the Magic Menu. For every 24 uninterrupted hours of rest in camp, each wounded character regains one hit point. Rest may be interrupted by encounters. If possible find safe places to take long rests, such as an inn or places that you are told are safe during the game.

Characters can automatically rememorize the spells they have used by simply selecting REST — this saves having to make selections from the Memorize Menu.

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 commands.

• **ADD/SUBTRACT** increases or decreases the time that the party will attempt to rest. Decreasing the time may not allow spellcasters to memorize all of their spells.

ALTER displays the Alter Menu that 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 in combat.

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

• **SPEED** controls the rate at which messages are printed on the screen. If the game is running too slowly, use the FASTER command to speed up the displays.

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

• **LEVEL** displays the Level Menu that permits you to adjust combat difficulty.

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.

FIX is used to heal many wounded characters with a single command. All characters with at least first level clerical spells will memorize as many healing spells 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. If the party is severely damaged, you may need to select FIX twice or more.

EXIT returns to the Adventuring Menu.

Magic

To get the Magic Menu options, the active character must be able to cast spells. Spellcasters can get a list of their memorized spells from the CAST command of the Magic Menu or from the SPELLS command of the View Menu. Magic-users can get a list of their spells on scrolls from the SCRIBE command in the Magic Menu.

Spells are defined by who can cast them (cleric or magic-user), when they can be cast, and their range, duration, area of effect and, of course, their actual effect. The Spell Parameters List in the Adventurer's Journal summarizes all of the available spells. When using spells from the Encamp Menu or the Adventure Menu (such as Find Traps or Haste), 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). Look in the Adventurer's Journal for more information on spells and magic.

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 have an effect when cast during combat and others may only be cast while encamped.

MEMORIZE displays the Memorize Menu, the character's spell book or clerical spell list, and how many spells of each level the spellcaster may memorize. Once all characters have selected the spells they want to memorize, choose the REST command to actually memorize the spells.

Remember that spellcasters can have the same spell memorized multiple times, and they can automatically rememorize used spells simply by selecting the REST command.

Memorize Menu

MEMORIZE NEXT PREV EXIT

• **MEMORIZE** selects a spell to be memorized. A spell is not actually memorized until it has been chosen from the Memorize Menu and the character has rested long enough to imprint the spell on his mind. After selecting the spells to memorize, the computer will verify your choices.

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

SCRIBE displays the Scribe Menu and a list of all of the spells on magic-user scrolls. Before spells can be scribed, they must either be identified at a shop or the magic-user must cast Read Magic. To scribe, select any spells to be scribed into the character's spell book and select REST to actually scribe the spells. Scribing a spell takes the same amount of time as memorizing the same spell.

Scribe Menu

SCRIBE NEXT PREV EXIT

• **SCRIBE** selects a spell to transfer from a magic-user scroll into a spell book.

• **NEXT/PREV** cycles through the 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 diseases. This is an important command because diseased characters cannot regain hit points until they have a Cure Disease spell cast on them.

REST is identical to the Encamp Menu command. Remember: A character's spells are not memorized until he has rested the necessary time.

CIVILIZATION

Towns provide many valuable services and supplies for the adventurer. In these places you will find inns, shops, training halls, temples, and taverns. Go to town not only to adventure, but also to purchase new equipment and magic items, and to rest and regain spells and hit points.

Inns are safe resting places where party members can recuperate and regain spells and hit points.

Shops are places to buy and sell equipment using the Shop Menu:

Shop Menu
BUY ITEM VIEW TAKE POOL SHARE APPRAISE EXIT

BUY displays the items available in the shop. Highlight the items that the active character will buy and select BUY.

ITEM is a shortcut that is identical to selecting VIEW and then ITEM.

VIEW displays the character screen with the SELL and ID commands available in the Items Menu.

• **SELL** causes the shopkeeper to make an offer on the highlighted item. Sold items may not be recovered.

• **ID** is used to identify an item. The shop charges 100 platinum pieces for the service.

TAKE is used to pick up coins from the party's money pool. Select TAKE and choose the type and amount of coins, gems or jewelry to take.

POOL places all of the party members' coins, gems and jewelry into a pool which any member may use to make purchases. Use the TAKE or SHARE commands to pick up coins, gems and jewelry from the money pool.

SHARE picks up all the coins, gems and jewelry from the pool and distributes even shares among the party.

APPRAISE determines the monetary value of any gems or jewelry the character has. Select Appraise, then 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. Gems and jewelry cannot be used directly for purchases, they must be appraised and sold first.

Temples offer healing spells and perform other clerical services. Temple services are free.

Temple Menu
HEAL VIEW REPAIR EXIT

HEAL displays a list of the temple's healing spells. Select HEAL, choose the character on whom to cast the spell, and then the spell to be cast.

VIEW is identical to the Adventure Menu command.

REPAIR has the clerics cast all of the healing and restorative spells needed to return your party to full strength and health.

EXIT returns you to the street outside the temple.

Taverns are rowdy places full of gossip, stories and information. Buy a round of drinks and listen to the stories.

LIMBO

Limbo is an ever shifting dimension without fixed points of reference. The POOLS OF DARKNESS traverse this region, although only beings of great power can navigate the unstable sea. Elminster will guide you — he is one of the few who can travel in this dimension without disorientation. A menu with the following options is available when you enter Limbo:

Limbo Menu
REPAIR TRAIN STORAGE ENCAMP MOVE ON

REPAIR is identical to the Temple Menu command.

TRAIN takes you to a training hall.

STORAGE requests Elminster to store items and money for you. This service is very important – most magical items cannot stand the trip into other dimensions, and may be destroyed utterly if not stored before travelling. The following menu appears when you select this command:

Storage Menu
VIEW TAKE POOL MONEY ITEMS EXIT

VIEW is identical to the Adventure Menu command except that in the Items Menu, DROP is replaced by DEPOSIT, which places items in storage. To store, select ITEMS, highlight an item, then select DEPOSIT.

TAKE allows you to retrieve items and money from storage. Select TAKE, then select what to retrieve.

POOL places all of the party members' coins, gems and jewelry into storage.

MONEY is used to deposit money in storage.

ITEMS takes you directly to the Items Menu of the active character where you can store items.

EXIT returns you to the Limbo Menu.

MOVE ON displays a list of the places that Elminster can transport you to.

ENCOUNTERS

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

Sample Encounter Menu
COMBAT WAIT FLEE ADVANCE

In this sample menu you have opportunities to fight immediately, wait and see, run away, or move forward.

Combat

In combat the computer chooses the active character. Characters with higher dexterity tend to go before characters with lower dexterity. A character may hold his action until later with the DELAY command. There is a more detailed description of combat in the Adventurer's Journal.

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

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

MOVE allows a character to move. You can attack by moving the character into an enemy's square. If the character moves away from an adjacent enemy, the enemy will attack from behind.

AIM allows weapons or spells to be targeted. When aiming a ranged weapon, the range to the target is displayed above the menu bar. 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 monster, information about him is displayed on the right of your screen — use this to survey the battlefield.

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. However, 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 enemy where the cursor is currently located. This command can also be used to attack an adjacent enemy with a melee weapon (sword, mace, etc). If this command is not displayed, the target is out of range, not in line of sight, or invisible.

• **CENTER** centers the screen around the cursor. This is helpful when targeting manually.

• **EXIT** returns to the Combat Menu.

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

CAST is only available to spellcasters when they have spells available. The spellcaster selects from the list of available spells and then targets with the Aim Menu. If the character has been hit recently, his concentration may be broken and the CAST command 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 or any other kind of monster.

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. Under computer control, a fighting character with a readied missile weapon will tend to hang back and attack from a distance. If a character has no readied missile weapon, he will ready a melee weapon and charge. Single class magic-users 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.

Consult your Data Card for instructions on regaining manual control and toggling magic on and off for your computer.

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

BANDAGE gives first aid to a party member who is bleeding to death. BANDAGE stops the bleeding and keeps the character from losing more hit points.

VIEW displays the character screen and View Menu. The USE command appears on the Items Menu to permit items such as wands to be used 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. Most of the Treasure Menu commands work like the commands in the Shop Menu.

Treasure Menu
VIEW TAKE POOL SHARE DETECT EXIT

VIEW displays the character screen and View Menu.

TAKE permits the active character to pick up treasure from defeated monsters. This only appears if the monsters had a treasure or the party has pooled its funds. A character carrying a large number of coins and heavy equipment may 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 and type of coins, gems and jewelry in the treasure. Indicate the type then number of items the active character takes.

POOL places all of the party members' coins into the treasure. Use the TAKE or SHARE commands to pick up coins from the treasure.

SHARE picks up the money treasure, divides it into shares, and distributes it among the party.

DETECT has the active character cast a Detect Magic spell. Magic items in the treasure or party will be marked with an '*'. This command only appears 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.
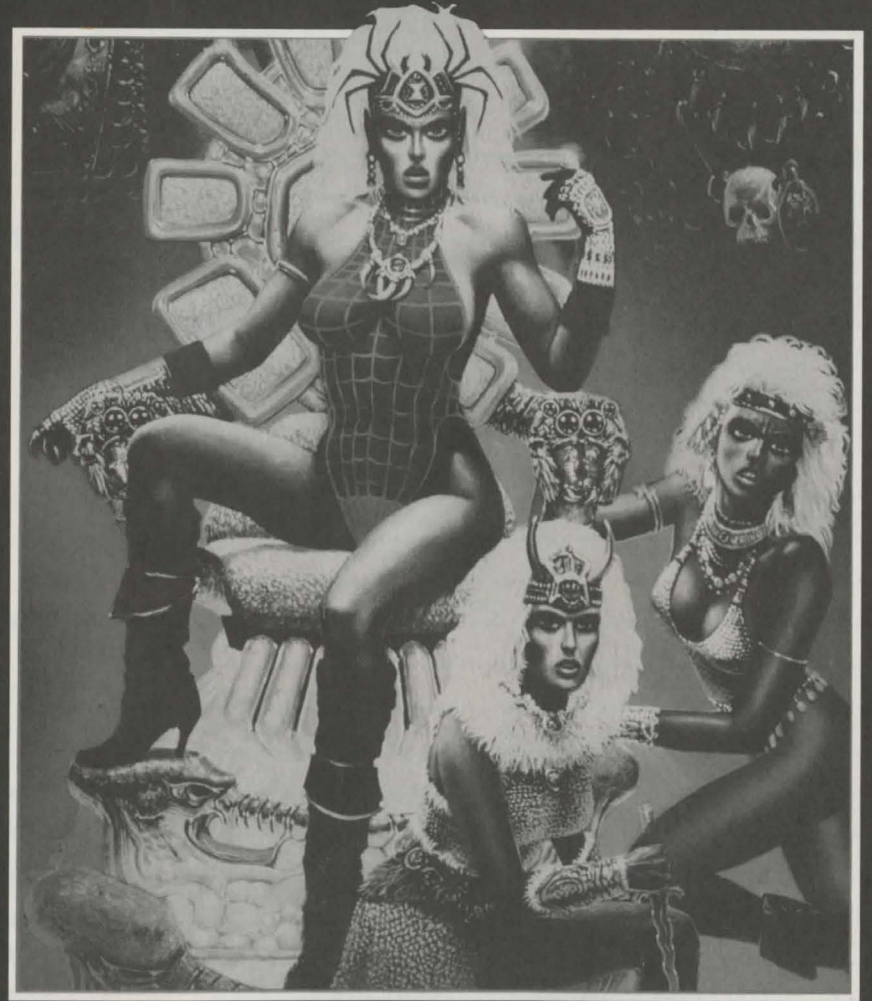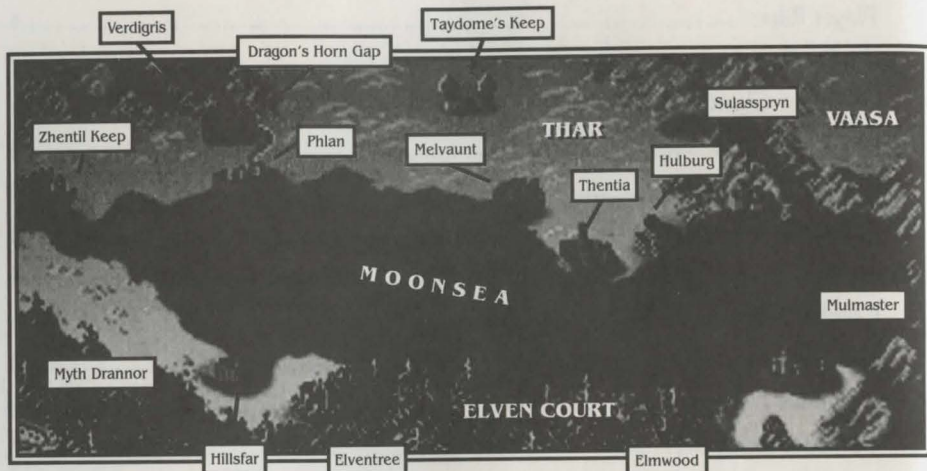
POOLS OF DARKNESS
ADVENTURER'S JOURNAL

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INTRODUCTION

For ten years your glorious band has fought Evil wherever it has threatened the Realms. Lord Bane has suffered many defeats at your hands and new peace washes over the lands. Now your path comes full circle — back to the thriving city of Phlan.

As your ship arrives, you see the towers of Phlan, where before only ruins stood. The slums and decay have given way to new growth. Boats bob in the harbor under the watchful protection of Sokal Keep. In large measure this prosperity and success was born of your defeat of Tyranthraxus so many years ago.

As the sails are furled, and the crew prepares to dock, you wonder "Where could adventure be found amongst such peace…

CHARACTERS AND PARTIES

You need a party of adventurer Player Characters (PCs) to play POOLS OF DARKNESS. You must choose the following for each character: a Race, a Class and an Alignment. After you select these, the computer generates a set of Ability Scores that define your new character's natural strengths and weaknesses. To build a party you must make a mix of characters that have the range of skills needed for success, and then band them together.

Player Races

There are six races from which you may construct player characters, each with different talents and limitations. Tables beginning on page 47 summarize the racial class limitations and ability score modifiers. The following describes each race and tells which classes are open to them.

Dwarves are a cunning race of sturdy workers and craftsmen. They are especially resistant to magic and poison. Dwarves are adept at dodging the attacks of giant-class creatures. Dwarves can be fighters, thieves and fighter/thieves.

Elves are a tall, long-lived race. They are nearly immune to Sleep and Charm spells and are adept at finding hidden objects such as secret doors. Elves also receive bonuses when attacking with swords or bows. They cannot, however, be raised from the dead. Elves can be fighters, magic-users, thieves, fighter/magic-users, fighter/thieves, magic-user/thieves, and fighter/magic-user/thieves.

Half-Elves are hybrids with many of the virtues of both humans and elves. Like their elf ancestors, they are resistant to sleep and charm spells and are adept at finding hidden objects. Half-elves can be fighters, magic-users, clerics, thieves, rangers, cleric/fighters, cleric/rangers, cleric/magic-users, fighter/magic-users, fighter/thieves, magic-user/thieves, cleric/fighter/magic-users, or fighter/magic-user/thieves.

Gnomes are shorter and slimmer than their dwarf cousins. Like dwarves, they are especially resistant to magic and are adept at dodging the attacks of giant-class creatures. Gnomes can be fighters, thieves and fighter/thieves.

Halflings are about half the size of a human, hence their name. They are especially resistant to magic and poison. They can be fighters, thieves and fighter/thieves.

Humans are the most common player-race in the Forgotten Realms. They suffer no racial level limitations or ability score modifiers. Humans do have the disability of shorter life-spans than the other races. This may be a problem if they are subjected to many Haste spells, which age the hasted character one year. They can be fighters, magic-users, clerics, thieves, rangers, paladins, and dual-class characters.

Ability Scores

Every character has six randomly generated ability scores as described below. These scores fall within a range determined by the race and class of the character. The base values range from 3 (low) to 18 (high). There are tables of limitations, modifiers and bonuses starting on page 47.

Depending on the character class, one or more of these abilities will be a Prime Requisite. A prime requisite is an ability especially valuable to a given class. For example, strength is key for fighters and wisdom for clerics. Most characters receive bonus experience points when their prime requisite scores are 16 or greater. Non-human characters may have modifiers to the basic ability scores to reflect differences between the races. Dwarves for instance, get a +1 constitution bonus and may have a maximum constitution of 19 instead of 18. All racial modifiers are calculated automatically when a character is generated.

Strength (STR) is the measure of a character's physical power, muscle mass and stamina. Fighter-type characters (fighters, paladins and rangers) may have exceptional strengths greater than 18 that are indicated by a percent value (01, 02, 03… 98, 99, 00) following the base strength. High strength increases a character's combat ability with melee weapons, such as

swords or maces. Strength also determines how much a character can carry without becoming encumbered and slowed in combat.

Intelligence (INT) is the measure of how well a character can learn. Intelligence level can determine the maximum level of spells a magic-user can cast.

Wisdom (WIS) is the measure of a character's ability to understand the ways of the world and to interact with the world. Clerics receive bonus spells for high wisdom, and wisdom can determine the maximum level of spells a cleric can cast.

Dexterity (DEX) is the measure of a character's manual dexterity and agility. Thieves especially benefit from high dexterity. Dexterity affects how well a character can use ranged weapons (bows, dart, etc.), when he moves in a combat round, and how difficult he is to hit in combat.

Constitution (CON) is the measure of a character's overall health. Characters receive one extra hit point if their constitution is 15, and two points if it is 16. Fighter-types (fighters, rangers and paladins) receive additional bonuses for constitutions of 17 or 18. A character's constitution also determines the maximum number of times that character can be raised from the dead with Raise Dead spells, and the chance of a resurrection attempt being successful. Every time a character is successfully raised, 1 point of constitution is lost.

Charisma (CHA) is the measure of how others react to a character.

Character Classes

Classes are the characters' professions. A character must be at least one character class. Non-human characters can be more than one class at the same time. These multi-class characters have more playing options, but increase in level slower because experience is divided evenly among all classes.

Clerics have spells bestowed on them by their deity and can fight wearing armor and using crushing (no edged or pointed) weapons. Clerics must memorize their spells just as magic-users, but they do not use spell books. When clerics gain a new spell level, they can automatically memorize any of the available spells for that level. The prime requisite for clerics is wisdom.

Fighters can fight with any armor or weapons, but they cannot cast magic spells. All fighter-types (fighters, paladins and rangers) gain the ability to attack more than one time per round when they reach 7th level. The prime requisite for fighters is strength.

Paladins are a type of fighter, and can fight with any armor or weapons. They are resistant to spells and poison, and can turn undead creatures as if they were a cleric two levels below their current level. Paladins are also always surrounded by the equivalent of a Protection from Evil spell. Paladins may heal two hit points of damage per level once a day. They may Cure Disease once a week for every five levels of experience. For example, once a week at 1st-5th levels, twice a week at 6th-10th levels, etc. They can use cleric spells when they reach 9th level, although they can never use clerical scrolls. They advance in spell-casting ability until 20th level.

Paladins must be of lawful good alignment, and they will not knowingly adventure with any evil characters. They must have ability scores of at least 9 in intelligence and wisdom, at least 12 in strength, at least 13 in wisdom, and at least 17 in charisma. The prime requisites for paladins are strength and wisdom.

Rangers are a type of fighter, and can fight with any armor or weapons. They do additional damage when fighting giant-class creatures, but must be of good alignment and have ability scores of at least 13 in strength and intelligence, and at least 14 in wisdom and constitution. Rangers can use druid spells when they reach 8th level, and magic-user spells when they reach 9th level. Their spell-casting ability advances until 17th level. The prime requisites for rangers are strength, intelligence and wisdom.

Magic-Users have powerful spells, but can use no armor and few weapons. They can only memorize those spells available in their personal spell books. Magic-users may add entries to their spell books whenever they go up in level or find scrolls with spells of levels that they are able to scribe. The prime requisite for magic-users is intelligence.

Thieves have special skills for opening locks and removing traps, but are limited to leather armor. In combat they do additional damage 'back stabbing,' which is described in the Combat section. Starting at 10th level, thieves can decipher some magical writing and have a chance of casting spells from magic-user scrolls. The prime requisite for thieves is dexterity.

Multi-class characters are non-humans who belong to two or more classes at the same time. Multi-class characters' experience points are divided among each of the classes, even after they can no longer advance in one or more of those classes. Their hit points per level are averaged among their classes. Multi-class characters gain all the benefits of all their classes with regard to weapons and equipment.

Dual-class characters are humans who had one class for the first part of their career, and then changed to a new class for the remainder. These characters use the HUMAN CHANGE CLASS option on the Training Hall menu to pick a new class. Once a character changes classes, he cannot advance in his old class. Dual-class characters do not gain hit points and cannot use the abilities of the old class while their new class level is less than or equal to the old class level. Once the character's level in his new class is greater than his level in his old class, he gains hit points according to his new class and may use abilities from both classes. Human dual-class magic-users cannot cast magic-user spells while they are wearing armor, unless they are a ranger/magic-user dual-class.

Alignment

Alignment is the philosophy a character lives by and can affect how NPCs and some magic items react to a character. The possibilities range from believing strongly in society and altruism (lawful good) to being anarchistic and actively unpleasant (chaotic evil). Alignment is presented in two parts: World View and Ethics.

World View

Lawful indicates that the character values the structure and rules of society.

Neutral indicates that the character values both the individual and society.

Chaotic indicates that the character values the individual over society.

Ethics

Good indicates that the character tries to act in a moral and upstanding manner.

Neutral indicates that the character leans towards "situational ethics," evaluating each set of circumstances.

Evil indicates that the character acts without regard to others, or in an overtly malignant manner.

Other Attributes

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

Hit Points are a measure of the amount of damage a character can take before he goes unconscious. A character's maximum hit points are based on the hit dice for the character's class and level, plus any adjustments for constitution. A character gains a hit point bonus to each hit die if his constitution is over 14.

Note:

Dice (d) is the term used to describe the range for a randomly generated number. Dice are referred to by the range they represent. A d6 has a range from 1 through 6, a d10 has a range from 1 through 10. Hit dice refers to the base range of hit points a character class may have. For example, a 3rd level fighter has a base of 3 d10 hit dice, or 3-30 hit points.

When a character takes enough damage that his hit points reach 0, he is uncon-

scious. If the character's hit points drop to anything from -1 to -9, he will lose 1 hit point per turn from bleeding until he is bandaged or dies. If a character has -10 hit points or less, he is dead. Hit points on the screen will never be displayed as less than 0.

Experience Points are a measure of what a character has learned while adventuring. 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 beginning on page 56 for experience requirements.

New characters start the game with 1,500,001 EXP, which puts most single-class characters at about 14th level.

Levels are a measure of how much a character has advanced in his class. When they have enough experience points, characters may go to a training hall and receive the training required to increase in level. 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 9th level thief enters a training hall with 375,000 experience points (enough for 11th level). He will leave as a 10th level thief with 220,000 experience points — one point below 11th level. Characters cannot train for new levels once they have reached their maximum levels allowed in POOLS OF DARKNESS.

Building a Successful Party

Forming a strong and adaptable party is a key to success in Pools of Darkness. Up to six Player Characters (PCs) may be in a party — a party with fewer is less powerful and more likely to be eliminated by opponents.

Include a variety of classes in a party to get a good mix of skills. Here is one sample party:

Sample Party

1 Human Magic-user

1 Human Paladin

1 Dwarf Fighter/Thief

1 Human Ranger

2 Human Clerics

This party is balanced for combat, and will advance quickly because most characters are single class. The magic-user can cast offensive spells and use wands. The paladin has the benefit of Protection from Evil in a 10' radius. All characters in range of the effect get an AC improvement of two against evil foes. The dwarf fighter/thief offers the advantages of a thief (lockpicking and disarming traps) with the better armor and hit points of a fighter. Rangers do extra damage against giant-type creatures and gain spellcasting ability. Clerics are absolutely essential for their healing spells.

Preparation Tips

Once the party has been banded together, encamp at an inn, ready your equipment, and have all spellcasters memorize spells. Finally, save the game before continuing.

COMBAT

Adventurers must battle their way through many dangerous foes to complete the adventure. The following sections offer some more information and tips for combat.

Combat Map

Battle takes place on a tactical combat map that is a detailed view of the terrain that the party was in when the combat began. This map is set up with an invisible square grid.

Initiative

Each round of combat is divided into 10 segments, and every character and foe acts on a specific segment based on a random Initiative number. Initiative is generated at the start of each combat round, and is modified by dexterity and random factors such as surprise. Characters can act on their initiative segment, or use the DELAY command to hold action until the end of the round. Casting spells may take extra time to perform, so often a spellcaster will begin a spell on his segment, but it will not go off until a little later.

Computer Control

In combat you control the actions of PCs. The computer controls the actions of monsters, NPCs and PCs set to computer control with the QUICK command.

Combat Ability

Each character's ability in combat is defined by AC, THAC0 and Damage.

AC

A character's or monster's difficulty to be hit is represented by armor class (AC).

The lower the AC, the harder the target is to hit. AC is based on readied armor and a dexterity bonus. Some magic items, such as some bracers, also help improve AC.

THAC∅

The ability to hit enemies in melee or with missile fire is represented by THAC∅. THAC∅ stands for **To Hit Armor Class ∅**. 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 THAC∅, the better the chance to hit the target.

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

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

> **Example:**
> A fighter with a THAC∅ of 5 attacking a monster with an AC of 3 would need to roll (THAC∅ 5) - (AC 3) = 2+
>
> But to hit a monster with an AC of -2 he would need to roll (THAC∅ 5) - (AC -2) = 7+

Damage

Damage is the range of hit points loss the attacker inflicts and is based on the attacker's strength, weapon type and any magic bonuses the weapon has. The base dam-age for each weapon is summarized in the Weapons Table on page 50.

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

There are two basic types of attack: Melee and Ranged (or Missile). The following describes each type and other rules governing combat.

Melee Combat

Melee combat is face-to-face fighting with weapons such as swords and maces. Only when using melee weapons can characters receive strength bonuses. Fighters can sometimes overpower several small foes during melee combat, and thieves have opportunities to back stab.

Ranged Combat

Ranged combat is firing at distant enemies with weapons such as bows or darts. A character with a missile weapon (bow, sling, etc.) may not attack when adjacent to an enemy. Two arrows or three darts can be fired per turn.

Multiple Attacks (Sweeping)

When fighting small creatures, fighter-types may 'sweep' through several weak opponents in one combat round. When a character sweeps, he automatically attacks all of the available 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.

Saving Throws

Attacks such as poison or spells do not automatically have their full effect on a target. Victims may get a Saving Throw to avoid some or all of the effect. If the saving throw is successful, generally the target suffers either no effect or only half-damage. Saving throws improve as characters gain levels.

> **Note:**
> Some monsters have natural magic resistance which decreases the chance of them being affected by spells.

Combat Movement

The number of squares a character can move is affected by carried weight, character strength and the kind of readied armor. A character's movement range is displayed on the View Screen and during the character's segment in combat. Combat movement is important for both closing quickly with opponents (and stopping missile fire) and fleeing from battles that are too tough.

Running Away

A character may flee from the battlefield if he moves 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 moves as fast as the fastest foe. Exception: if a 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. Characters that flee a combat receive no experience points for the battle.

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 party order from the Alter Menu while encamped. Shift the heavily armored fighters up the list and the vulnerable magic-users and thieves towards the bottom. Party order cannot be changed while in combat, although characters are free to move.

Your party may be placed in a bad position at the start of a battle. Get an idea of the situation, and move characters into better deployment. Sometimes the best strategy is offensive: charging with fighters to close ground and stop enemy magic and missile fire. Other times the best strategy is defensive: moving your characters to anchor their flanks on an obstacle such as a wall or tree. Setting up behind a door-way that your enemies have to move

through also makes for a very strong defensive position. Always keep magic-users and missile weapons safe behind the front line.

Wounded Characters

Characters who are seriously injured should be cured or 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 and has an improved chance to hit.

Stopping Ranged Attacks

Missile weapons cannot be fired if there is an adjacent opponent. To stop enemy missile fire, move someone next to the opponent. If you want to fire missiles, keep away from the enemy.

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

If spellcasters are hit in a round, they loose any spells they are preparing to cast, and cannot cast for the remainder of that round. Try to keep enemy spellcasters under attack every round while protecting your own.

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.

MAGIC

Magic is essential to the survival of the party. Magic-users cast many powerful offensive and defensive spells. Clerics cast healing spells to revive wounded characters as well as both defensive and offensive spells. A spell can exist in one of four forms: in a character's memory, in a character's spell book, on a scroll, or in a wand. Memorized spells are cast with the CAST command. Spells are memorized during rest while encamped. Spells in scrolls or wands are cast with the USE command.

Memorizing a spell takes 15 minutes of game time per spell level, plus a preparation period based on spell level:

Spell Level	1-2	3-4	5-6	7-8	9
Preparation Time	4 hrs	6 hrs	8 hrs	10 hrs	12 hrs

Example:

To memorize two 1st level spells, one 2nd level spell, and one 3rd level spell would take:

(6 hours preparation) + (2 * 15 min) + (1 * 30 min) + (1 * 45 min) = 7 hours 45 min

Magic-Users

When a magic-user trains for a new level, he selects a new spell to add to his spell book. A magic-user can also scribe spells from identified scrolls if he is of high enough level to cast them. A magic-user must cast a Read Magic spell or have a scroll identified in a shop before he can scribe (or cast) from it. The scroll disappears after it has been scribed or cast.

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 magic-users, clerics can cast spells from scrolls without any preparation, although clerical scrolls also disappear after being cast.

Tips on Magic

Both clerics and magic-users may cast spells which assist the party in combat. Preparatory spells, such as Bless or Strength, cast just before a tough battle can protect or strengthen characters. Combat spells can be cast to damage foes during combat. Healing spells can be cast either during or after combat to revive wounded 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 spellcasters memorize spells and select REST to allow them to imprint the spells for later use. Selecting REST without choosing new spells has the spellcasters rememorize the spells they have cast since last resting.

Note:

Before resting, it is a good idea to save your game — especially after tough combats. Also, 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 last, fatal battle or to try different strategies at key points.

MAGICAL TREASURES

As you travel about and encounter the monsters and puzzles that stand between you and finishing your various quests, you will find magical items to help you on your way. You can find magic items in a treasure by casting 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, such as wands or scrolls, may only be used by certain classes. Others may not work at all if certain other magic items are also in use. Here are descriptions of some items that you may find. Remember: Some items are very rare, and you may not find all of them in your adventure.

Wands generally cast a set number of a given spell (for example, 10 Fireballs or 15 Magic Missiles). Only experimentation or paying to have them identified will tell what a wand does. The USE command allows a character to cast spells with a readied wand.

Potions may heal wounded characters, cause them to become hastened or invisible, or cause any number of other effects. The USE command allows a character to drink a readied potion.

Scrolls carry either clerical or magic-user spells. A magic-user may use SCRIBE to permanently transfer a scroll into his spell book if the spell is of a level that he can memorize. Magic-users and clerics can both cast spells directly from scrolls with the USE command, even if they could not

otherwise memorize the spells. Scrolls disappear after they have been used or scribed. Magic-users must cast Read Magic, or have scrolls identified in a shop before scribing or casting from them. Also, thieves of 10th level or higher have a chance of casting spells from magic-user scrolls.

Enchanted Armor and Shields are created by skilled craftsmen and then enchanted with protective spells. The power of the magic on these items varies a great deal. Enchanted armor has the great advantage of offering improved protection with less encumbrance than the same type of mundane armor. To use these items, ready them from the Items Menu.

Enchanted weapons come in many sizes, shapes and potencies. Sometimes a weapon will add between one and five to your THAC∅ and damage. Some weapons may have other fantastic 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 such as 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 offer protection from fire-based attacks. Once one of these items has been readied from the Items Menu, a character automatically gains all of its effects. The exception to this rule is that certain magical necklaces require the USE command to work.

Enchanted Clothing can be such commonplace items as gauntlets or cloaks, but they are imbued with powerful enchantments. A wide variety of these items are known to exist. To use these items, READY them from the Items Menu.

CREATURES OF THE FORGOTTEN REALMS

The denizens of these regions are many and varied. Here is a list of monsters you may encounter in your adventures. Some of these creatures are extremely rare, and you may never cross paths with them all.

Banshee

These evil spirits' keening wail strikes fear into the hearts of men. They attack with a chilling touch.

Beholder

Also called *Eye Tyrants* or *Spheres of Many Eyes,* they are solitary horrors of great power. Each of the creatures' eyes has a unique magical power, and they are armored with tough chitinous skin.

Bulette

Also called *landsharks,* these are the result of a mad mage's experiment. They are stupid, irascible and always hungry.

Carrion Crawler

These are giant, segmented creatures whose eight tentacles can attack once apiece each round. Carrion crawlers paralyze their victims and devour them.

Death Tyrant

These are a rare and dangerous form of undead beholder. They appear as sluggish, wounded beholders, but still possess some of their original magical powers.

Dracolich

These are powerful undead dragons whose attacks include a breath weapon and a paralyzing touch.

Dracolisk

These creatures are the hybrid offspring of rogue black dragons and basilisks. Dracolisks combine a dragon's breath attack with the petrifying gaze of a basilisk.

Dragons

These are some of the most powerful and dangerous monsters a party can encounter. The older and larger a dragon, the more damage it can do and the harder it is to kill:

Black Dragon

These dragons attack by spitting streams of acid and slashing with razor sharp claws and fangs.

Blue Dragon

These dragons exhale lightning bolts and attack in melee with claws and fangs.

Green Dragon

These dragons attack with a poisonous breath and are notorious for their cruelty.

Red Dragon

These dragons are among the most feared of dragonkind. Their attack is a withering blast of fire.

White Dragon

These are one of the smaller dragon species and attack with freezing cold breath, fangs and claws.

Elementals

These are strong, but relatively stupid beings conjured up from their normal habitat on the elemental planes. The strength of any type varies, and the characteristics of each are different:

Earth Elementals

These are powerful creatures who travel very slowly and can be summoned from earth or stone.

Fire Elemental

These elementals are terrible to behold and can be fierce opponents. They are immune to both magical and non-magical fire attacks.

Purple Worm

These are enormous carnivores that burrow straight through solid ground in search of small (adventurer-sized) morsels.

Giants

These species vary greatly in power and intelligence. The following are the types you are likely to encounter:

Cloud Giant

These giants are one of the most powerful races of giantkind. Some cloud giants can use magic.

Fire Giant

These giants are brutal and ruthless warriors who resemble huge dwarves and have flaming red or orange hair, and coal black skin. Some fire giants can use magic.

Rakshasa

These evil spirits ply victims with illusion and false civility, but in reality are cunning fighter/magic-users.

Salamander

These natives of the elemental plane of Fire are immune to all fire-based attacks. They are dangerous foes because of their evil nature and their immunity to all but magical weapons.

Umber Hulk

These subterranean carnivores burrow through the ground with powerful claws.

New Monsters

(The following creatures are appearing for the first time in an AD&D® computer fantasy role-playing game.)

Legend:

AC: Armor Class; HD: Hit Dice; Mv: Movement; Int: Intelligence; Align: Alignment (N = Neutral, CE = Chaotic Evil); THACØ: To hit Armor Class Ø; Att: Number of attacks; MR: Magic Resistance; Dmg: Damage; Spec Att: Special Attacks; Spec Def: Special Defenses; XP: Experience Points.

Bane Minion, Black

AC: 4 HD: 8 Mv: 15 Int: High Size: L
Align: CE THACØ: 13 Att: 3
Dmg: 1d4/1d4/1d6
Spec Att: Acid breath, magic
Spec Def: See below XP: 3000

Bane created three types of servants to serve his lieutenant, Gothmenes. The black minions can breath a stream of acid identical to a black dragon. They can see invisible objects and can cast the following spells once per day: cone of cold, hold monsters, ice storm, bestow curse, slow, and fumble. They are immune to fear, poison, death effects, and charm.

Bane Minion, Blue

AC: 2 HD: 10 Mv: 24 Int: High
Size: L Align: CE THACØ: 11 Att: 3
Dmg: 1d6/1d6/2d6 Spec Att: lightning breath,
lightning aura Spec Def: See below XP: 4000

Like the black bane minions, these creatures were created by Bane to serve Gothmenes. They can breathe a lightning bolt identical to a blue dragon. They radiate electricity, so anyone who strikes them takes double the damage in return. Like black minions, they can see invisible objects and are immune to fear, poison, death effects, and charm.

Bane Minion, Red

AC: 0 HD: 12 Mv: 30 Int: High Size: L
Align: CE THACØ: 9 Att: 3
Dmg: 1d8/1d8/3d6
Spec Att: fire breath, flame touch
Spec Def: See below XP: 12000

Like the black minions, these creatures were created by Bane to serve Gothmenes. They can breathe fire like a red dragon. Each hit by a red minion will cause an additional 2d6 of fire damage due to the intense heat generated by their bodies. Like black minions, they can also see invisible objects and are immune to fear, poison, death effects, and charm.

Giant Cockatrice

AC: 3 HD: 10 Mv: 24 Int: Animal Size: L
Align: N THACØ: 11 Att: 1 Dmg: 1d6
Spec Att: petrification attack XP: 2000

These are rare mutated forms of the cockatrice. They stand eight feet tall and are even more fierce than the cockatrice. Due to their size, their diet consists of small mammals and large lizards. They are incredibly fast and, due to their petrification attack, extremely dangerous.

Greater Margoyle

AC: 0 HD: 12 Mv: 15 Int: Low Size: M
Align: CE THACØ: 9 Att: 4
Dmg: 1d10/1d10/2d8/2d8 Spec Def: immunity to normal weapons XP: 6000

Greater margoyles are cousins of the margoyle. They both attack with two claws, horns and a bite, but greater margoyles are stronger and faster. They can be found in many of the same habitats as the margoyle.

Greater Otyugh

AC: 0 HD: 14 Mv: 6 Int: Average Size: L
Align: N THACØ: 7 Att: 3
Dmg: 2d10/2d10/1d6
Spec Def: immunity to disease XP: 10000

Mages in the Realms have found that otyughs provide excellent defense while disposing of useless offal. Since many mages are dissatisfied with what already

exists, some have improved on the otyugh. Except for their great size and strength, greater otyughs are identical to the otyugh.

Hill Giant, Shaman

AC: 3 HD: 10 Mv: 12 Int: Average
Size: L Align: CE THACØ: 11 Att: 1
Dmg: 2d8 XP: 2000

A few hill giant tribes have shamans who can cast spells as a fifth level cleric. In all other respects, they are identical to other hill giants.

Large Iron Golem

AC: 0 HD: 27 Mv: 9 Int: Non Size: L
Align: N THACØ: 5 Att: 2
Dmg: 4d10/4d10 Spec Att: poison breath
Spec Def: immunities XP: 27000

These are larger versions of the iron golem. They are four times the height of a normal man. Like the smaller iron golems, they are immune to all magic except electrical attacks (which slow them) and fire based attacks (which heal them), however, their enormous size and strength make them even more deadly than the iron golem. Only the most powerful mages can create these monstrosities.

Pet of Kalistes

AC: -1 HD: 13 Mv: 18 Int: High Size: L
Align: CE THACØ: 7 Att: 3 MR: 85%
Dmg: 2d8/2d6/2d6 Spec Att: poisonous bite,
magic Spec Def: blink, immunities XP: 14000

These are highly intelligent spiders created by the Marilith Kalistes. She uses them as guards and messengers. Their bite is so poisonous that a target must save versus poison at -2 or die. They can see invisible objects and can cast the following spells once per day: Death spell, Disintegrate, Feeblemind, Fire Touch, Fire Shield and Charm Monsters. They are immune to poison, death effects and charm.

Cryo Snake

AC: 5 HD: 4 Mv: 15 Int: Animal Size: L
Align: N THACØ: 17 Att: 1 Dmg: 1d3
Spec Att: cold breath
Spec Def: immunity to cold XP: 420

These fierce snakes prefer to inhabit glaciers and high peaks. Humans will rarely confront these beasts unless they move to higher elevations during exceptionally cold winters. Their breath is identical to that of a white dragon.

Pyro Snake

AC: 5 HD: 4 Mv: 15 Int: Animal Size: L
Align: N THACØ: 17 Att: 1 Dmg: 1d3
Spec Att: fire breath
Spec Def: immunity to fire XP: 420

This breed of snakes prefers to live in desolate deserts or inside volcanoes. There

they form loose family associations. Dealing rarely with humans, they consider people to be another form of prey. Their breath is identical to that of a red dragon.

Electric Spider

AC: 4 HD: 5 Mv: 12 Int: Low Size: L
Align: CE THACØ: 15 Att: 1 Dmg: 2d4
Spec Att: lightning breath
Spec Def: immunity to electricity XP: 650

Electric spiders can be found throughout Kalistes' dimension. They can breathe a lightning bolt similar to that of a blue dragon's. They favor narrow confines where they can bounce their bolt through a victim several times.

Enormous Spider

AC: 1 HD: 9 Mv: 15 Int: Average Size: L
Align: CE THACØ: 11 Att: 1 Dmg: 2d8
Spec Att: poisonous bite XP: 2000

Some spiders in Kalistes' dimension grow very large and have great cunning. Anyone bitten must save versus poison or die.

Gaze Spider

AC: 4 HD: 5 Mv: 12 Int: Low Size: L
Align: CE THACØ: 15 Att: 1 Dmg: 2d4
Spec Att: paralyzation gaze XP: 420

A common denizen of Kalistes' dimension are the fierce gaze spiders. Any creature who meets their gaze must save versus paralyzation or become paralyzed. Mirrors and other reflective surfaces can be used to turn their gazes against them.

Stone Spider

AC: 4 HD: 5 Mv: 12 Int: Low Size: L
Align: CE THACØ: 15 Att: 1 Dmg: 2d4
Spec Att: petrifcation attack XP: 650

Stone spiders are one of the common spiders that exist in the Kalistes' dimension. As large as a Huge spider, these magical arachnids turn their prey into stone and bring the stoned creatures to their lair for later feeding.

Walking Trees

AC: 0 HD: 12 Mv: 6 Int: Non Size: L
Align: N THACØ: 9 Att: 2
Dmg: 4d6/4d6
Spec Def: immunity to confusion XP: 7000

The powers of Moander allow its followers to animate some plants. When the Cult of Moander joined with the wizard Marcus and the glabrezu Taleton, this power was extended to many of the trees of the Elven Court. The trees are unintelligent and mindlessly obey the orders of the cult. They strike with two large limbs.

SPELL DESCRIPTIONS

First Level Cleric Spells

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

Curse reduces the THACØ of targets by 1. The target cannot be adjacent to a party character or NPC, and effects are not cumulative.

Cause Light Wounds inflicts 1-8 hit points of damage on a target.

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

Detect Magic indicates which equipment or treasure items are magical. After casting the spell, view a character's items or take treasure items, and equipment or treasure preceded by an '*' is magical.

Protection from Evil improves the AC and saving throws of the target by 2 against attackers of evil alignment. The effects of the spell are not cumulative.

Protection from Good improves the AC and saving throws of the target by 2 against attackers of good alignment. The effects of the spell are not cumulative.

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

Second Level Cleric Spells

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

Hold Person may paralyze targets of character types (human, dwarf, etc.). You may aim a Hold Person spell at up to 3 targets (use the EXIT command to target fewer).

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

Silence 15' Radius magically dampens all sound in the area around the target. The target character or monster, and all adjacent, 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 hit points of snakes as the cleric has hit points.

Spiritual Hammer creates a temporary magic hammer that is automatically readied. It can be thrown and does normal hammer damage. Spiritual Hammers can hit monsters that may only be struck by magic weapons.

Third Level Cleric Spells

Bestow Curse reduces the target's THACØ and saving throws by 4.

Cause Blindness will blind one target. This can only be cured by a Cure Blindness spell.

Cure Blindness counters the effects of Cause Blindness.

Cause Disease infects the target with a debilitating ailment that saps strength and hit points.

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

Dispel Magic removes the effects of spells that do not have specific counter spells. This is the cure spell for any characters that have been held, slowed or made nauseous.

Prayer improves the THAC∅ and saving throws of friendly characters by 1 and reduces the THAC∅ and saving throws of monsters by 1. This is a good spell to cast before going into combat, but it is not cumulative.

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

Fourth Level Cleric Spells

Cause Serious Wounds inflicts 3-17 hit points of damage on a target.

Cure Serious Wounds heals 3-17 hit points, up to the target's normal maximum hit points.

Neutralize Poison revives a poisoned person.

Poison causes the target to save versus poison or die.

Protection from Evil 10' Radius can be cast on a character or a monster and improves the AC and saving throws of the target and all adjacent friendly characters by 2 against evil attackers. The effects of this spell are not cumulative.

Sticks to Snakes causes a distracting mass of snakes to torment the target. The snakes will make movement and spell casting impossible for the duration of the spell.

Fifth Level Cleric Spells

Cause Critical Wounds inflicts 6-27 hit points of damage on a target.

Cure Critical Wounds heals 6-27 hit points of damage, up to a target's normal maximum hit points.

Dispel Evil improves the target's AC by 7 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.

Flame Strike allows the cleric to call a column of fire down from the heavens onto a target. The spells does 6-48 points of damage to any target that fails its saving throw.

Raise Dead can bring back to life one non-elf character. The chances for success are based on the character's constitution and how long the character has been dead. The raised character will have 1 hit point and will lose 1 point of constitution.

Slay Living is a reversal of the Raise Dead Spell and will kill one target. If the target makes its saving throw, then it suffers 3-17 hit points of damage.

Sixth Level Cleric Spells

Blade Barrier creates a whirling circle of razor sharp blades. Any who enter the circle suffer 8-64 points of damage.

Harm inflicts terrible damage on any living creature — leaving only 1-4 hit points.

Heal cures all diseases, blindness, feeble-mindedness, and all except 1-4 of a character's full hit points.

Seventh Level Cleric Spells

Destruction causes the target of the spell to die instantly without a saving throw. Creatures with magic resistance may not be affected.

Energy Drain steals life energy away from the target. This is similar to the attack of undead creatures such as wights.

Resurrection is similar to Raise Dead, except that it also restores all hit points.

Restoration returns life energy stolen by Energy Drain spells or the attacks of such undead as wights.

First Level Druid Spells

Detect Magic indicates which equipment or treasure items are magical. After casting the spell, View a character's items or Take treasure items, and equipment or treasure preceded by an '*' is magical.

Entangle causes plants to grow and entwine around the feet of any creature in the area of effect. Be careful not to catch allies in the spell area.

Faerie Fire rings a targeted creature in magical light. This spell will outline otherwise invisible targets 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 tough skin improves AC by 1. This is a good spell to cast before combat.

Charm Person or Mammal changes the target's allegiance in combat so that an opponent will fight for the caster's side. It affects character types (human, dwarf, etc.) and other mammals.

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

Third Level Druid Spells

Cure Disease removes the effects of diseases caused by some monsters or Cause Disease spells.

Hold Animal is similar to the cleric spell Hold Person, except that only normal and giant-sized animals are affected. This spell will not affect other monsters or NPCs.

Neutralize Poison revives a poisoned person.

Protection from Fire has different effects depending on the recipient. If cast on the druid, the spell absorbs 12 hit points times the caster's level in fire damage. The spell dissipates when the damage limit is reached. If cast on another character, the spell is identical to the clerical Resist Fire spell.

First Level Magic-User Spells

Burning Hands causes 1 hit point of fire damage per level of the caster. There is no saving throw.

Charm Person changes the target's allegiance in combat so that an opponent will fight for the caster's side. It only affects character types (human, dwarf, etc.).

Detect Magic indicates which equipment or treasure items are magical. After casting the spell, View a character's items or take treasure items, and equipment or treasure preceded by an '*' is magical.

Enlarge makes the target larger and stronger. The higher the caster's level, the greater the spell's effect.

Friends raises the caster's charisma by 2-8 points. It is best cast just before dealing with NPCs.

Magic Missile does 2-5 hit points per missile with no saving throw. A magic-user throws 1 missile for every 2 levels (1 at levels 1-2, 2 at levels 3-4, etc.) This spell damages any single target within its range unless the target is magic resistant or has magical protection such as a Shield spell. This spell casts instantaneously.

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

Read Magic allows a magic-user to ready a scroll and read it. This is identical to having a scroll identified in a shop. After casting Read Magic, a magic-user may cast any scroll spells or scribe them, if they are appropriate for his level.

Shield negates enemy Magic Missile spells, improves the magic-user's saving throw, and may increase his AC.

Shocking Grasp does 1-8 hit points of electrical damage +1 hit point per level of caster.

Sleep puts 1-16 targets (depending on the size of the targets) to sleep with no saving throw. For example, up to sixteen 1 hit-die targets can be affected, while only one 4 hit-die target can be affected. Targets of 5 or more hit-dice are unaffected.

Second Level Magic-User Spells

Detect Invisibility allows the target to spot invisible creatures.

Invisibility makes the target invisible. The THAC∅ of melee attacks against invisible targets is reduced by 4, and it is impossible to aim ranged attacks at them. Invisibility is dispelled when the target attacks or casts a spell.

Knock opens locks. The spell will affect both magically and non-magically locked doors, chests, etc.

Mirror Image creates 1-4 illusionary duplicates of the magic-user to draw off attacks. A duplicate disappears when it is attacked.

Ray of Enfeeblement reduces the target's strength by 25% + 2% per level of the caster.

Stinking Cloud paralyzes those in its area of effect for 2-5 rounds. If the target saves, it is not paralyzed but is nauseous and has its AC reduced for 2 rounds.

Strength raises the target's strength by 1-8 points depending on the class of the target.

Third Level Magic-User Spells

Blink protects the magic-user. The magic-user 'blinks out' after he acts each round. Although the magic-user may be physically attacked before he acts each round, he may not be attacked after.

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

Fireball is a magical explosion that does 1-6 hit points of damage per level of the caster to all targets within its area. If the target makes its saving throw, damage is halved. Fireball is a slow-casting spell, and the spell's power demands that you target carefully. Use the CENTER command to determine who will be in the area of effect — indoors the three squares in each corner will not be affected by the blast if the spell is targeted in the center of the screen. Out of doors, the blast area is slightly smaller.

Haste doubles the target's movement and number of melee attacks per round. Haste has a short duration, so you should wait until a fight is imminent to cast it. Warning: characters age one year each time a haste spell is cast on them.

Hold Person may paralyze targets of character types (human, dwarf, etc.). You may aim a hold person spell at up to 4 targets (use the EXIT command to target fewer).

Invisibility, 10' Radius makes all targets adjacent to the caster invisible. The THAC∅ of melee attacks against invisible targets is reduced by 4, and it is impossible to aim ranged attacks at them. Use this spell to set up a battle line while your enemies seek you out. Characters lose invisibility if they do anything but move. Remember: some monsters can see invisible creatures.

Lightning Bolt is a magical electrical attack that does 1-6 hit points of damage per level of the caster to each target along its path. Damage is halved if the targets make their saving throw. A lightning bolt is 8 squares long in a line away from the caster. For best results, send the bolt down a row of opponents. Lightning bolts also reflect off walls back toward the spellcaster. Targets adjacent or close to a wall may be hit twice by the same bolt.

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 2 against attackers of evil alignment.

Protection from Good, 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 2 against attackers of good alignment.

Protection from Normal Missiles makes the target immune to non-magical missiles.

Slow affects 1 target per level of caster and halves the target's movement and number of melee attacks per round. Slow can be used to negate a Haste spell and only affects the side opposing the spellcaster.

Fourth Level Magic-user Spells.

Charm Monster changes the target's allegiance in combat so it will fight on the side of the magic-user. The spell will work on most living creatures. The spell affects 2-8 one hit-die targets, 1-4 two hit-die targets, 1-2 three hit-die targets, or 1 target of four or more hit dice.

Confusion affects 2-16 targets, causing them to 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.

Dimension Door allows the magic-user to teleport himself to another point on the battlefield within his line of sight and the range of the spell. Magic-users can use it for quick escapes. Fighter/magic-users can use the "Door" to reach enemy spellcasters or ranged weapons.

Fear causes all within its area to flee in terror if they fail their saving throws.

Fire Shield protects the magic-user so that any creature who hits the caster in melee does normal damage, but takes twice that damage in return. The shield may be attuned to heat attacks or cold attacks. The magic-user takes half damage (no damage if he makes his saving throw) and has his saving throw from the opposite type of attack improved by 2. He takes double damage from the type of attack the shield is attuned to.

Fumble causes the target to become clumsy and unable to move or attack. If the target makes his saving throw, his attacks and movement are halved.

Ice Storm does 3-30 hit points to all targets within its area. There is no saving throw. This spell will even inflict full damage on opponents protected by Resist Cold.

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.

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

Fifth Level Magic-user Spells

Cloud Kill is similar to the Stinking Cloud spell, except that its area of effect is larger and it will kill weaker monsters. More powerful monsters may be immune to the spell.

Cone of Cold unleashes a withering cone shaped blast of cold. The spell's range and damage increases with the caster's level.

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.

Hold Monster is similar to Hold Person, except that it will affect a wider variety of creatures.

Sixth Level Magic-user Spells

Death Spell kills opponents instantly and irrevocably. The spell will slay a greater number of weak opponents than strong.

Disintegrate destroys one target. Some creatures with an innate magic resistance may avoid the effects of the spell, however, most must make a saving throw to survive.

Flesh to Stone causes the target to make a saving throw or be turned into stone.

Globe of Invulnerability protects against 1st through 4th level spells.

Stone to Flesh counters the effects of such magical creatures as a cockatrice or medusa. When this spell is cast on a character, there is a possibility that the character will not survive the shock of being restored to flesh. System shock survival is based on a character's constitution.

Seventh Level Magic-user Spells

Delayed Blast Fireball is a more powerful version of the third level spell and will go through a Minor Globe of Invulnerability.

Mass Invisibility is identical to the Invisibility spell, except that it will effect several targets at once. This can be a valuable spell to cast before a known encounter.

Power Word, Stun will cause one creature to be stunned and unable to think or act effectively. The weaker the target, the longer it will be stunned.

Eighth Level Magic-User Spells

Mass Charm is similar to the fourth-level spell, except that it affects a much larger number of targets.

Mind Blank is a powerful protective spell that defends the recipient from all spells that attack a character's will, such as Charm or Feeblemind.

Otto's Irresistible Dance is an enchantment that cause the target to be irresistibly compelled to dance a wild and frenzied jig. The target's AC is reduced by 4 and it will fail all saving throws against magic.

Power Word, Blind will strike a target instantly blind.

Ninth Level Magic-User Spells

Meteor Swarm is a very powerful and spectacular spell, similar to a Fireball. When cast, four magical spheres fly from the caster's hand towards the target. Anything in the spell's path receives 10-40 hit points of damage.

Monster Summoning calls forth one or two powerful creatures to fight on the side of the spell magic-user. The creatures disappear after the battle.

Power Word, Kill will instantly slay one or more creatures within the spell's range. The spell will affect approximately 120 hit points worth of targets.

JOURNAL ENTRIES

JOURNAL ENTRY 1

WHISPER HEARD FROM BEHIND

"Don't go through those magical gates that are showing up around the Realm. They steal your strength. Too many times through and you'll not be able to lift your finger, much less a sword."

JOURNAL ENTRY 2

THE SCRYING ROOM

The temptation is powerful, the flat, smooth surface of the mirror seductive in its plainness. Slowly, slowly, color blooms in the depths. A face emerges from the depths, so clear and close...

"Those foolish drow! How they could have botched matters to this extent — mortals loose in my Web Land!"

She uncoils an impossible ebony length of smooth, gleaming body. Scales wink like gems. She slithers past a corpse on the floor — unlucky messenger — and comes around to the side of her chair. A quick press of fingers against the arm, and a drawer pops open. She takes a key on a fine silver chain and loops it around her neck.

"I'm going down to the Treasure Room. I am not to be disturbed for any reason. Leave the spare key where it is, or you'll end up —" a contemptuous nod toward the body — "like him."

The Mirror darkens and the slave nods. "That's it then. Find the key, go down to the Treasure Room, and kill her!" He looks odd, fidgety. Finally, he bursts out, "And die! She knows you're here, so go down through the kitchen to the larder. That's best."

JOURNAL ENTRY 3

ELMINSTER'S LIMBO LECTURE

"As ye know, I have opened this path for ye so that when ye travel through the pools, Bane will not sense thy presence. But this does have its disadvantages.

"For one, I have found that when magical objects travel from here to the outer dimensions, they do not usually survive the passage. The chaotic winds of limbo corrupt that which is magic and only the strongest of magics can survive the passage without perishing.

"I will hold thy items here until ye return to the Realms."

JOURNAL ENTRY 4

THE VESSEL OF MOANDER

The temple's altar is a great bowl of stone suspended in the air alongside the tower. It currently overflows with a sickly green fluid — the lifejuice of Moander. Spouts and gutters around the bowl catch some of the oily ichor and funnel it down to the tower's dark fountains. The rest spills out into the air, and settles as a foul haze upon the Elven Court far below. The vessel seems to be moving slightly, but then you realize that it is fixed in the air. It is the tower which sways in the chill breeze.

JOURNAL ENTRY 5

PRIEST'S MAP

KEY 🚪 Door 🔱 Archway ▨ Impassable Area ⋮ Path
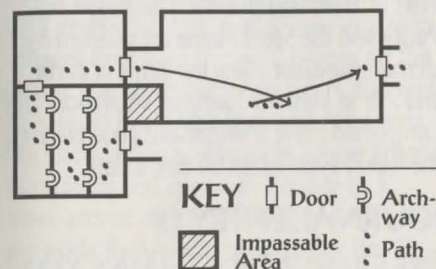
JOURNAL ENTRY 6

TAVERN TALE

"The man, if man he be, came with eyes aflame. Red as the sword he carried, he cut through our village and left not a soul alive. I saw him riding away after he'd done his work. I was ahunting and so spared, but what now? I've got me no home, no family. All I've now is a vow, and my bow to carry it through. I'm for the Dragonspine Mountains now. A sorceress told me I'd find his hole there.

"What he wanted! I haven't a notion. We've had peace for so long, and now the evil has descended twicefold."

JOURNAL ENTRY 7

THE GATEWAY INTO DARKNESS

Power thrums through the room. Power crackles in the air, making hair stir, making skin tingle.

A giant statue of Kalistes herself dominates the center portion. She is huge, commanding, her tail coiled beneath her, her skin gleaming like jet. Three of her hands brace an open arch, inside of which swirls a sickly green mist. Her other arms point toward the far end of the room.

Standing against the wall are three more arches, but instead of the green mist, these are filled with visions of home: the first shows a forest at night, with tree trunks like dark towers against an even deeper black. The impression of a faint, clean, cool breeze washes through the room.

The second doorway shows a small village — or what is left of one. A few cottages still stand, but many are burned-out ruins. Once again, night reigns.

The third door shows moonlight playing on waves. An ocean shore. The water still looks clean, untainted by evil. For now.

But Kalistes is pointing to them. A voice seems to ring through the room. "I want those lands. I want them. Get them for me, my children. Get them for me."

JOURNAL ENTRY 8

THE WOMAN SPEAKS

"I am Shal, a fighting-wizard of New Phlan. Did you know our city is held here, buried under the black tower! Marcus hopes to subjugate it, but we resist! During one of his sorties I was captured and taken up the Tower, where I have seen ghastly sights! Bane clerics are dismembering the vast corpus of the forgotten god Moander. They use its power to make trees walk, and to animate pieces of the dormant god.

"I have long studied the Cult of Moander. So they tried to convince me to help them, but I resisted. They, ah, robbed me of my magic and imprisoned me here. Friends, we must go up the tower and stop the foul works that will soon march against helpless Phlan. Take me to face Marcus, and he will fall!"

JOURNAL ENTRY 9
TROLL TOSS TAVERN

"Ways back, a group of trolls and ogres used this building to toss sacks of grain around. If a body happened by, they'd toss em' about as well. Them's came to be killed, of course, by heroes such as yerself, but we hire on some ettins to keep the tradition going. It's a lively sport, though a mite dangerous."

JOURNAL ENTRY 10
THE CHESS BOARD OF MARCUS

You shudder at the host of dark knights, evil bishops, twisted mages and myriads of grotesque pawns that radiate out from the Elven Court, touching Mulmaster, Zhentil Keep and Myth Drannor. Tall in the center is the graven image of Marcus, dressed as a Banite cleric. And beside him, a proud mage queen — who looks amazingly like Shal!

JOURNAL ENTRY 11
TORN PAGES FROM A BOOK OF RELIGIOUS RITUALS

After praying, one must touch the essence of the air by inhaling the heady vapors of the rare incense, taliesen. This allows contact with the first elemental plane — Air.

The Plane of Water is then contacted by drinking of the waters consecrated to Tyr himself. Earth and Fire come late in the Tests of Torm and Ilmater. The Vessel of Purity and the Spirit Flame are guarded by eternal guardians. Take the items of Earth and Air to light the Lamp of Vigilance. The Lamp shall make a bright and good place in the world even when all else is dark.

JOURNAL ENTRY 12
FIRE GIANT MAGE THANKS YOU

"I must thank you for eliminating that simpering fool of a hill giant. It is unfortunate that the steading can no longer recruit troops, but my army is already sufficient to control all of the lands north of Moonsea.

"Thanks to you, my power is now assured. Even Thorne's dragons will acknowledge my power.

"However, your usefulness is at an end. Take this reward and leave. If you go any further into my cave, you will be dealt with harshly."

JOURNAL ENTRY 14
LOCASTE'S ARRIVAL — CONTINUED

Locaste gives a great cry, and the party halts before what appears to be an unbroken wall of tightly-packed gossamer. It shimmers in the pale light. Locaste's mount rises up on its rear four legs and waves the others, both drow and spider, about, its face a mask of fear. Locaste drives it down with a word. Even from a distance, her jaw appears set, and her eyes burn fiercely. She waves back her escort, many of whom take the opportunity to

simply turn around and ride away. She holds up both hands, palms out, and waits.

After a breathless eternity, the gossamer wall erupts. Spiders of all shapes and sizes squeeze their way through, or leap off the top, or pop up through trap doors and scuttle toward her. Her escort turns and runs, but Locaste waits. Two Pets appear among the spiders and approach Locaste in a slow, almost stately sidelong march, tossing aside the unlucky spiders that get in their way.

They stop in front of Locaste. They sway back and forth, legs waving about, thousands of eyes glittering, then they turn and disappear back into the wall. Locaste clenches her raised hands into fists and screams as the rest of the spiders continue their advance.

JOURNAL ENTRY 15
ELMINSTER'S EXPLANATION

"Ye I have chosen as the mightiest heroes of these regions to lend me aid 'gainst Black Lord Bane. I was fortunate to learn of Bane's plotting by way of my art. This time he means to do more than his usual meddling — he seeks total dominion over the very dirt of the realm. He has plotted well, and darkness now reigns over Moonsea and the plains of Thar. This is great evil, forsooth, but I fear that if he is not stopped here, he will spread across the land as forcefully as the tide rises over the shore.

"We are now in the plane of limbo, astral source of absolute chaos...and so too is Bane! I followed him here with aims of his undoing, but well is he hidden in the shifting madness. Somewhere he has made a crossroad between the dimensions for the use of his allies. This too, I can do

for ye. The way between pools lies now through limbo. When you enter the pools, I will use my power to enable thy passage. But know that only my presence here makes this possible. If I were to leave this place, or perish, the path would be closed, and Bane would rule here, as well as over Moonsea. Such is my limit, but I will aid ye as I can.

"I now send ye back to the darkened plains. Find the servants of Bane, for they are his hands. Destroy them! But beware, for they are great powers. Help those who ye may — allies can but further us. Go now, and may thy skill prevail!"

JOURNAL ENTRY 16
THE WATCHER'S STORY

"What am I doing here! I am the Watcher, here by decree of the Council of Elves! With me rests the supreme responsibility of keeping Moander forever trapped in this dimension.

"Oh, I'll not deny there is mischief afoot. We've all seen the signs. But what arrogant fools to think you could help! You lack the cleverness and fortitude to do anything but interfere! Do us both a favor and heed the fate of your friends. Leave! Now!"

JOURNAL ENTRY 17
ELMINSTER SPEAKS OF KALISTES

"I have met Kalistes before, and beware! She is a power to be reckoned. It is good that ye did destroy her paths into the Prime Material, for it is sure that she

meant to send her children into the Realm. These Night Spawn are her strength, but know that they are her maternal weakness too.

"I sense that the powers that have robbed the sun from Moonsea's sky lie beyond this portal. Kalistes is an agent supreme of Bane, so in all probability it is she who controls this force. This is but a guess, but 'tis my best."

JOURNAL ENTRY 18

ARCAM'S PRISONER SPEAKS

"Your power scares Arcam! The great gas-bag cannot flee quickly enough! He wanted me to urge you to go back to Phlan, my home. He hoped you would die there, or at least give him time to organize his defense. I refused." She draws a shuddering breath. "Instead, I urge you not to rest until fiendish Arcam is no more! Then help your allies."

JOURNAL ENTRY 19

HIDING IN FRONT OF THE GATE

Rank after rank of haggard men and women stumble toward the gate. Their eyes are lost, their faces slack. None are bound or shackled in any fashion.

Suddenly a tall human moans and lurches sideways. A drow guard grabs him and pulls him roughly about. She raises a needle-fine dagger, its tip glinting with some ruby liquid, and jabs it into his neck. "That'll quiet you down," she sneers.

Another guard laughs. "Why not just let him fry between the gates!"

"Because –" shoving the now-docile human back into line – "That would be too nice."

JOURNAL ENTRY 20

BARD'S TALE

The bard sets himself down on a log. He looks at you long and searchingly.

"Fair folk you seem, uncommon in these times. Mayhaps you've an interest in what I've seen. Auril, that's what I've seen. The Frostmaiden is walking the lands of men and leaving icy death in her path. The mountains west of Thar, which are locked in sheets of ice and snow, seem to be her favorite haunt and it was there I saw her, near Gramble's Climb.

"For all her evil, she is beautiful still. She left her mark on me in more ways than one." He opens his shirt to reveal a snowflake tattooed in woad across his chest. "She is seeking the Red One. Together, they will visit such destruction on the Realms as has never occurred."

JOURNAL ENTRY 21

SEEN IN THE MAGES' DEVICE

You see a Glabrezu, his dog-like head snarling and his fangs dripping, standing in a large chamber with red, fleshy walls.

JOURNAL ENTRY 22

INNKEEPER TELLS OF GRAGNAK ULFIM

"Well, you musta heard 'bout the wedding, but you may not know the real story. Truth is, there's more than one here from the old Phlan.

"A certain Gragnak Ulfim also's here. Some say he's as powerful as Cadorna hisself, but don't you believe it. He's just a sorry sot what's been had by that vixen Sasha. But he's done for her one better and she knows her place right sure now."

JOURNAL ENTRY 23

MAP OF THE LOST MINES

To Gems

KEY ○ Door ▨ Impassable Area
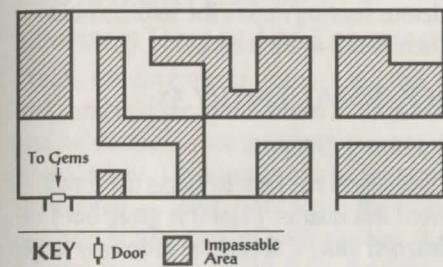
JOURNAL ENTRY 24

THE BANITE'S CHANT

"Into
The Labyrinth!
Left step
Right step
Step step
Left left.
Into
The Labyrinth!"

JOURNAL ENTRY 25

SASHA

"I was once the council clerk here in Phlan, as you may remember, and I am well versed in dealing with trouble. When Phlan was infested with corruption, I was intimate with all the details of our city's liberation. When the Black Circle hounded me in Verdigris, I managed my escape. These are just a few of

the reasons I was chosen as the new council member. I believe I have done my part in restoring Phlan to its present state.

"I say these things, first, so you will know there is no trouble to be found here in Phlan; and second, so you will not think you can manufacture your own."

JOURNAL ENTRY 26

THE BOOMING VOICE

"Those of you still squirming will regret every moment I am called away from my great spell. You will envy those already safe within the icy clasp of Lord Bane. For I have released my keen-eyed pet into the corridors of the Tower. Meet the Gelt." The great voice dies away with a chuckle.

JOURNAL ENTRY 27

AEGHWAET

"My name is Aeghwaet. I have lived here for the past 3,500 years, finding the environment most congenial to my health.

"Recently, however, evil spawn have invaded my home. They are taking huge quantities of Moander's flesh and I do not know why. It is no longer safe to live here. Not only are there foul creatures constantly about, but Moander's body is beginning to fight back. Bits of flesh prowl the open wounds, and they make no distinction between those causing the harm and me.

"I cannot hide much longer, yet if I leave, it will mean the end of my extracts and my life in a few short years."

JOURNAL ENTRY 28

THE MIRROR OF KALISTES

The table is made of black marble. Veins of white quartz run through it, catching the light and breaking it into coruscations of color, rainbow threads weaving across its surface.

On the table are two items. The first is a simple porcelain basin, its finish smooth, depthless. The basin is filled with some sort of heavy liquid, its surface like quicksilver.

Next to the basin lies a short wand, about the length of a man's forearm. Its shaft is made from a single quartz crystal. At first the crystal appears gray and impure, but on closer inspection the gray resolves into separate strands, as though a web has been spun inside. The crown of the wand is a blood-red stone. Power throbs within, beckoning.

JOURNAL ENTRY 29

CAPTAIN OF THE CHALLENGE SHIP

"There is an island not far from here. Many adventurers have entered its confines seeking fortune and glory, but no one has ever returned. A letter came into my possession not long ago which spoke of a great Mystery. I have become determined to discover what this Mystery is and so I come to you.

"Your reputation precedes you. Many say you are the greatest heroes the Realms have seen. I say to myself, if anyone can penetrate this Mystery, it will be you.

"I will not give you false hopes and I do not know what dangers you will face,

only that they will be great. It is said that the island will remain unconquered for all time, but that is a challenge to try if I ever heard one."

JOURNAL ENTRY 30

SEEN IN THE MAGES' DEVICE

You see a large army moving through a cavern where the wind howls. A thunderous beating makes the soldiers hold their hands to their ears.

JOURNAL ENTRY 31

KARDAL SPEAKS

"Sasha sent me here to assess the threat from this quarter. I fear it is great, but I've learned little. It seems the only way to get close to those in command is to prove yourself fierce and unflinching in battle. I'm sure you've noticed the many street brawls.

"All I know for certain is that a massive army has been assembled and is ready to move, though I've heard rumors of a 'Gathering.' Of what, or for what, I do not know.

"If you could penetrate the inner steading, perhaps you could discover this. There is a group of cloud giants in that private room who already have a deadly reputation. If you defeated them, you would gain instant recognition and an audience with the hill giant shaman. Alas, my strength is not up to the task.'

JOURNAL ENTRY 32

VOICE THROUGH THE GATE

"I will not open the gate for you. If you are who you say, then you do not wish to enter. For beyond this gate is the city of Phlan, entombed here by some mighty

spell, and besieged by fearsome monsters that sally through this very gate. If you would aid us, here is a task for you. A high mage was captured from among us. Her name is Shal. She had made long study of the dark god Moander, and proved most ingenious in defeating its minions. Find and free her, I urge you!"

JOURNAL ENTRY 33

VALARDIS TELLS OF HIS CONTRACT

"Yeah. He gave me this dagger and this rock, and told me to meet him at the altar and he'd signal to me which elf I'm supposed to kill. Then I'm to follow him into some room — Wait, don't touch the blade — that's deadly. Coated with a poison the Master Assassin would kill for. And the rock is something I'm supposed to wear before I follow my target into the last chamber."

"Don't give me those high and mighty looks. I helped you get in here, didn't I? We all have to make a living, and Daris has already paid me good money to do my job. I intend to do it.

"Besides, I'll bet you've left a few bodies lying around yourself."

JOURNAL ENTRY 34

THE KI-RIN SPEAKS

"My horn was the focus of a great magical power with which I was entrusted, a power that helped hold evil in check. I came to the Dragonspine Mountains when I sensed the evil growing here, only to find myself too weak to counter it.

"When Thorne took my horn, he took the magic as well and used it to turn the skies chaotic. Those storms will no longer plague the Realms, but my horn was just

one of three powers working evil in the Realms. If the Realms are to be saved, you must turn those powers against the one enemy."

JOURNAL ENTRY 35

STORM'S STORY

"When the cities disappeared and the world grew dark, we were all frightened, and clung together for comfort. It was not enough to save us. By ones and twos and sometimes whole families, we began to disappear — taken as slaves by the drow.

"My sister was captured. She is a child, just a child. I followed the slave train, and crept into her pen to try to release her, but I was captured as well.

"The drow took us to their slave pens, and from there, my sister and I were taken, along with many others, toward a hall. Behind me I heard keening intermingled with shouts of great joy. I had heard from a old human woman that some of us would be culled from the group and killed to make an evil potion. I cursed such a fate, but I prayed that, for my sister's sake, the end would be swift.

"Instead, we were led through the temple, and half of us were pushed through a door, while the rest of us were driven through the dimensional pool into this world of webs. The drow overseer jeered at us. 'Lucky, lucky, luckiest of all,' he said. 'You will serve the great Kalistes herself. Or be served to her, depending on what tasty morsels you are!'

"I could not bear this thought. I watched for my opportunity and escaped the slave

train, but I was not able to bring my sister with me. Take me with you. I'll help you fight Kalistes, anything to save Arta."
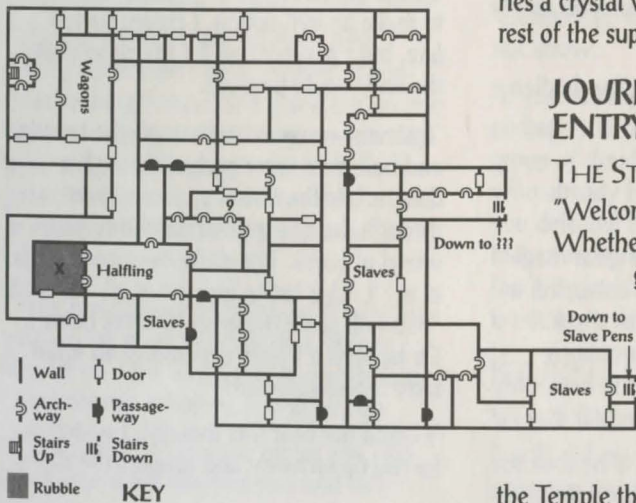
JOURNAL ENTRY 36

MABRIL SPEAKS

"The black elves dragged me from my farm in one of these wagons. They take everyone down to their dark city. A number of us made a break, and got about halfway out before a big fight. A wall came down on me and they didn't catch me. And a little woman, a halfling, escaped too. But she wouldn't get in the wagon, she still wanted to fight. She's still down there — you should help her. She can't hold out for long!

"You'll never get in the way the wagons do. But you might want to follow a bad robe — a cleric — to get in. They have their own paths."

He draws a map of a section of the underground city:

JOURNAL ENTRY 37

THE ALTAR ROOM

A magnificent altar spans the far wall — a shrine to night and all its spawn. A giant silver web stretches from the floor to the full height of the vaulted ceiling. The full moon hangs in the web's center, but it is not the full moon. It is the belly of a giant spider, pregnant with evil, pulsing with hideous life. The spider waves its legs wildly about as if casting about blindly for prey.

Below this apparition stands a young drow. He is naked, his dark skin·gleaming in the light of the obscene moon. He holds a dagger to his lips and stares upward, transfixed.

Locaste stands next to the drow youth, her hands raised above her head, her eyes mere slivers of shining white visible through slitted lids, her robes shimmering in the dark. Balia and Daris flank her, their eyes closed, their faces ecstatic. Daris carries a crystal wand. Daris, as well as the rest of the supplicants, is guarded by drow.

JOURNAL ENTRY 38

THE STEWARD OF THE TEMPLE

"Welcome, drow, welcome. Whether you be candidates for a great honor, or supplicants before our Lady, be welcome. I give you good news. Soon, the Night Spawn, the invincible children of our Lady Kalistes, will come to the Temple through the Gateway to Darkness, and we may all have the honor

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of seeing them on their way to do battle for Kalistes and Lord Bane. Hurry, hurry. You will never see the like again."

JOURNAL ENTRY 39

CHAMBERS OF ARCAM'S CHANCELLOR

In the center of the vaulted room, squads of mercenaries shuffle to attention before a towering dais. Here, flanked by iron golems, an old man in fine robes surveys a desk covered with chess pieces. Occasionally he will move a piece, and bark instructions to a mercenary leader. "Dralbon! Off to Ironfang Keep!" Margoyles leap up to ensure the commands are promptly obeyed.

Then you see a great orb moving in the shadowy arches beyond the dais. "Watch for the white knights," it hisses, chillingly calm. "Deflect their attack."

JOURNAL ENTRY 40

THE SLAVE REVEALED

"Excellent. I couldn't have done it better myself. My master will be most pleased. You did away with one of his greatest enemies and captured one of his most desired prizes, all without him needing to sacrifice a single one of his own.

"Yes, I was carefully chosen, and trained for years before I could even infiltrate this den of excess. But my stay is over now, as soon as you hand me that Ring."

His gaze darkens. "You wouldn't be thinking of denying me, would you? I promise you, my master trained me well. This creature —" he prods at Kalistes' still form with a toe — "was a blundering,

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graceless idiot. No subtlety. No art. No depth. But I promise you, Tanetal has all this, and he's gifted me with enough to deal with the likes of you."

JOURNAL ENTRY 41

ELMINSTER'S EXPLANATION

"Bane must indeed be desperate to entrust his Talisman to one of his lieutenants — even one as powerful as Tanetal. True, it is a great source of power — this time used to twist and animate the very plants of the Realm, but also it is the key that may lead to Bane's defeat.

"It acts as a key to his very own Dark Dimension. I hoped but to weaken him in Moonsea — to force a balance — but now with the Talisman, I think we may be able to drive him off entirely. Find the gate to Bane's Realm, and we may prevail!"

JOURNAL ENTRY 42

DROW PRIESTS SPEAK OF THE GATEWAY

"I just hope Locaste can tell Kalistes to be careful with her children. Now don't misunderstand me, I want the Night Spawn to fight for Kalistes and for us, but I hear that sometimes they don't just fight the enemy. What if something were to happen to the Gateway, and the Night Spawn came in, but couldn't get out?

"Oh, go ahead. Report me for a blasphemer. But hand me the vial of antidote first, I think that boy got bit and didn't tell anyone."
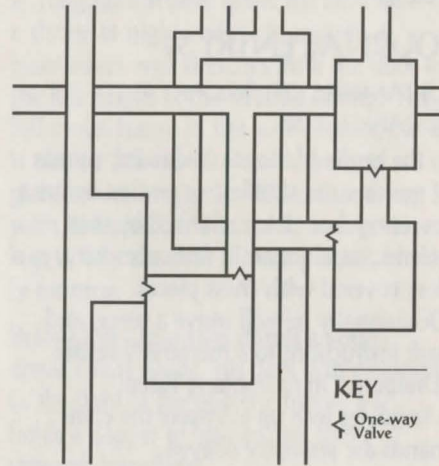
JOURNAL ENTRY 43

HUNTSMAN'S TALE

"I am Elgin, a hunter, and the last of our village still alive. First dark elves raided from the north, carrying away any they could capture. Then the forests came alive around the tower to the east. When the walking trees came, we were finished. Our people were all crushed or run off to the woods southwest near Myth Drannor. I do not know what the survivors face there, but at least they can be assured that a tree will act like a tree!"

JOURNAL ENTRY 44

THE EYES OF KALISTES

"I thank you for the lives of my sisters. My own curse matters little to me now, knowing that they yet live to fight this evil.

"With their faces in my heart and their strength in my soul, I tell you this. To enter Kalistes' Parlor and live, you need two things: the Ward of Safe Passage and the Amulets of Stillness. The Ward is carried by the highest mages of the drow when granted an audience with Kalistes; her Pets recognize it and allow the bearer to pass. The amulets hide the wearer from spiders. With these items, you have a much greater chance of gaining entrance into Kalistes' Parlor. Without them you will die in seconds, instead of minutes.

"You may find these talismans in the Testing Ground. Go there first if you hope to complete your mission. But, before you leave me, one task is left to you to aid your mission. You must kill me."

JOURNAL ENTRY 45

A SOLDIER'S MAP

KEY
↓ One-way
↑ Valve

JOURNAL ENTRY 46

WHAT YOU HEAR

"Into
The Labyrinth!
Left step
Right step
Step step
Left left.
Into
The Labyrinth!"

The sergeant bawls, "Now, you veeping scalawags, how do you get out?" The soldiers chant,

"Out of
The Labyrinth!
Right step
Right step
Step step step!
Out of
The Labyrinth!..."

JOURNAL ENTRY 47

SAGE'S UTTERANCE

"I offer my congratulations for thy victory over Thorne. With the Horn of Doom safely out of Bane's grasp, the storms will cease over Moonsea.

"Previously, these tempests have prevented our allies past the mountains from entering these lands. Even now, an army marches from Tilverton, and ships raise sail in Tantras. Both forces are far, but at least now they may draw closer. Aid is coming to the region!"

JOURNAL ENTRY 48

BOOK EXCERPT

"Marilith have but one fatal flaw, one chink in their armor — the drive to preserve their children is greater than to preserve their individual lives. As a lone Marilith is often the key strategist in a campaign, killing him or her is often all that is necessary to deal a crushing blow to your enemies. Therefore, search for the children. Threaten them, and the parent you seek will come."

JOURNAL ENTRY 49

KARDAL'S DYING WORDS

"The Gathering," he gasps. "It is of dragons. Unheard of numbers. Ready to descend on the Realms. Must stop them. Led by Thorne. Terrible..." His voice trails away with his life.

JOURNAL ENTRY 50

BANE REVEALS HIMSELF

"Kalistes, Thorne, Tanetal, they are pawns! I have sent Death to the Realms, a rider in red with a sword of flame. None shall stand against him. You waste your time as the world falls about your ears. So by all means, continue in your vainglorious deeds."

JOURNAL ENTRY 51

DARIS TRANSFORMS INTO A DRIDER

"It was as horrible a sight as I'm ever likely to see, and I've seen some sights in my time. Daris thought he'd get away while we fought the guards, but after we won past them we made our way, quiet as whispers, after the Mage. We needed the Ward of Safe Passage to get into Kalistes' Parlor.

"The chamber was dark. We heard footsteps ahead — you can imagine how upset Daris, an elf, must have been, for us to hear his footsteps. But they stopped, and we thought we'd lost him. Then he screamed.

"The whole chamber lit up with the glow of Shest's eyes, and we could see Daris before us. He was shuddering and wailing, and he dropped the ward to grab at his dagger. But he was too late.

"The whole lower half of his body ballooned outward, and legs began to sprout, ripping through his robes and scrabbling on the flagstones, while his arms flailed in the air. He scuttled back and forth through the chamber, while we ducked back down the corridor, hiding behind columns, in niches, anywhere we could. We listened to the scrabbling and moaning for quite a while, then what he'd turned into rushed past us without a glance.

"Nothing for it but to sneak back into the chamber and find the ward. Too bad Shest was still there."

JOURNAL ENTRY 52

HILL GIANT'S JOURNAL

The fire giants have become dangerous and I fear we hill giants will lose our long time home as well as any claim on new territory. The fire giant mage thinks she can outwit Thorne. The fool! She will bring Thorne's wrath down on us all.

I have sent spies to their cave, and am awaiting news. With luck, the fire giants will soon be drumming a different beat.

JOURNAL ENTRY 53

FIRE GIANT MAGE OFFERS A DEAL

"There have been distressing rumors out of Zhentil Keep lately. I think Manshoon has designs on the lands as far east as Thar. This does not sit well with me. Eliminate this annoyance, and I will pay you handsomely."

JOURNAL ENTRY 54

MODTHRYTH SPEAKS

"By order of Thorne, all conflicts between dragons shall be settled by single combat to preserve their numbers. The victor of these combats is entitled to any treasure left by the defeated dragon.

"Any who interfere with or assist a combatant will forfeit any and all treasure."

Modthryth looks up from the scroll, adding, "I shall also consider the winner of any combat for transformation into a dracolich."

Modthryth signals the contest to begin.

JOURNAL ENTRY 55

LACOSTE'S COMMAND

"Go now to the antechamber. By the Mirror of Kalistes you will find my ward of safe passage to her Parlor. Bring it to the altar room, for I will have need of it after the ceremonies. Shest told me he senses blasphemers in our midst, and I must go to Kalistes to ask her aid in hunting them down.

"Would that I might leave now, but Hern is ready and cannot wait. He must try his will against the Great Spider. Let his fate be swift and just."

JOURNAL ENTRY 56

THE TEMPLE OF TRANSFORMATION

Beyond the arches, evil groups huddle in rapt contemplation of something to the north. This must be what Shal called the Temple of Transformation, where bits of Moander's body are cleaved away, and spill from the Vessel of Moander. Devotees of Moander and Bane await their portion. Lost in their worship, no one seems to notice you.

JOURNAL ENTRY 57

TRAITOR'S GATE

"You might wonder at this gate's odd name, many do. It was named after the last of the Cadornas, Porphrys. The Cadornas owned the great textile house which made them a very wealthy and influential family.

"Porphrys advanced to rule the council, and many respected and trusted him. People had forgotten that he was cursed as a child, possessed by the spirit of fire.

"In manhood, he made pacts with the Zhentarim and other evils, if you can

believe it, wanting even more power. But a party of heroes put an end to his menace. They were quite like yourselves, perhaps you know them!"

JOURNAL ENTRY 58

HERMIT

"I came here to get away from the evils of the world, but there's no escape. They hound me and hound me. The cultists would kill me if they didn't think I held the secret to controlling the bits of Moander. I would almost welcome it.

"But you seek to destroy Tanetal, eh! I'd welcome that the more, for then I would have some peace."

JOURNAL ENTRY 59

MANSHOON GLOATS OVER HIS CAPTIVES

"You presumed to think that your puny efforts could distract me! Without a pause my great intellect has folded you into the solution for larger problems. I wish to gather higher tribute from the drow. In my tomes I have found the name of a creature who will help me subjugate them — and the dreary fool Marcus, and that imbecile Arcam, too!

"You will help me welcome my new friend! Here in my conjuror's circle, he will dine splendidly on your bones." Words spill from his lips as he begins the incantation.

JOURNAL ENTRY 60

INNKEEPER TALKS OF THE MONUMENTS

"Them monuments they building in the square! Word is they're living tombs for old master Gothmenes' foes. Eternal prisons filled with treasures and dreams what can't never be used."

JOURNAL ENTRY 61

GREEN DRAGON SPEAKS

"The vampire's blood was not easy to come by, and I know you need it for creating the next dracolich. You will remember this when you choose who is to become that dracolich."

"You have proven yourself twice over," answers Modthryth. "I will not forget."

JOURNAL ENTRY 62

GRAGNAK ULFIM SPEAKS

"Sasha spurned my love. I offered her everything — a place at my side, power, wealth — but she would have none of it. She said my association with the Black Circle made me repulsive. How was I to know! I was their victim as well; but she said I was a coward.

"I was so filled with anger and jealousy! Then Cadorna came to me and I hit upon a plan. If I rescued her from Cadorna, she would think me a hero; she would be mine. But Cadorna was too strong with Gothmenes aid and again I am duped by those I hate, and accused by those I love!"

JOURNAL ENTRY 63

VALA EXPLAINS

"The Vaasans are using earth and fire elementals to create a massive tunnel for their armies. With the passes blocked, they have no other way to reach the Moonsea.

"The elementals are drawn to the power of the Oakroot Staff, the World Stone, the Crucible of Flame, and the Lindenwood Staff here in the ruins. These artifacts were created long ago by a wizard from Thar."

JOURNAL ENTRY 64
DAVE SPEAKS

"Welcome great heroes. You have over-come the evil of Bane and restored the Realms. Now you have a simpler task — survival. Wend your way through this maze and locate the exit. Of course, you may encounter a few challenges along the way. Survive or not, it is up to you."

JOURNAL ENTRY 65
PAGE FROM THE
HIGH PRIEST'S JOURNAL

The Times of Woe are upon us. Darkness has overwhelmed the sun and the cata-combs below are overrun with shades. We have taken to going about the temple in groups of three or more. It is unsafe otherwise.

Now, a vision of a long-dead legend haunts our belfry. She won't allow us to ring the bells to gather our flock. Many tried and have disappeared, even our most stalwart priests have tried, but all to the same end.

Tomorrow, we leave to gather the common folk in the temple's vicinity and lead them to safety. I pray for our safe return as well.

JOURNAL ENTRY 66
FIRE GIANT MAGE
YELLS AT ASSASSINS

"You did not fulfill your contract. Other, more capable hands, did the work for you and I gave them the money. If you want your money, you will have to talk to them.

"Do it quickly, though. I shall launch my forces soon, and the sweep through the countryside will take them as well. Bane will have me to thank for establishing strongholds. Having his good favor, Thorne will not dare to interfere."

JOURNAL ENTRY 67
SPEECH TO WHITE DRAGON

"Worshippers will pay great homage to you. They will give you treasure and make sacrifices to you. Already, you are a mighty dragon, but as a dracolich, none shall stand against you.

"As soon as I gain a potion of invulnera-bility, I will be ready to perform the trans-formation.

"If you agree, you can be the next and most powerful dracolich."

JOURNAL ENTRY 68
INNKEEPER'S WIFE'S REPORT

"Forgive my intrusion on your quarters. I meant to be done with my cleaning, but felt the need to rest a moment. My hus-band and I have been running this house under severe duress for some time now, and I am weary.

"Evil seems to be on the run, but still we battle on. How much longer either side can hold, I do not know. What I can say is that dark Mulmaster city seems to carry on with an invigored desperation.

"Many of those cursed banite priests have been afoot. They search for 'the dangerous ones.' On what reasoning, I do not know.

"We dispatch them as we are able, but our position is tenuous. For our safety, we aid as many as we harm. I fear that for the good, something must happen soon."

JOURNAL ENTRY 69
SEEN IN THE MAGES' DEVICE

You see a great army of elves engaged in battle with Moander. The elves loose a tremendous arrow, laced with magic, and it lodges in Moander's heart.

JOURNAL ENTRY 70
DYING DRAGON

"Modthryth abuses the power Thorne gave him. No more is he simply acting as Thorne's lieutenant. Rather he seeks his own glory and the revival of the Cult of the Dragon.

"Not willing to settle for any dragon, he fosters bitterness between the dragons to weed out the less powerful. Thorne will kill him when he discovers the treachery."

JOURNAL ENTRY 71
LETTER TO DROW CAPTAIN

Sark,

Our allegiance with the Zhentarim bears fruit. They have taken live, a young, silver dragon. It is coming here for the laborato-ry. It will produce for us much of the holy Fire of Night. I look forward to welcom-ing many new sisters to my web.

I do not believe that the young worm will fit in any of the normal cells. You must make special arrangements for its brief stay among us.

    – Ahdk, Hand of Kalistes

JOURNAL ENTRY 72
RAIZEL SPEAKS

"Before the storms began, I was taken from a prison in Phlan. Even the best of thieves find themselves in prison once in a while, but to be held as fodder for the dragons is too much for me. I escaped a few days ago and was looking to take a few things in payment for my troubles.

"But it hasn't been easy. I've never seen the likes of this dragon, Thorne. 'Nasty' isn't the word for him. Plus, I've heard he has the horn of a beast from beyond this world and that's how he makes the storms. Some say the creature's spirit haunts the cave, others say the Realms will face certain doom if the horn is heard three times.

"But I have a plan to exact my revenge. Depriving the dragons of their treasure will be a far greater revenge than killing them.

"It occurs to me, however, that should we team up against them, we could liberate even more treasure.

"I show you the ways of this cave and you provide some insurance in case we run into any of the nasties. The dragons owe me for the past month, so I get first claim on any treasure. But there'll be enough for all."

JOURNAL ENTRY 73

SILK'S RESCUE PLEA

"I am the leader of the Swanmays — a band of rogue drow. We were resting in Zhentil Keep when the evil struck.

"After the storms came, and the sun was covered, drow came up from the sewers and attacked the city. They took many prisoners, and brought them underground. We followed them here, but they were expecting us.

"We were ambushed. I slipped away in the confusion, but the drow captured the rest. They are being held in the dungeons to the east. I need your help to rescue the prisoners — my Swanmays, and the citizens of Zhentil Keep. If you do, I'll help you get to Kalistes."

JOURNAL ENTRY 74

MARKED PAGE IN THE BOOK OF LEGENDS

Long ago, when the Dalelands were being founded, there was a King of Elves named Alanor. He had a daughter, Laurellin, who was said to be especially fair even among the elvenfolk. A human hero, Brimwulf, chanced to catch Laurellin watering her horse at a forest pond and the two fell in love.

Unfortunately, Alanor had made plans to marry Laurellin to an elven noble and forbade her to ever see the human adventurer again. Laurellin ran weeping to Brimwulf to tell him of her fate, but the hero persuaded his princess to run away with him to Hillsfar.

When the city was fully under siege, Brimwulf was visited at night by a spirit from the hero's patron deity, Tyr. The spirit told Brimwulf to take his bride and flee by night to preserve his life for Tyr's purposes later, else he would surely die on the morrow.

Brimwulf could not stomach leaving his men in the High Elf's clutches and instead made a bargain to serve Tyr after his death. The spirit agreed and left.

Brimwulf led a sortie against King Alanor the next day, and fought valiantly, struggling to the High Elf's standard itself. There he slew Laurellin's father, but was slain himself. When Laurellin heard of the deaths of both her father and her husband, her heart was bereft of all the gentle emotions and she flung herself from the heights of Hillsfar in despair.

It is said that Brimwulf now waits in his tomb for Tyr's summons and Laurellin is doomed to walk the land wailing for her dead lover until she finds him again.

JOURNAL ENTRY 75

LEGEND OF THE FLAMING SWORD

The Flaming Sword was forged in the battle fought between Bane and Tempus. The battle raged for a year and a day and their ringing blows could be heard throughout the Realms, but neither could gain the upper hand. Finally, they clashed together with a tremendous concussion which rocked the firmament, and from that blow fell a shard of flaming steel. Bane picked up the shard and fled the field. That shard has become the Flaming Sword and the one who wields it will be invincible.

JOURNAL ENTRY 76

CADORNA ANNOUNCES HIS WEDDING

"Sasha is the final grace which will make Dark Phlan the jewel of the new Realms. Gothmenes recognizes this and has offered to preside over my wedding. I am sure you share my pleasure at being so honored.

"Shortly, you will see my bride as she tours our fine city. Give her the welcome she deserves. Make her feel at home.

"After our certain victory has been made fact, Sasha and I will enjoy our honeymoon traveling in our new lands and sampling the novel pleasures they offer.

"Let the celebrations begin!"

JOURNAL ENTRY 77

IN THE WINNOWING ROOM

Freed, the slaves of the drow shake off the effects of spider poison, and rummage about for weapons. A man tells you, "If you're going to go on, you have a scary choice ahead. They divided up the slaves here. Most went to the right. If you want to free them, go that way. A few of the most beautiful were taken to the left. They were never seen again!"

JOURNAL ENTRY 78

THE RAKSHASA SPEAKS

"We have lived here for a long time in quiet obscurity. Many of my brethren were unhappy and now that Bane's shadow stretches across the Realms, we thought it best to get involved and help him. How to do that! By returning one of his pets to him, Tyranthraxus.

"The Maharajah discovered how to transfer life essence from one body to the next, so we found the remains of Tyranthraxus

and began the process of reanimating him. Since your knights were conveniently close, we used their bodies. I assure you that you will lose no more. The work on Tyranthraxus is all but complete."

JOURNAL ENTRY 79

SHAL AND PETRA MEET

The two women circle each other warily. A contest of wills seems to be taking place. "Join me," one hisses. "I hold the key to the power of a god!" "Join me," the other whispers. "I have the strength to throw down that key!" They circle each other again.

Suddenly one charges forward, deadly magic forming in her hands. The other throws down her weapon. They embrace, and suddenly there is one woman, a new light glancing from her eyes.

"Hurry!" she calls to you. "The overlord, Tanetal, is preparing to leave his lair at Moander's core! He will come here in force! Flee to the Vessel of Moander!" With a flick of her hand she vanishes.

JOURNAL ENTRY 80

ARTA'S STORY

"I rejoiced when you escaped, Storm. I felt I could face whatever death my fate decreed. When we reached the Parlor and were told our duties, I prayed for that death.

"We are nursemaids, Storm, nursemaids for hellspawn. We warm their eggs, we help them hatch, we provide their sport. We — " her voice drops as she looks away — "feed them. From our own ranks. The old and tired provide their suppers."

Arta catches Storm's arm pleadingly. "Kill them! You must kill the children, too!"

JOURNAL ENTRY 81

THE ALTAR ROOM — CONTINUED

Suddenly, Dennia stiffens. "There," she whispers, staring intently at an empty dark corner. "The assassin. Help me, please. You must help." She bursts forward with a cry. As the guards wheel about, Daris rushes forward.

JOURNAL ENTRY 82

ELMINSTER'S ANALYSIS

"With this ring, Kalistes robbed the sun of its light. Now that she is lost, it will shine again.

"This is a bitter blow to Bane. In the eternal night forced by the power of the Crystal Ring, creatures of darkness were free to wander as they would. Now, at least, they are confined to nocturnal activity. No longer will vampires fly at noon!"

JOURNAL ENTRY 83

LETTER ON FIRE KNIFE COMMANDER'S DESK

To Ungleow, Leader of the Fire Giants,

We have succeeded in taking over a wing of the steading. This hill giant shaman seems a fool, and I don't see much opposition to your plans. He has not even noticed all the troops you have siphoned off. It is chaos here as usual, and the countryside is at its weakest. We should move now, or risk Thorne's intervention.

I would remind you of your promises, and, again, pledge my service to you.

Javin, Fire Knife Commander

JOURNAL ENTRY 84

SHAL'S CONFESSION

"The woman with Marcus is not my sister. She is me. A part of me. My evil side. Marcus used his cleaving magics to make me into two beings, one of whom would agree to do his will. He calls her Petra.

"Do you see why I must be brought to her! Only I can bring her — my — powers back to the aid of Phlan. And even if I should die along the way, reunion with her could make me live again!"

JOURNAL ENTRY 85

THE ALTAR ROOM — CONTINUED

Suddenly a female drow bursts into the room, dagger drawn. "Hern! To me!" she cries as guards wheel about, surprised.

JOURNAL ENTRY 86

HILL GIANTS OFFER A PLAN

The hill giants describe their plan in monosyllables, with much fumbling over the details. As best as you can make out, the giants have rigged a wall of the fire giant mage's quarters to collapse. The cave-in, they assure you, will kill the shaman and cause enough confusion to allow you to escape.

JOURNAL ENTRY 87

THE SKULL SPEAKS

"Seek out the Flaming Sword. It's wielder is Bane's vengeance manifest and grows more powerful with each setback you cause him. With the Flaming Sword wrested from his control, you will be able to defeat him."

JOURNAL ENTRY 88

LOCASTE'S ARRIVAL

Locaste gives a great cry, and the party halts before what appears to be an unbroken wall of tightly-packed gossamer. It shimmers in the pale light. Locaste's mount rises up on its rear four legs and waves the others, both drow and spider, about, its face a mask of fear. Locaste drives it down with a word. Even from a distance, her jaw appears set, and her eyes burn fiercely. She holds up the Ward and waits.

After a breathless eternity, the gossamer wall erupts. Spiders of all shapes and sizes squeeze their way through, or leap off the top, or pop up through trap doors and scuttle toward her. Her escort turns and runs, but Locaste waits. Two Pets appear among the spiders and approach Locaste in a slow, almost stately sidelong march, tossing aside the unlucky spiders that get in their way.

They stop in front of Locaste. One loops a noose of new, still-wet silk about the drider's neck. Then both of them turn and lead it forward, up to the wall, then through it. Locaste is gone.

JOURNAL ENTRY 89

SILK'S RESCUE SPEECH

"I thank you for your help. Now my Swanmays are free to fight against the scourge of Bane. I will now help you.

"Drow alchemists are draining the life force of good creatures, and using it to make the evil fluid, Fire of Night. Kalistes uses it to make her pets. They store it in a fountain on these grounds. Kalistes would be greatly hurt if you destroy this fountain.

"The fountain is guarded by many traps. The first is a series of gates. Passing through some will harm you. Part of the wall is an illusion. The second trap is a narrow bridge over a pit of spikes. When you step on the bridge, there will be a flash of light. Cover your eyes! I know nothing of the last traps. There is a secret door to Kalistes' temple grounds somewhere in the fountain chamber."

She hands you a metal amulet with the swan symbol of the Swanmays on it. "Show this at the west guard post. The sergeant is loyal to my family, and will let you by. And take these arms, you will need them against the drow."

She leaves and follows the Swanmays back to Zhentil Keep.

JOURNAL ENTRY 90

PHLAN COUNCIL GUARD

"When we left the crater, Council Member Sasha ordered us to continue to Thar. As the only surviving member of the council, she was the only person capable of gathering the scattered forces of our army. She pressed on to Thar to see if Quil and Kimarr really had found Taydome's Keep. With the Keep in her possession, she could rule the giants as Taydome had ages ago. With ogre and giant allies, she thought Phlan could resist the evil of Bane's minions.

"We found the Keep, following the mages' map. The place was quiet so we began to relax. When we were resting, ogres ambushed us and the Captain went down right away. As I escaped, I saw one of those mages just watching the fight. I am not sure which one was the traitor, Quil or Kimarr, but if you ask me, I wouldn't trust either of em'."

"You must rescue the council member. I know she is trying, but without her, we cannot rally our scattered forces. I would go, but my wounds would only slow you down."

JOURNAL ENTRY 91

RUOLN'S STORY

"We encountered citizens in the wilderness, speaking of horrors happening throughout the land. Council Member Sasha told them she would not detour from her task, but some joined us to follow the Phlan banner. We met many ogres and giants in Thar, and our party was less than a dozen when we reached Taydome's Keep. We were ambushed in the Library by the two mages, Quil and Kimarr. They came out of nowhere. I think they must have found secret passages in the Keep. We were captured, but I managed to elude my guards. I fear that I cannot retrace my steps. I am weak, but will give you what aid I can."

JOURNAL ENTRY 92

DENNIA EXPLAINS THE DAGGERS AND AMULET

"These are called Daggers of the Mind. Be careful — the blades are coated with a deadly poison. The slightest scratch will kill you.

"Each drow who must face Shest is given this weapon. During the final test, Shest decides if the drow is too weak to become a great magic user. All who fail become driders, as my daughter did. But it is said that during one terrible instant, while he yet retains his will and thoughts, a drow can feel the transformation begin. At this time the drow may use this dagger to end it. Permanently.

"The amulet is prized among my people. Those who carry it cannot be sensed by spiders."

JOURNAL ENTRY 93

THE ORACLE SPEAKS

"Guard yourselves. Guard our Lady. Guard the hands that open doors. I sense among us someone who is not of us and who wishes us harm. Everyone, go now. Guard our Lady and her hands that open doors."

JOURNAL ENTRY 94

PETRA MOURNS

The woman sees the body of Shal, and utters a long unearthly wail of despair. Then, with a mad glint in her eyes, she turns on you. "Could you not have saved me! Now my will to resist evil is most certainly dead. There is nothing left but the dark forgetful embrace of Moander — for me and for you." Darting forward, she snatches up the body, and flees to the north.

JOURNAL ENTRY 95

SERVANT'S JOURNAL

...and it has been made known that my Lord Taydome has agreed to help the ogres and giants with their concerns, especia...

...and their war with the Gold Dragons, in return for their servitude. The debt is to be extended to one thousand generations. I have seen him work this contract into a spell confined to the walls of the Keep. Not all of the giant tribes have agreed, for many consider extension of debt to posterity a grave injustice. But those who have agreed to his treaty...

...has cast the spell several times today, each time enslaving more ogres and giants. My Lord considers it payment for the number of his human servants the monsters have slain outside the walls of his Keep and hence outside of the range of his spell. They dare not take his life, for he still has some usefulness to them, but I fear for mine.

JOURNAL ENTRY 96

SHAL REDUX

"Yes, I am back here. You remember I tried to ascend the tower. I fell with wounds that seemed fatal. But Marcus had me healed and imprisoned once again. Perhaps he is afraid of what Petra might do if I were to die."

JOURNAL ENTRY 97

TRANED

"Traned, my dear fellows, at your service!" The irrepressible halfling woman takes a bow. "Until lately a Tragedian, now I act like a drow female for a living! And look! It pays well!" She displays her drow armor, weapons and a silver shield.

"Hey, good to see someone's come to help us folks out. Did you happen to step on that vile Manshoon on your way in! He's the evil man that's partners with the drow. Magic or no, I'd like to put an arrow into him. Can I join up with you!"

JOURNAL ENTRY 98

MAP TO THE RED RIDER'S LAIR

KEY ⚲ Secret Door   Lair
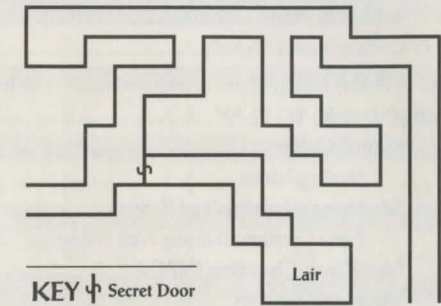
JOURNAL ENTRY 99

THE OMINOUS TOWER

You see in the distance a tall black slab rising out of the trees of the Elven Court. Around the base, a stone wall surrounds a wild garden. As you draw closer, the foul mists that shroud the top of the monolith dissipate for a moment, and you see the tower rises to meet a small dot suspended high in the sky.

JOURNAL ENTRY 100

DROW'S TALE

"Deliberately, we think, Marcus chose to destroy one of our underground cities when he entombed Phlan below this tower. He hates the drow! We hear tell that a woman mage with him is key to his burgeoning power. We aim to kill her. Will you help us! Do you know anything about her!"

Maximum Level Limits by Race, Class and Prime Requisite

CLASS	ABILITY	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Cleric	Any	No	No	No	5	No	max
Fighter	STR 16-	7	5	5	6	4	max
	STR 17	8	6	5	7	5	max
	STR 18+	9	7	6	8	6	max
Paladin	Any	No	No	No	No	No	max
Ranger	STR 16-	No	No	No	6	No	max
	STR 17	No	No	No	7	No	max
	STR 18+	No	No	No	8	No	max
Magic-User	INT 16-	No	9	No	6	No	max
	INT 17	No	10	No	7	No	max
	INT 18	No	11	No	8	No	max
Thief	Any	max	max	max	max	max	max

No: Characters of this race cannot be of this class.   Max: Highest Level Available in Pools of Darkness.

Range of Ability Scores by Race

ABILITY	DWARF (M/F)	ELF (M/F)	GNOME (M/F)	HALF-ELF (M/F)	HALFLING (M/F)	HUMAN (M/F)
Strength						
Min.	8/8	3/3	6/6	3/3	6/6	3/3
Max*	18(99)/17	18(75)/16	18(50)/15	18(90)/17	17/14	18(00)/18(50)
Intelligence						
Min.	3/3	8/8	7/7	4/4	6/6	3/3
Max.	18/18	18/18	18/18	18/18	18/18	18/18
Wisdom						
Min.	3/3	3/3	3/3	3/3	3/3	3/3
Max.	18/18	18/18	18/18	18/18	17/17	18/18
Dexterity						
Min.	3/3	7/7	3/3	6/6	8/8	3/3
Max.	17/17	19/19	18/18	18/18	18/18	18/18
Constitution						
Min.	12/12	6/6	8/8	6/6	10/10	3/3
Max.	19/19	18/18	18/18	18/18	19/19	18/18
Charisma						
Min.	3/3	8/8	3/3	3/3	3/3	3/3
Max.	16/16	18/18	18/18	18/18	18/18	18/18

Exceptional strength bonuses available only to fighter-type characters (fighters, paladins, and rangers).

Armor Permitted by Character Class

CLASS	MAX ARMOR	SHIELD
Cleric	Any	Any
Fighter	Any	Any
Paladin	Any	Any
Ranger	Any	Any
Magic-User	None	None
Thief	Elfin Chain Mail	None

Multiple Attacks for Fighter-Type Characters

CLASS-LEVEL	ATTACKS/ROUND
Fighter 1-6	1/1
Paladin 1-6	1/1
Ranger 1-7	1/1
Fighter 7-12	3/2
Paladin 7-12	3/2
Ranger 8-14	3/2
Fighter 13+	2/1
Paladin 13+	2/1
Ranger 15+	2/1

Armor Table

ARMOR TYPE	WEIGHT IN GP.	AC	MAXIMUM MOVEMENT[1]
None	0	10	12 squares
Shield[2]	50	9	–
Leather	150	8	12 squares
Padded	100	8	9 squares
Studded	200	7	9 squares
Ring Mail	250	7	9 squares
Scale Mail	400	6	6 squares
Chain Mail	300	5	9 squares
Elfin Chain Mail	150	5	12 squares
Banded	350	4	9 squares
Splint Mail	400	4	6 squares
Plate	450	3	6 squares

1 A character carrying many objects, including a large number of coins, can be limited in movement to a minimum of 3 squares per turn.
2 A Shield subtracts 1 AC from any armor it is used with.

Weapons 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, Composite Long[1]	1-6	1-6	2	f
Bow, Composite Short[1]	1-6	1-6	2	f
Bow, Long[1]	1-6	1-6	2	f
Bow, Short[1]	1-6	1-6	2	f,th
Club	1-6	1-3	1	f,cl,th
Crossbow, Light[2]	1-4	1-4	2	f
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
Javelin	1-6	1-6	1	f
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Pick, Military	2-7	2-8	1	f
Pike, Awl	1-6	1-12	2	f
Scimitar	1-8	1-8	1	f,th
Sling	1-4	1-4	1	f,th, mu
Staff, Sling	1-8	2-8	2	f, cl
Staff, Quarter	1-6	1-6	2	f,mu,cl
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, 2-Handed	1-10	3-18	2	f
Spear	1-6	1-8	1	f
Trident	2-7	3-12	1	f

1 Must have ready arrows to fire. Two Attacks per round.
2 Must have ready bolts to fire. One Attack per round.
f=fighter, cl=cleric, th=thief, mu=magic-user

Spell Parameters List

This is a listing of spells available to player characters as they gain in level. Following are abbreviations used in the list:

Cmbt = Combat only spell
Camp = Camp only spell
Both = Camp or Combat spell
T = Touch Range

All = All characters in combat
/lvl = per level of caster
targets = aim at each target
r = combat rounds

dia = diameter
rad = radius
t = turns

First Level Clerical Spells

Spell Name	When	Rng	Area	Duration
Bless	Both	6	5 dia	6r
Curse	Cmbt	6	5 dia	6r
Cure Light Wounds	Both	T	1	-
Cause Light Wounds	Cmbt	T	1	-
Detect Magic	Both	0	1	1t
Protection from Evil	Both	T	1	3r/lvl
Protection from Good	Both	T	1	3r/lvl
Resist Cold	Both	T	1	1t/lvl

Second 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	Both	T	1	1 hour/lvl
Snake Charm	Cmbt	3	All	5-8r
Spiritual Hammer	Cmbt	3	1	1r/lvl

Third Level Clerical Spells

Spell Name	When	Rng	Area	Duration
Cure Blindness	Both	T	1	-
Cause Blindness	Cmbt	T	1	-
Cure Disease	Camp	T	1	-
Cause Disease	Cmbt	T	1	-
Dispel Magic	Both	6	3x3	-
Prayer	Both	0	All	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

Fourth Level Clerical Spells

Spell Name	When	Rng	Area	Duration
Cure Serious Wounds	Both	T	1	-
Cause Serious Wounds	Cmbt	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

Fifth Level Clerical Spells

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

Sixth Level Clerical Spells

Spell Name	When	Rng	Area	Duration
Blade Barrier	Cmbt	3	special	3r/lvl
Harm	Cmbt	T	1	-
Heal	Both	T	1	-

Seventh Level Clerical Spells

Spell Name	When	Rng	Area	Duration
Destruction	Cmbt	T	1	-
Energy Drain	Cmbt	T	1	-
Resurrection	Camp	T	1	-
Restoration	Camp	T	1	-

First Level Druid Spells (For High-Level Rangers)

Spell Name	When	Rng	Area	Duration
Detect Magic	Both	0	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

Second Level Druid Spells (For High-Level Rangers)

SPELL NAME	WHEN	RNG	AREA	DURATION
Barkskin	Both	T	Creature	4r+1r/lvl Charm
Person/Mammal	Cmbt	8	1	special

Third Level Druid Spells (For High-Level Rangers)

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Disease	Camp	T	1	-
Hold Animal	Cmbt	8	1-4	2r/lvl
Neutralize Poison	Both	T	1	-
Protection from Fire	Both	T	1	Special

First Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Burning Hands	Cmbt	T	3 squares	-
Charm Person	Cmbt	12	1	-
Detect Magic	Both	6	1	2r/lvl
Enlarge	Both	.5/lvl	1	1t/lvl
Reduce	Both	.5/lvl	1	-
Friends	Cmbt	0	All	1r/lvl
Magic Missile	Cmbt	6+lvl	1	-
Protection from Evil	Both	T	1	2r/lvl
Protection from Good	Both	T	1	2r/lvl
Read Magic	Camp	0	1	2r/lvl
Shield	Cmbt	0	1	5r/lvl
Shocking Grasp	Cmbt	T	1	-
Sleep	Cmbt	3+lvl	1-16	5r/lvl

Second Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Invisibility	Both	1/lvl	1	5r/lvl
Invisibility	Both	T	1	special
Knock	Camp	6	1/lvl	-
Mirror Image	Both	0	1	2r/lvl
Ray of Enfeeblement	Cmbt	1+.25/lvl	1	1r/lvl
Stinking Cloud	Cmbt	3	2x2	1r/lvl
Strength	Both	T	1	6t/lvl

Third Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Blink	Both	0	1	1r/lvl
Dispel Magic	Both	12	3x3	-
Fireball	Cmbt	10+lvl	7 dia	-
Haste	Both	6	4x4	3r+1/lvl
Hold Person	Cmbt	12	1-4	2r/lvl
Invisibility 10' Radius	Both	T	2 dia	special
Lightning Bolt	Cmbt	4+lvl	4,8	-
Protection from Evil 10'	Both	T	2 dia	2r/lvl
Protection from Good 10'	Both	T	2 dia	2r/lvl
Protection from Normal Missile	Both	T	1	1t/lvl
Slow	Cmbt	9+lvl	4x4	3r+1/lvl

Fourth Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Charm Monster	Cmbt	6	1	special
Confusion	Cmbt	12	2-16	2r+1/lvl
Dimension Door	Cmbt	0	1	-
Fear	Cmbt	0	6x3 cone	1r/lvl
Fire Shield (2 Types)	Both	0	1	2r+1/lvl
Fumble	Cmbt	1/lvl	1	1r/lvl
Ice Storm (Drng only)	Cmbt	1/lvl	4 dia	-
Min Globe of Invulnerability	Both	0	1	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

Fifth Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cloudkill	Cmbt	1	3x3	1r/lvl
Cone of Cold	Cmbt	0	.5/lvl cone	-
Feeblemind	Cmbt	1/lvl	1	-
Hold Monster	Cmbt	.5/lvl	1-4	1r/lvl

Sixth Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Death Spell	Cmbt	1	.5 /lvl	-
Disintegrate	Cmbt	.5/lvl	Special	-
Globe of Invulnerability	Both	0	1	1r/lvl
Stone to Flesh	Both	1/lvl	1	-
Flesh to Stone	Cmbt	1/lvl	1	-

Seventh Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Delayed Blast Fire Ball	Cmbt	10+1/lvl	7 dia	Special
Mass Invisibility	Both	1/lvl	Special	Special
Power Word, Stun	Cmbt	.5/lvl	1	Special

Eighth Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Mass Charm	Cmbt	.5/lvl	Special	Special
Mind Blank	Both	3	1	1 day
Otto's Irresistible Dance	Cmbt	T	1	2-5r
Power Word, Blind	Cmbt	.5/lvl	3 dia	Special

Ninth Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Meteor Swarm	Cmbt	4+1/lvl	Special	-
Monster Summoning	Cmbt	0	Special	1 battle
Power Word, Kill	Cmbt	.25/lvl	Special	-

Level Advancement Tables

The following charts show the amount of experience 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 that all experience earned by a non-human, multiple-class character is divided by the number of classes the character has. The experience is divided even after the character has reached his maximum level in a particular class. A Human dual-class character only earns experience in his second class. The character cannot use the abilities of his first class until his level in his second class exceeds his level in his first class.

Magic-User

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF MAGIC-USER SPELLS PER LEVEL								
			1	2	3	4	5	6	7	8	9
1	0-2,500	1d4	1	-	-	-	-	-	-	-	-
2	2,501-5,000	2d4	2	-	-	-	-	-	-	-	-
3	5,001-10,000	3d4	2	1	-	-	-	-	-	-	-
4	10,001-22,500	4d4	3	2	-	-	-	-	-	-	-
5	22,501-40,000	5d4	4	2	1	-	-	-	-	-	-
6	40,001-60,000	6d4	4	2	2	-	-	-	-	-	-
7	60,001-90,000	7d4	4	3	2	1	-	-	-	-	-
8	90,001-135,000	8d4	4	3	3	2	-	-	-	-	-
9	135,001-250,000	9d4	4	3	3	2	1[1]	-	-	-	-
10	250,001-375,000	10d4	4	4	3	2	2	-	-	-	-
11	375,001-750,000	11d4	4	4	4	3	3	-	-	-	-
12	750,001-1,125,000	11d4+1	4	4	4	4	4	1[2]	-	-	-
13	1,125,001-1,500,000	11d4+2	5	5	5	4	4	2	-	-	-
14	1,500,001-1,875,000	11d4+3	5	5	5	4	4	2	1[3]	-	-
15	1,875,001-2,250,000	11d4+4	5	5	5	5	5	2	1	-	-
16	2,250,001-2,625,000	11d4+5	5	5	5	5	5	3	2	1[4]	-
17	2,625,001-3,000,000	11d4+6	5	5	5	5	5	3	3	2	-
18	3,000,001-3,375,000	11d4+7	5	5	5	5	5	3	3	2	1[5]

Each level after 18th requires 375,000 experience points and character gains 1 hit point.

1 Usable only with 10+ Intelligence. 2 Usable only with 12+ Intelligence. 3 Usable only with 14+ Intelligence. 4 Usable only with 16+ Intelligence. 5 Usable only with 18+ Intelligence.

Cleric

Level	Hit Experience	Dice	Number of Cleric Spells per Level 1	2	3	4	5	6	7
1	0-1,500	1d8	1	-	-	-	-	-	-
2	1,501-3,000	2d8	2	-	-	-	-	-	-
3	3,001-6,000	3d8	2	1	-	-	-	-	-
4	6,001-13,000	4d8	3	2	-	-	-	-	-
5	13,001-27,500	5d8	3	3	1	-	-	-	-
6	27,501-55,000	6d8	3	3	2	-	-	-	-
7	55,001-110,000	7d8	3	3	2	1	-	-	-
8	110,001-225,000	8d8	3	3	3	2	-	-	-
9	225,001-450,000	9d8	4	4	3	2	1	-	-
10	450,001-675,000	9d8+2	4	4	3	3	2	-	-
11	675,001-900,000	9d8+4	5	4	4	3	2	1[1]	-
12	900,001- 1,125,000	9d8+6	6	5	5	3	2	2	-
13	1,125,001-1,350,000	9d8+8	6	6	6	4	2	2	-
14	1,350,001-1,575,000	9d8+10	6	6	6	5	3	2	-
15	1,575,001-1,800,000	9d8+12	7	7	7	5	4	2	-
16	1,800,001-2,025,000	9d8+14	7	7	7	6	5	3	1[2]
17	2,025,001-2,250,000	9d8+16	8	8	8	6	5	3	1
18	2,250,001-2,475,000	9d8+18	8	8	8	7	6	4	1

Each level after 18th requires 225,000 experience points and character gains 2 hit points. 1 Usable only with 17+ wisdom. 2 Usable only with 18+ wisdom.

Cleric's Bonus Spells

Wisdom	1	2	3	4
9-12	-	-	-	-
13	+1	-	-	-
14	+2	-	-	-
15	+2	+1	-	-
16	+2	+2	-	-
17	+2	+2	+1	-
18	+2	+2	+1	+1

Note that these bonus spells are only available when the cleric is entitled to spells of the applicable level. Thus an 8th-level cleric with a Wisdom of 18 can memorize the following spells:

	Number of Spells 1	2	3	4	5
8th-Level Cleric with 18 Wisdom	5	5	4	3	-

Ranger

			Number of Spells per Level				
		Hit	Druid			Magic-User	
Level	Experience	Dice	1	2	3	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	1,625,001-1,950,000	11d8+8	2	2	-	2	1
15	1,950,001-2,275,000	11d8+10	2	2	-	2	2
16	2,275,001-2,600,000	11d8+12	2	2	1	2	2
17	2,600,001-2,925,000	11d8+14	2	2	2	2	2*
18	2,925,001-3,250,000	11d8+16	2	2	2	2	2

Each level after 18th requires 325,000 experience points and character gains 2 hit points.
* Maximum spell ability

Paladin

Level	Experience	Hit Dice	Number of 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	-	-

Paladin continued...

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERICAL SPELLS PER LEVEL 1	2	3	4
12	1,400,001-1,750,000	9d10+9	2	2	-	-
13	1,750,001-2,100,000	9d10+12	2	2	1	-
14	2,100,001-2,450,000	9d10+15	3	2	1	-
15	2,450,001-2,800,000	9d10+18	3	2	1	1
16	2,800,001-3,150,000	9d10+21	3	3	1	1
17	3,150,001-3,500,000	9d10+24	3	3	2	1
18	3,500,001-3,850,000	9d10+27	3	3	3	1

Each level after 18th requires 350,000 experience points and character gains 3 hit points.

Fighter

LEVEL	EXPERIENCE	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	1,500,001-1,750,000	9d10+15
15	1,750,001-1,925,000	9d10+18
16	2,000,001-2,250,000	9d10+21
17	2,500,001-2,750,000	9d10+24
18	3,000,001-3,250,000	9d10+27

Each level after 18th requires 250,000 experience points and character gains 3 hit points.

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	1,760,001-1,980,000	10d6+16

Each level after 18th requires 220,000 experience points and character gains 2 hit points.