

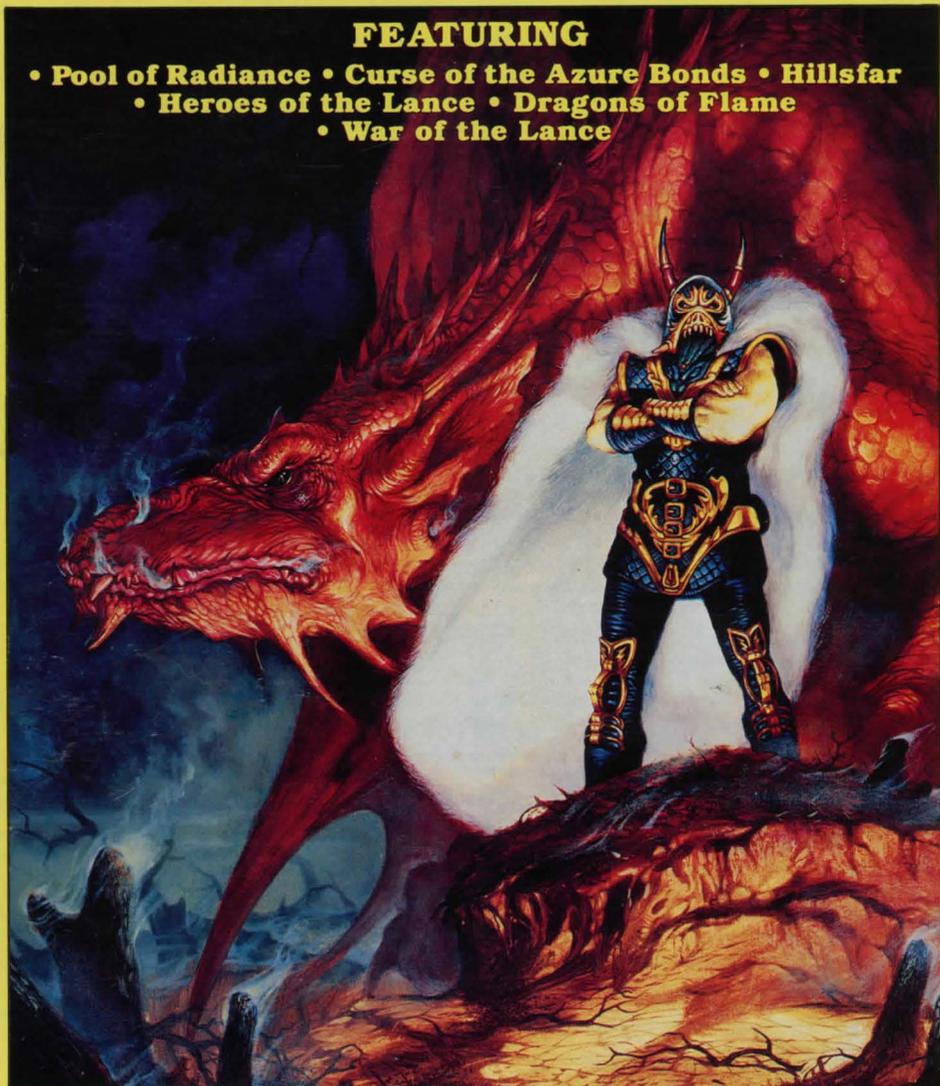
Advanced Dungeons & Dragons®

COMPUTER PRODUCTS

LIMITED EDITION COLLECTOR'S SET

FEATURING

- Pool of Radiance • Curse of the Azure Bonds • Hillsfar
- Heroes of the Lance • Dragons of Flame
- War of the Lance



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POOL OF RADIANCE

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POOL OF RADIANCE

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INTRODUCTION

Welcome to the official ADVANCED DUNGEONS AND DRAGONS computer product, Pool of Radiance, a FORGOTTEN REALMS fantasy role playing epic. This adventure game is based on the rules and background created by TSR Inc with a storyline created especially for this game.

The Pool of Radiance adventure begins in the ruined city of Phlan on the northern shore of the Moonsea, where adventurers from the civilized nations are trying to rebuild this once proud city. Your adventurers start out as beginning characters at the first level of experience and can advance to higher levels as they help bring back Phlan to its former glory.

WHAT COMES WITH THIS GAME

In addition to the game disks, you should find four other items in your game.

THE RULE BOOK

This is what you are reading. If you have game play questions during the course of the game, refer to this book.

THE ADVENTURERS JOURNAL

This contains background and introduction to the Forgotten Realms and the scenarios, plus maps, rumors, and stories that may be true or false. It also contains Appendices, tables and reference information to help speed game play. You will confirm the true rumors and expose the false ones during the game.

THE QUICK START CARD

This explains how to start the game, make menu choices, and indicate items using your computer. It also lets you get right into the game without having to read through the rules.

THE TRANSLATION WHEEL

As your characters progress through the Forgotten Realms, they will occasionally find Dethek (Dwarvish) and Espruar (Elvish) runes. The wheel is a method of translating those runes into English words so you can understand them. The translation wheel has four parts -

Espruar (Elvish) Runes - around the outside rim are the elvish runes.

Dethek (Dwarvish) Runes - just inside the elvish runes are the dwarvish runes.

Three Paths - Spiralling out from the inside are three paths identified graphically as -



Six Rings - Six numbered rings, each with three holes showing letters are located inside of the dwarvish runes.

USING THE WHEEL

You can get many kinds of information from the wheel

Five or Six letter code words - The computer displays 2 runes and a path. Match up the two runes and read the letters from rings 1 through 6. If the first character is a number, ignore it and read the letters from rings 2 through 6.

Example: Elvish Dwarvish
Read along the path. Code
word is BEWARE

Three letter code words. The computer displays 2 runes and a ring number. Match up the two runes and read the letters on that ring clockwise from the path.

Example: Elvish , Dwarvish
Read around ring 2. Code word
is LUX .

Translate Elvish (Espruar) to English or Dwarvish (Dethek). The computer displays a list of Elvish runes. Match the Translate Espruar Tab to each Elvish rune one at a time. Read the English letter in ring 1 of the path. Read the Dwarvish rune at the Translate Dethek Tab.

Translate Dwarvish (Dethek) to English or Elvish (Espruar). The computer displays a list of Dwarvish runes. Match the translate Dethek tab to each Dwarvish rune, one at a time. Read the english letter in Ring 1 of the path. Read the Elvish rune at the translate Espruar Tab. Some Dethek runes have more than one translation, try each when translating words.

GETTING STARTED QUICKLY

You can get right into playing Pool of Radiance by using the instructions on your Quick Start Card and using the characters provided. If you have any questions as you play, refer back to these rules for a complete explanation.

READING THE RULE BOOK

This book is divided into sections describing how to manipulate the game by using the menus on the screen. The menus are lists of commands that you choose according to the instructions on your Quick Reference Card.

Central to the game is the concept of the 'active character'. The active character is highlighted on the character display. Any command that affects a single character affects the active character. Commands that affect the whole party do not require an active character.

In combat the active character is picked automatically according to the characters initiative. From other menus the active character may be changed before choosing any commands.

All commands are menu based. If a command affects the whole party, indicate the command as listed in the Quick Reference Card. If the command affects one character, indicate the character and then the command.

Example: To look at a characters items, indicate the character, choose view and then choose items. The computer displays a list of the characters items and the items readied status for combat.

Menus are displayed either vertically or horizontally. Vertical menus are used to make a choice of someone to act, such as a member of an adventuring party, or something to act upon, such as one item out of several carried. If there are more choices than will fit on the screen at once you can change pages using Next and Prev commands (or the Pg Up and Pg Dn keys).

Horizontal menus are lists of commands giving the options of what the character can do or what you can do to the character. When space permits, each horizontal menu is preceded by the menu title. This is set off by a colon and is not an option on the menu. Menus are shown with their title and each command in the rules. As an example, the Encamp Menu contains commands for Save, View, Magic, Rest, Alter, Pool, and Exit. It is shown as:

Encamp Menu:
ENCAMP SAVE VIEW MAGIC REST ALTER EXIT

Unless otherwise specified the Exit command on any menu returns you to the next higher level menu. On many computers the Escape key acts as an Exit command from any menu.

**CHARACTERS AND THE PARTY
WHAT ARE CHARACTERS?**

You create characters to accomplish quests in the Forgotten Realms. Characters are differentiated by their race, ability scores and class. Several characters are needed to accomplish the missions presented here. These characters make up a party. For maximum flexibility you should have a balanced party with characters of different classes and races.

THE SIX PLAYER RACES IN POOL OF RADIANCE

DWARF This is a cunning race of sturdy workers and craftsmen. They have no magic of their own, but are resistant to magic. Dwarves can advance up to 9th level as fighters and any level as thieves. They can be fighters and thieves at the same time. Dwarves can see in the dark using infravision.

ELF This is a long lived race. As tall as humans but slimmer, they can be fighters, magic users, thieves fighter/magic users, fighter/thieves, magic users/thieves and fighter/magic user/thieves. They can advance to 7th level as fighters and 11th level as magic users, and any level as thieves. Elves also have a better chance of finding hidden objects and can see in the dark using infravision.

GNOME Members of this race are shorter and slimmer than their cousins the dwarves. They can go up to 6th level as fighters, and any level as thieves. They can be fighter/thieves.

HALF ELF These hybrids have many of the virtues of both humans and elves. Like elves, they can be more than one class at once, though they can advance only to 8th level as magic users and 8th level as fighters. Like humans, half elves can be clerics and unlike humans, combine that class with other classes.

HALFLING These folk are about half the size of a human, hence their name. They have little ability with magic, but are resistant to its influences. They can be fighters, thieves, and fighter/thieves. They are limited to becoming 6th level fighters but have no limits as thieves.

HUMANS This is the most common player-race in the Forgotten Realms. They have unlimited progression as fighters, magic users, clerics and thieves.

ABILITY SCORES

The computer randomly generated the ability scores that every adventurer has. There are six ability scores, all have some effect on the play of the character. Ability scores are based on a range from 3 (low) to 18 (high). Each character class (see below) has a Prime Requisite ability score. A Prime Requisite of 15 or more increases the amount of Experience (see below) the character gets from adventures.

STRENGTH (Str) This is the measure of how much a character can carry and how much damage he can do in a fight. The Prime Requisite for fighters is strength. Fighters with an 18 strength also have a percent value from 1 to 100 (listed as 01-00) denoting the highest possible natural character strength.

INTELLIGENCE (Int) This is the measure of how much a character can ultimately memorize. The Prime Requisite for magic users is intelligence.

WISDOM (Wis) This is the measure of a characters ability to understand the way of the world and interact with

it. The Prime Requisite for clerics is wisdom.

DEXTERITY (Dex) This is the measure of the manual dexterity and agility of the character. The Prime Requisite for thieves is dexterity.

CONSTITUTION (Con) This is the measure of the overall health of a character. It influences both Hit Points (see below) and the characters chance of surviving the effects of a raise dead spell.

CHARISMA (Cha) This is the measure of how well the character interacts with other characters. It is sometimes a factor when the character has an encounter with non player characters, usually called NPCs.

Each character also has two other important values - hit points and experience points.

HIT POINTS (HP) This characteristic is derived from a characters constitution (he gains a bonus to his hit points per level if his constitution is over 14), his level and his character class (see below). Every time a character is hit in combat, he loses HP. A character with many HP can survive far longer in combat than one with few HP. When a character reaches 0 HP he is unconscious and may be dying or dead, depending on how much damage he has taken.

EXPERIENCE POINTS (XP) As a character has adventures, kills monsters, and accumulates treasure, he gains experience points. When he has enough XP he can increase in level, becoming more proficient in his class. The computer keeps track of XP. Every character starts at first level with 0 XP.

CHARACTER CLASSES

An adventurer must be at least one of the following character classes. A human adventurer can only be one class, non humans can combine classes. A character with combined classes has more playing option, but he advances more slowly in his professions because he is doing more than one thing at a time and his XP are divided up among his classes.

CLERIC The cleric is a holy crusader who fights for the causes of his religion. Due to religious restrictions, he cannot use a cutting weapon that draws blood, such as a sword or an arrow, but can use any form of armor and use crushing weapons, such as a mace. He casts holy spells that can heal and support his friends and also uses his natural holy power to drive away undead. Some magic items are actually holy objects that only a cleric can use. A cleric gains 1-8 HP with every advance in level to 9th level, plus any constitution bonus. From 10th level on he adds 2 HP per level, without constitution bonus.

FIGHTER The fighter can use any form of armor or weapon including magic ones, but most other magical items and all magical spells are beyond him. A fighter gains 1-10 HP plus constitution bonus with each advance in level through 9th level. With the 10th level, he gains 3 HP per level without constitution bonus.

MAGIC USER The magic user is potentially the most powerful character class, but he starts out weak. Initially, he has very few HP. In addition, he cannot memorize many spells and must carefully husband his few spells until he gains more through advancement in level.

The beginning magic user is given four first level spells in his magic book. He can add one additional spell to his magic book every time he advances a level. He can also scribe spells into his magic book from scrolls he finds in the course of his adventures.

In this game, magic users cannot use any form of armor or any weapon other than a dagger or staff. However, there are many magic items only a magic user can use. A magic user gains 1-4 HP with every advance in level through 11th level, plus constitution bonus. At 12th level, and beyond he

gains only 1 HP per further level.

THIEF This is the thief of the sagas, who uses trickery and misdirection instead of brute force to win his objective. This is the only profession in which demi humans may climb as far as any human. Indeed, halflings and elves are especially adept in this craft. To be a proficient thief, a character must have a high dexterity.

Thieves must stick to leather based armor and have a restricted list of weapons. A thief gains 1-6 HP with every advance in level, plus constitution bonus, through 10th level. They gain 2HP, without constitution bonus, per level thereafter.

MULTIPLE CLASSES Non human races can sometimes be a combination of classes. When a character is more than one class, his HP per level are averaged among the classes involved. However, his experience is split between the two classes even when he cannot further advance in one of them. He gains all the benefits of both classes in regard to weapons and equipment.

ALIGNMENTS

Alignment is the philosophy a character lives by. While the actions of a character are under your control, the characters alignment can affect how NPCs in the game view him. The computer provides all the possible alignments for a character and you can choose any of those you wish.

LAWFUL GOOD. Followers of this alignment strictly interpret law and order but they use these principles to bring all the benefits to the society.

LAWFUL NEUTRAL. Followers of this alignment view regulation as all important taking a middle road between good and evil.

LAWFUL EVIL. Followers of this alignment believe in the rulership of the strong and the enslavement of the weak.

NEUTRAL GOOD. The follower of this alignment believes there must be some regulation in combination with freedoms if the best is to be brought to the world.

TRUE NEUTRAL. A follower of this alignment believes that everything must be kept in balance law and chaos, and good and evil to maintain world harmony.

NEUTRAL EVIL. The follower of this alignment considers law and chaos to be minor considerations as long as evil is brought to the world.

CHAOTIC GOOD. Followers of this alignment value randomness and freedom, but also value life and individual welfare.

CHAOTIC NEUTRAL. Followers of this alignment value randomness and disorder over either evil or good.

CHAOTIC EVIL. The Chaotic evil character disdains laws and order, kindness and good deeds. He seeks positions of power, glory and prestige in a system ruled by his own whims.

STARTING EQUIPMENT

Each character is assumed to have starting equipment including clothes, boots, backpack, money pouch, food, water, tinderbox, and flint and steel. The character's on screen list of items only includes important items such as weapons armor and magic items.

PLAYING THE GAME

To play Pool of Radiance, you need a party of characters. You can use the party of characters provided or you can create your own.

CREATING A PARTY OF CHARACTERS

A party is a group of characters you have generated and saved to the save game disk for use in missions. You may

character you are trading with, and then indicate which coins and how much are to go to the other character. The coins disappear from the trading characters list and reappear on the money record of the receiving character.

DROP

If this command is used on money, the money is gone. It cannot be retrieved.

After you create your party, you appear in the civilized section of Phlan. The party is ready to begin adventuring.

MISSIONS

Phlan is a very dangerous place. The civilized nations are only now gaining a foothold. You can either wander around town and run across dangerous situations, or report to the city council of Phlan. They will assign the party missions and give rewards when the missions are completed. Initial missions are local in nature, later ones are more ambitious to match both your increased expertise and their opinion of you. Phlan is split into two sections - the civilized section is controlled by the settlers and the uncivilized section is controlled by the monsters. After you clear all the monsters from a block settlers move in and it becomes civilized.

POINTS OF VIEW

As you move around the town and the wilderness there are three different points of view 3D area and wilderness.

3D

This appears with the adventure menu any time you are in town, underground or in any other built up area. It shows a view of the surrounding areas as seen by the party. It only shows one direction at a time, so you must rotate the party using the directional controls (see adventure menu) to see in each direction. At the same time, the screen shows what compass direction the party is facing and the coordinates of their location in their current block.

AREA

This option is given in the adventure menu when the 3D view is shown on the screen. This view shows the position of the party and an overhead view of the surrounding area. It can only be obtained in a 3D view, it does not appear in the wilderness. There is no real detail, just the position of all major obstructions such as walls, trees, water etc. A cursor shows the position of the party.

WILDERNESS

This screen shows when the party is travelling in the wilderness. It displays an image of the party moving through a map like wilderness. It shows the area around the party for 2 moves in each direction. If there is an encounter in the wilderness, an image of the encountered monster appears next to the icon showing the location of the party. You will be given all the usual options for the encounter (see encounters).

BLOCKS

Most adventures take place in one or more blocks of 16 squares by 16 squares. The party moves from block to block by moving into a long corridor with a low ceiling. Stairs and caves with low ceilings may also move the party from one block to another.

TIME AND THE PARTY

From the moment the party begins its adventures in Phlan, the clock is ticking. The longer it takes a party to complete a mission, the harder it becomes.

MOVING AROUND

The first thing a new party must do is equip itself from the shops. Then it has to get to the scene of its adventures. There are two ways of doing this.

TOWN TRAVEL

You can walk the party to in town missions, having encounters along the way.

WILDERNESS TRAVEL

Some missions involve locations away from Phlan. The party travels in the wilderness point of view until they reach the location of the mission. The computer keeps track of the time travelled.

CIVILIZATION

Civilization section of Phlan contains a number of locations of interest to the party. In the civilized section the party can find out information, train, rest and heal, and buy and sell equipment.

THE CITY COUNCIL

This is where the characters meet the council and receive missions and news.

THE DOCKS

The party may catch a boat at the docks to take them to otherwise inaccessible blocks and into the wilderness.

THE INNS

These give a safe haven in which to rest (using the encamp menu). Each stay at an inn costs money, but once you begin your stay you can rest as long as you like.

THE TAVERNS

These are rowdy places full of gossip, stories and information.

THE TRAINING HALL

This is where the characters can receive training from NPCs of higher level and add starting PCs. This displays the party creation menu so that you can use the train character command.

THE SHOPS

Here the characters can buy their initial equipment and later sell some of their treasure and upgrade their equipment. When you enter a shop, you are presented with the shop menu.

SHOP MENU:

BUY VIEW TAKE POOL SHARE APPRAISE EXIT

BUY If you use this command the computer displays a list of items available and their cost. If you try to buy something you do not have the money for, the computer tells you so. If you try to buy something that will overload you, the computer tells you that too.

VIEW This is the same screen as shown for this command in other menus with the addition of the appraise command in the view menu and the sell and ID command in the items menu.

SELL Use the cursor to highlight any item you want to sell. The shop will make an offer and you can either sell or not. If you decide to sell, the screen asks you one more time to be sure, then the item is gone.

The shops in Phlan are very busy, no item sold to a merchant remains for long. If you sell an item, it won't be there when you go back.

ID This command is used to get a magical evaluation of a magic item. The shop charges you for the service of identifying the magic on an item.

TAKE If you have left money through the Pool or Drop commands, you can use this command to pick it up again. Indicate that you want to take money and who will take it. The computer then displays each type of coin available and how many of each coin there are. You indicate how many of the coins the character takes. One character can take all of the coins if he has the strength to do so, or you can allow each character to take a share.

If you try to pick up more than the character can carry, the screen displays a message saying "the character is overloaded" and will not let any more coins be put on the

character. Remember, carrying lots of coinage slows a character down in combat.

POOL This command makes all the party members drop all of their money into one pool of money. All purchases made at the shop come out of this central pool. Anything left over can be picked up again using the take menu.

SHARE This command picks up all the money in the pool, divides it into shares, and distributes it among the characters.

APPRAISE This is used in shops to get an appraisal of any gems and jewelry the character has. The computer asks what gems and jewelry are to be appraised, and offers a price on the indicated gem or jewelry. Once you have received a price you may take it and the item is sold. The money is immediately put in your money record. If you do not want to sell immediately (gems and jewelry are a lot easier to carry than coins) the gems and jewelry become items and go from the money record on the character screen to the items list and can be sold off of that list like any other item.

THE TEMPLES

The temple will cast clerical healing spells for a price. When you enter the temple, the temple menu is presented. Except for heal, the commands on the temple menu are the same as those on the shop menu.

TEMPLE MENU:

HEAL VIEW TAKE POOL SHARE APPRAISE EXIT

HEAL This command displays a list of the healing spells the clerics will cast. Indicate the spell you want cast. The computer displays the cost and asks you to confirm that you still want them to cast the spell. The cost of a spell may vary depending on the recipient and circumstances.

ADVENTURE MENU

The adventure menu allows access to all of the main functions in the Pool of Radiance. This menu shows either the current 3D picture of the area in front of the party and the status of the party (if in a town adventure), or the area around the party (if in the wilderness). If any party members are injured, their hit points numbers (showing how many they have now) are highlighted for easy recognition. There are several commands available to you from this menu.

ADVENTURE MENU:

MOVE VIEW CAST AREA ENCAMP SEARCH LOOK

MOVE

This is the command to move the party. How the party moves is shown on the Quick reference card provided with the game for your computer.

In 3D travel, the party can move forward, move backwards, turn right, or turn left. Normally, each movement forward or back puts the party into another square and takes one minute of game time. Turning keeps the party in the same square and takes no game time. If the party has search on, moving one square takes 10 minutes.

In the wilderness, the party can move in any of eight directions. Moving one square takes a half a day of game time. Search mode has no effect in the wilderness.

VIEW

This displays the character screen as described in viewing a character.

CAST

This command sends you to the cast menu so your active character can throw a magic spell. See the section on magic for a description of how to cast spells and their

effect.

AREA

This shows an overhead view of the area around the party. If the party is lost or in unfamiliar territory this command may not be available.

ENCAMP

This command sends you to the encamp menu. This is a very important part of the game, and is described in detail in its own section.

SEARCH

A party can move in search mode, which takes 10 minutes of game time per move. This allows the party to carefully search the area they are passing, but also gives wandering monsters a greater chance to find them. You only need to hit the search command once to start the party moving at search speed, then hit the command again later to reset them to normal movement. You do not need to hit search for every move.

In search you are assumed to be checking for secret doors, mapping moving as silently as possible, hiding in any available shadows, and generally being as careful as possible.

If you never go to search mode, you will run into fewer wandering monsters (because you are moving faster) but have much less chance of finding concealed treasures or traps before they are sprung.

LOOK

This command is used to look at a square more closely, as if your party moved into the square again. If the party is moving at normal rate, then a look command treats that particular square as if the party moved into it in search mode.

ENCAMP

This command is used in several menus to take time off and try to rebuild characters and the party. It is used to handle day to day functions such as saving the game, resting to heal, or memorize spells (described under magic menu) and changing game items such as game speed or party order.

ENCAMP MENU:

ENCAMP SAVE VIEW MAGIC REST ALTER EXIT

SAVE

This command saves the characters and game as they are. Check the quick reference card for any system specific details of how to save your game.

VIEW

This displays the view menu, as described under viewing a character. In camp, this does not display the sell item or ID commands.

MAGIC

Magic is a very important part of Pool of Radiance and is described later under its own heading. Magical spells can only be memorized while the party is in camp.

REST

One of the most important aspects of the encamp menu is the chance to rest. Characters catch their normal sleep without having to go to camp. However, to memorize spells or heal naturally, specific rest time is necessary.

For every 24 uninterrupted hours of resting in camp, every wounded character regains one hit point above and beyond any recovery gained from healing magics.

The initial resting time is established by anyone who is memorizing spells. The screen will show the days, hours and minutes necessary for the spell using members of the party to memorize (or pray for) the spells they want to

memorize. Memorizing any spells at all takes a minimum of four hours. Third level spells take a minimum of six hours. See the Magic Menu for further description of memorizing spells.

Rest can be interrupted by any random encounter. Only take long rests in safe places, such as inns, hideouts or secure buildings.

REST MENU:
REST INCREASE DECREASE EXIT

REST
Once you have determined the full time you want the party to rest, this command starts them resting.

INCREASE
This command adds to the time that the party will stay in camp, usually for resting to regain lost hit points. Every 24 uninterrupted hours in camp restores 1 HP to every injured member of the group.

DECREASE
This command decreases the time to be spent in camp. This may mean that characters do not memorize all the spells they want or that characters may not recover all their hit points, but sometimes time constraints are part of the adventure, and the party cannot spend all the time it wants resting.

ALTER
This command is used to change the basic makeup of both the party and the characters who are part of it. You are given the following menu:

ALTER MENU:
ALTER ORDER DROP SPEED ICON PICS EXIT

ORDER
This command allows you to reorganise your characters for combat. You can place characters in the first or second rank. The first four characters are in the first rank, where they will meet enemies hand to hand, the rest are in the second rank, where they can use spells and missile weapons.

The computer asks who takes position number 1, etc and reforms the group, with position #1 on top, when all the choices are made. Position of NPCs can be changed with this command.

DROP
This command allows you to permanently drop a character or NPC from the party. Once dropped, the character is gone from the party and his current version will not be saved if you then use the save command to save the game.

SPEED
This command controls the speed of messages presented on the screen. If you are having trouble reading messages before they disappear, use this lower command. If messages seem to take forever to get off the screen, use the faster command. Note that once you have used this command, it affects all subsequent messages and you may have to reuse the command if later messages are too fast or too slow.

SPEED MENU:
SPEED SLOWER FASTER EXIT

ICON
When a character is created, he is given a combat icon. When the party is in combat, each party member's icon designates his position and general facing on the screen.

The icon command is used to change the characters icon. You can customize this icon to represent the characters favourite weapons, armor and colors. You may want to do this when the character picks up a new weapon.

ICON MENU:
ICON PARTS COLOR SIZE EXIT

PARTS You can alter the weapon (which controls the rest of the body shape) or the head of the icon. You are shown both the ready icon character and the characters action icon (which shows the character attacking).

When you are done choosing the weapon and head, you can reject the new form or accept it. The screen shows you the new and old versions of the ready and action icons.

PARTS MENU:
PARTS WEAPON HEAD EXIT

COLOR You use color to alter the color of virtually every part of the icon, as shown on the screen. Some of the areas you can alter on the icons do not correspond to the terms given in the menu. For instance, changing the shield color for a character with a bow or crossbow actually changes the color of the arrows or quarrels. Play with the icons commands until you get a feel for how these variables work.

COLOR MENU:
WEAPON BODY CAP HAIR SHIELD ARM LEG EXIT

SIZE Large size icons are usually used for humans, elves and half elves. Small size icons are usually used for dwarves, gnomes and halflings.

SIZE MENU:
SIZE LARGE/SMALL EXIT

EXIT When you are done, use this command. The computer will ask you to confirm any changes to your icons. Make your choice and the computer returns to the alter menu.

PICS
This command governs when character and encounter pictures will be displayed.

PICS MENU:
PICS: CHARACTERS ON/OFF MONSTERS ON/OFF EXIT

CHARACTERS ON/OFF This command governs the portraits displayed with the character statistics when you use the view command. Characters on shows the pictures when you view a character; characters off hides the pictures. Having the characters hidden slightly speeds up the game since the computer does not have to take the time to load or draw the portrait each time.

MONSTERS ON/OFF This command governs the pictures that appear during encounters. Monsters on shows the animated picture when the monsters get to the closest range in an encounter; monsters off hides the animated pictures.

ENCOUNTERS

When a party comes across NPCs of any kind, there is an encounter. The computer provides a quick glimpse of who the party has encountered, then asks what you want to do.

The computer determines whether both parties see each other, the NPCs surprise the party, or the party surprises the NPCs.

If the party surprised the NPCs the party can attack immediately, getting a free round to attack in which the NPCs cannot retaliate. This opportunity must be taken at once or surprise is lost.

If hostile NPCs surprise the party, the NPCs can attack immediately and get a series of attacks in without retaliation by the party.

If the NPCs do not surprise the party, the computer offers these commands.

ENCOUNTER MENU:
ENCOUNTER COMBAT WAIT FLEE ADVANCE/ PARLAY

COMBAT
The party attacks the NPCs. Who goes first is decided on the basis of initiative, which is explained in the combat section.

WAIT
This command allows the NPCs to decide what to do. They may wait, combat, flee, advance (if more than a square away) or parlay (if in the same square).

FLEE
If you see NPCs you think your party cannot fight successfully, use this command to run away. If successful, you may flee wildly, risking getting lost. If unsuccessful (because the NPCs can move faster than you do) you go to combat.

ADVANCE
If the NPCs are far away use this command to approach them. Once the NPCs are adjacent to the party the advance command will be replaced with the parlay command.

PARLAY
Use this command to speak with NPCs that are adjacent to the party. Choose a character to speak for the party. Pick the character who you think will make the best impression on the NPCs. Then, choose one of five possible attitudes for dealing with the NPCs.

PARLAY MENU:
PARLAY HAUGHTY SLY MEEK NICE ABUSIVE

HAUGHTY
You try to demonstrate your superiority to the inferior creatures you are dealing with. Some encounters only respect an air of superiority and are impressed enough to co-operate, this is also a good way to make them resentful and attack.

SLY
You try to get information out of the NPCs without them realising you are doing so. Some NPCs will realise you are trying to get something out of them and will become hostile.

MEEK
You are mild and unassuming in hopes that the NPCs will think you are not worth attacking. Of course, some NPCs attack meek opponents, because they are easy pickings.

NICE
You try to be friendly in hope the NPCs are friendly to you. Some NPCs do not choose to be friendly to anyone.

ABUSIVE
You try to browbeat information out of the NPCs. It is best not to do this unless you have the power to back up your threat.

The computer assumes you are as effective as possible in the attitude you call for.

COMBAT
In many adventures the party will have to fight to defeat the enemy. In combat the computer determines which characters (both player characters and NPCs) have initiative (ie which goes first) and depicts that person and his nearby compatriots.

If the character is a PC then the player will control his actions. If the character is an NPC or a PC under computer control using the quick command, the computer determines his actions.

HITTING THE TARGET
The ability of an attacker to hit a target with a melee weapon (such as a sword, spear or fist) or a missile weapon (such as a bow or crossbow) depends on the chance the attacker has of hitting the armor class of the target. This is represented by a number called the THACO. The lower the THACO the better the chance to hit.

A targets defense is his armor class or AC. This is influenced by the armor worn, plus the dexterity of the target and any benefit various magic spells may have. (Magic has another method of hitting a target - see the magic rules). The lower the armor class number, the better the armor.

The number needed for an attacker to hit a target is the attackers THACO minus the targets armor class. The attacker hits if a random number from 1 - 20 is greater than or equal to this number. Thus, a person with a THACO of 18 needs a 14 or more to hit armor class 4. Armor classes can go into negative numbers, so the same character trying to hit armor class 1 would need to get a 19 or better.

In a combat, the first and second attackers strike at the defenders front. The third attacker strikes at the defenders rear, unless all the attackers are adjacent. The fourth and any additional attackers strike at the defenders rear. The defenders AC is substantially reduced against rear attacks.

A thief forms the only exception to the automatic facing rules. If the thief attacks from exactly opposite the first attacker, he can backstab. A backstab has a better chance of hitting the defender, and does additional damage when it does hit.

USING MISSILE WEAPONS
A character may not use a missile weapon if he has an opponent next to him. If he has no opponent next to him, he can fire a missile at anyone in his line of sight. The next and prev commands will only aim at targets in the attackers line of sight.

BEGINNING COMBAT
Each character can be controlled manually or by the computer. At the beginning of combat each character is controlled the same as he was in the previous combat. Any character under manual control may be turned over to the computer using the quick command. All characters may also be simultaneously switched to manual control or computer control. Check your quick reference card for the commands used on your system.

EXECUTING COMBAT
When a combat begins, the screen shows the area around the character with the highest initiative. The entire party may not be on the screen at the same time, and one can rarely see all of the monsters at one time. The computer indicates the active character and lists his name, current condition, armor class, and current ready weapon.

Characters and NPCs move according to each characters dexterity and a random number generated by the computer. This is called an initiative number and changes with every combat round. Usually higher dexterity characters move before lower dexterity characters.

You may use the following commands to handle your side of the battle. If a character cannot use a command (such as turn for a non cleric or cast for a fighter or thief) it

does not appear.

**THE COMBAT MENU:
MOVE VIEW AIM USE CAST TURN QUICK DONE**

MOVE

This is used to move a character and to attack. You attack by moving the character into any enemy's square. You can even attack party members, but the computer gives you a chance to abort such an attack. If you disengage an enemy, he gets a free attack at your back, as do others you move by.

Some characters may have multiple attacks in one turn. Bows get two attacks per turn. High level fighters get two attacks every other turn. All of a character's attacks are taken against his first target. If the first target goes down with the first attack, you may aim the remaining attack at another enemy.

Fighters may make a special form of multiple attacks called a sweep. A sweep may attack several weak targets with a single blow each.

Refer to your quick start card to find out how to move the character with your particular computer. The number of spaces a character can move is reduced by the weight carried. A character weighted down with coins or extra armor and weapons cannot move as fast as he could without the items. Bulky armor can also reduce movement.

A character who is faster than any enemy can run away from the fight, eventually running from the battlefield. A character who is as fast as the fastest monster, only has a 50% chance of getting away (otherwise he must remain until the end of the fight). A character who is slower than any enemy cannot run off the edge of the fighting area. A character who has run away is no longer part of the fight. He returns after the fight is over.

VIEW

This is essentially the same command used any time you wish to see a character. Using this, you can ready appropriate weapons to meet the fight in progress. Some options, such as Trade, are not available in the middle of combat. The use command shows up under items to allow you to use an item, such as a wand, in combat.

AIM

This command is used to aim an attack using the following options.

**AIM MENU:
AIM NEXT PREV MANUAL TARGET EXIT**

NEXT Use this command to look at all possible targets, starting with the one closest then going to the next closest. The computer looks at ALL possible targets, including other party members, don't shoot without looking (However, the computer confirms your order first, before shooting at a teammate).

PREV (Previous) This is the opposite of the next command. Use this command to look at the possible targets starting with the one farthest away and working back toward your character. Usually this is a good way to find a good target without working your way through all of your PCS first.

MANUAL This command lets you aim anywhere on the map. It is especially useful for finding opposing leaders and targeting spells with area effects.

TARGET If your character has a ready ranged weapon, or an item prepared with the use command, this command shoots at the target you selected.

USE

This command allows the character to use any non weapon item. The command brings up the same screen

and menu as the items command under the view menu.

CAST

This is only available to magic users and clerics when they still have spells available. Using this command brings up the cast options of the magic menu (see that description of the magic rules). If hit recently, the characters concentration may be broken and you won't be given the cast option.

TURN

Clerics can sometimes destroy undead monsters or turn them away from the party. This has no effect on any other form of monster. See the appendices for a cleric's minimum level to affect various forms of undead.

QUICK

This command turns over control of the character to the computer. It is a good way to handle fights against hordes of less powerful opponents. Once you have established computer control for a character, the computer controls him in future fights until you interrupt it.

The computer uses ready melee or missile weapons and available spells, switching between them to the most appropriate in the situation. The computer plays a very aggressive game.

DONE

This command is used when a character has finished his turn.

**DONE MENU:
GUARD DELAY QUIT BANDAGE SPEED EXIT**

GUARD The character can adopt this tactic and simply wait to meet any attacker. This means that he attacks the first foe that moves adjacent to him before the foe attacks him.

DELAY This command lets you delay this character's action by reducing his initiative number by 1. If he is the only one to be at the next lowest number, it is his action again. He can continue to delay his actions until all others have had their action for that round and then he must take an action or lose it.

QUIT You can signify you are finished with this character by using this command.

BANDAGE This command only appears if a member of the party is dying. The character for whom the command appears can use this command to bandage the party member and keep him from dying.

SPEED This command is described under the alter command to the encamp menu.

IF THE PARTY FLEES

As long as any party member survives to the very end of the combat, the bodies of unconscious or dead party members are assumed to be with the party. If the party flees from combat all unconscious and dead party members are permanently lost.

IF THE PARTY DIES

If ALL the party members are slain you will have to go back to your last saved game and try again from that point.

AFTER COMBAT

When combat is over, the screen will show some congratulatory message, then present a menu of command. If a command does not apply to this after combat situation, it will not appear.

**TREASURE MENU:
VIEW TAKE POOL SHARE DETECT EXIT**

VIEW

See inspect a character. At this time you can use the drop commands in both the items menu and in the character screen menu.

TAKE

This command is used to pick up treasure.

**TAKE MENU:
TAKE ITEMS MONEY EXIT**

ITEMS Use this command to produce a list of items carried by the monsters you have overcome. If more than one had a missile weapon, all of their remaining missiles are lumped into one line (if there are more than 100,99 are on one line and the rest on another line). Frequently, the weapons and armor used by monsters are substandard and not worth picking up as treasure, so they are listed.

If one character tries to pick up too many items, the computer will say he is overloaded and will not allow the acquisition.

MONEY The computer displays each type of coin available and how many of each coin there are. You indicate how many of the coins the active character takes. One character can take all of the coins if he has the strength to do so, or you can allow each character to take a share.

If you try to pick up more than the character can carry, the screen displays a message saying "the character is overloaded, and will not let any more coins be put on the character. Remember carrying lots of coinage slows a character down in combat.

POOL

This command makes all the party members drop all of their money into one pool of money. It becomes part of the treasure and the party members can use the Take menu to reapportion their funds.

SHARE

This command picks up all the money in the treasure, divides it into shares, and distributes it among the characters.

DETECT

This command casts a detect magic from the current active character.

EXIT

This command lets you leave the scene of the battle. If there are still items that can be picked up, the machine will remind you that there is still treasure left. You can go back to the treasure menu or leave the treasure and go to the adventure menu.

MAGIC

Magic is integral to Pool of Radiance. Both magic users and clerics can use magical spells.

HOW MAGIC WORKS

A spell can exist in one of three forms. In memory, in spell book and on a scroll.

IN MEMORY

A magic user or cleric who has a spell in memory is said to have memorized the spell. He can cast the spell as shown in the cast command description.

IN SPELL BOOK

Magic users write their spells into a spell book. They can only write those spells into the book of which they have the ability to cast. The books are compendiums of spells among which they choose the ones they want to memorize. Clerics do not keep a spell book, they simply pray each day to get their spells.

ON A SCROLL

A spell written on an enchanted scroll can be read by a

cleric or magic user, depending on the kind of spells on the scroll. A magic user must cast the spell Read Magic to understand the spells a scroll contains. Once he has done that he can read the spell aloud at any time to cast it. A cleric does not need a Read Magic spell to read a clerical spell on a scroll, but only a cleric can ready the spell. Once any kind of spell has been cast or scribed from a scroll, the spell disappears.

A magic user may scribe the scroll spell into his spell books for future memorization. This erases the spell from the scroll.

Spellcasters can get a list of their memorized spells from the cast option of the magic menu or from the spells option of the view menu. They can get a list of their spells on scrolls from the scribe option of the magic menu. If all you want is a list of available spells, be sure to exit before you actually cast or scribe the spell.

**THE MAGIC MENU:
CAST MEMORIZE SCRIBE DISPLAY REST EXIT**

CAST Use these commands to cast spells. In combat the spellcaster is the current character. In camp the spellcaster is the current active character.

**CAST MENU
CAST NEXT PREV EXIT**

The cast menu appears in both the magic menu and the combat menu. It shows all the spells available to the active character. Find the pad with the spell you want to cast. Select the cast command. Then select the spell to cast it. If necessary, indicate the target of the spell. If you do not find the spell you want, you can exit. In combat the character can take another option. Otherwise the character returns to the magic menu.

Once cast, a spell is gone until it is memorized again.

MEMORIZE For a character to learn a spell, use this command, which only appears in the encamp menu. The computer displays a page from the active characters spell book (or a list of possible clerical spells) and you are offered the following commands. Remember that if a magic user or cleric has the ability to learn more than one spell of a level, he can learn the same spell more than once.

**MEMORIZE MENU:
MEMORIZE NEXT PREV EXIT**

Find the page with the spell you want to memorize. Select the memorize command. Then select the spell to memorize it. The pages here are pages of the magic spell book, rather than just the list of already memorized spells.

Picking a spell to memorize does not mean that the spell is memorized. Learning a spell takes 15 minutes (game time) per level of spell, plus a period of relaxation before starting to memorize one or more spells. See the rest command in the magic menu.

Only one spell may be learned at a time, though the spellcaster need only relax once before learning several spells. The learning time must be uninterrupted. You have to go to the rest command and spend the time to memorize the spell. If you have only been in camp long enough to memorize some spells, those are learned and the other lost. The spells are memorized in the order you pick them.

Example: A magic user decides to memorize 2 uses of magic missile (a first level spell) and 1 use of invisibility (a second level spell). This is a total of 1 hour of time for memorization, plus 4 hours relaxation time. If the party is attacked before the first 4 hours are up, no spells are learned. If the party is attacked after 4 hours and 15

mintues in camp, the magic user has learned 1 magic missile spell. After 4 hours and 30 minutes he has learned both magic missile spells and after 5 hours he has learned the invisibility spell as well.

Once you have picked all the spells for one character, you exit the menu. The computer displays the spells you have chosen and asks you to confirm the choices. If you confirm the choice you go back to the magic menu and can select spells for the next character who needs to memorize them. If you cancel the choice, all the choices are ignored and you must re-select all the characters spells.

SCRIBE Use this command to inscribe spells the character finds on a scroll into his spell book.

SCRIBE MENU
SCRIBE NEXT PREV EXIT

The computer displays all the spells on scrolls that the magic user has cast read magic on. Find the page with the spell you wish to scribe. Select the scribe command. Then select the spell to scribe it from the scroll into your spellbook. If a spell is of too high a level for the character to scribe, the computer tells you so. Scribing the spell erases it from the scroll. Scribing takes the same time as memorizing a spell, and is unsuccessful if the total time is not taken.

DISPLAY Use this command to find out what magic spells are currently working on the party in camp. This serves as a reminder of obvious spells working on the entire party, such as bless or light and on individual members of the party such as protection from evil or invisibility. This also reveals subtle curses (though not the nature of the curse) on the party or individuals in the party.

REST To memorize spells, one must rest. This takes you to the rest menu described in the encamp menu description. Spells are not memorized until the character has rested the necessary time.

The exit command in this use of the rest menu returns you to the magic menu, not the encamp menu.

SPELLS AVAILABLE

A beginning magic user is given four first level spells when he leaves his master to adventure on his own. These are shown in the spell book for the magic user. Each time the magic user gains a level of experience, he gains one spell, even though the rise in level may give him the ability to learn more than one new spell at a time. To gain further spells, he must find scrolls in treasure and copy spells he is capable of casting into his spell book, using the scribe command in the Magic Menu.

CLERICAL MAGIC

Clerical magic is very similar to magic user magic, but a cleric needs no spell books. All spells possible to his level are always available to a cleric, he need only memorize them. Just what spells are available depend solely on the level of the cleric.

Therefore, when a cleric finds scrolls with clerical spells on them, he can simply use them straight off the scroll, since they are not something he needs to scribe into a spell book.

SAVING THROWS

Magic is a chancy business. Many spells do not necessarily affect their targets. This is simulated with saving throws. In Pool of Radiance the saving throw is the chance that the spell has no effect or a lesser effect on the character it is cast on. As a character gains levels, his saving throws improve, and the chance that magic affects him is decreased. The final results of any spell are shown on the computer screen.

Magic users have better saving throws against cast magic or magic from items, clerics have been saving throws against death and poison and dwarves and halflings

have better saving throws versus any form of magic.

THE SPELLS

Some spells are quick and can be cast in combat, and some take an extra long time to cast. Those that take extra time can only be cast when using the magic menu from the encamp menu.

TIME AND MAGIC

The duration of magic spells is important. A spells duration is either instantaneous, as with most damage spells, measured in rounds as with most other combat spells, measured in turns as with many detection and protective spells or permanent.

When planning use of spells to use in movement (such as a find traps) remember that one round equals one minute of game time and one turn equals 10 minutes of game time.

THE SPELL LIST

The spells available for characters in the Pool of Radiance are:

FIRST LEVEL CLERICAL SPELLS

BLESS This spell can only be used in camp or combat and it only affects those characters not in melee. It gives a bonus of one to their THACO for six rounds and raises the morale of friendly NPCs by 1. Use it in camp only if you know you are going into combat immediately afterward.

CURSE This reversal of bless affects enemies not in melee and modifies their THACO and their morale by 1. Usable only in combat and last 6 rounds.

CURE LIGHT WOUNDS This can be used any time. The caster must be next to the target. It heals 1-8 points of damage.

CAUSE LIGHT WOUNDS This combat only spell causes 108 points of damage to one adjacent target touched by the caster.

DETECT MAGIC This is similar to detect evil, but only lasts 1 turn. It detects the presence of magic in a 1 square by 3 square area, but gives no details on the type of magic.

PROTECTION FROM EVIL This spell can be used in combat or in camp when you expect to go into combat shortly. It adds 2 to the AC of the character against evil attackers. Any saving throws caused by attacks of such monsters are at +2. This spells lasts 3 rounds per level. The caster must touch the target (which can be himself).

PROTECTION FROM GOOD This is essentially the same as protection from evil, but it protects against the attacks of good creatures.

RESIST COLD This spell protects the recipient against cold, providing absolute protection against cold up to 0 fahrenheit and an additional saving throw against cold based attackers. The duration is 1 turn per level of the caster, and the caster must touch the target.

SECOND LEVEL CLERICAL SPELLS

FIND TRAPS This must be cast in camp. It makes any traps in the direction the character is facing visible to the character. The spell lasts for 3 turns.

HOLD PERSON This combat only spell holds immobile from 1-3 (clerics choice) creatures of roughly human shape and size. The duration is 4 rounds plus 1 round per level.

RESIST FIRE This is identical to resist cold, but it works against heat and heat attacks.

SILENCE 15' RADIUS This is a combat spell. It silences any spell casting or discussion in the radius. If cast on a person, the radius follows him around for the duration of the spell unless he makes a saving throw. If cast on an area, the spell affects everything in that area for the duration of 2 rounds per level of the caster.

SLOW POISON This spell can be used in camp or combat. It revives a poisoned person for 1 hour per level of the caster. The target of the spell then dies unless a

neutralize poison (a high level spell only used by NPCs) is cast on him.

SNAKE CHARM This spell can be cast in combat only. It influences as many hit points of snakes as the cleric has hit points. The snakes cease all activity for 5-8 rounds.

SPIRITUAL HAMMER This is a combat spell which creates a temporary magic item, automatically readied. It can strike at range and does normal hammer damage. It strikes monsters that only magical weapons can affect. This lasts for 1 round per level of caster.

THIRD LEVEL CLERICAL SPELLS

ANIMATE DEAD This spell can be used in combat or camp. It turns a dead human person into a zombie to help the spellcaster. In combat the zombie fights for the spellcaster, though controlled by the computer. This spell is permanent until the zombie is destroyed. If created to work with the party, a zombie becomes an NPC and there must be room for him in the party (remember the limit is 8 characters) or he cannot be taken along.

CURE BLINDNESS This touch only spell is used in combat or camp to cure the blinding effects of the cause blindness spell.

CAUSE BLINDNESS This touch only spell can only be used in combat. The victim gets a saving throw. The duration is permanent until negated by cure blindness or dispel magic.

CURE DISEASE This spell can be used in camp only. It cures the diseases caused by mummies and the cause disease spell.

CAUSE DISEASE This is a combat spell with a touch range. There is a saving throw. If a character is afflicted with a disease, over time he loses HP and strength points until he is down to 10 percent of his normal values. This disease is cured by a cure disease or dispel magic spell.

DISPEL MAGIC This spell can be used either in combat or camp. In combat it affects every magic spell and item in an area. In camp it affects every person and item you select. There is a percentage chance of success with this spell depending on the level of the caster and level of the originator of the spell to be dispelled. If successful, the target magic is permanently eradicated.

PRAYER This is a combat spell that lowers all THACOs and saving throws for friendly combatants by 1 and raises them by 1 for all unfriendly combatants. It has a 60' radius and lasts 1 round for each level of the character.

REMOVE CURSE This can be used in camp or combat and allows the target to be rid of a curse (as from a curse or bestow curse spell) or put down a cursed object. The range is touch.

BESTOW CURSE This spell has a duration of 1 turn per level and is used in combat. It has variable effects determined by the computer.

FIRST LEVEL MAGIC USER SPELLS

BURNING HANDS This touch range combat spell causes fire damage of 1 point per level of the caster. There is no saving throw.

CHARM PERSON This spell makes a humanoid creature the caster's friend and ally. Any action of the caster will be seen in the most favourable light possible. The target gets a saving throw when the spell is thrown and again days or weeks later, depending on its intelligence. You can never be sure the effect is permanent. For the moment, the charmed creature can become an NPC (if there is room in the party roster) under the command of the caster.

DETECT MAGIC This spell is the same as the clerical spell, its duration is 2 rounds per level of caster.

ENLARGE This spell can be used in camp or combat and lasts for 1 turn per level of the caster. The living target increases in size by 20% per level of the caster. If makes the humanoid target into an ogre or giant in size and strength for combat purposes. A target can only be under

the effect of 1 enlarge spell at a time. Unwilling targets get a saving throw against this effect.

REDUCE This is the opposite of enlarge, and can be used to negate enlarge. Unwilling targets get a saving throw against its effect. If the saving throw is unsuccessful, the target is reduced in size and loses effective strength and movement.

FRIENDS This combat only spell affects everyone in a sphere that increases with the level of the magic user. Everyone within that sphere failing a saving throw thinks the caster has 2-8 more points of Charisma. Those who make their saving throw think he has 1-4 less points of charisma. The effects last 1 round per level of caster.

MAGIC MISSILE This is a combat spell that does 2-5 points of damage to the target, no saving throw. For every 2 levels, the magic user gets 1 missile, so magic users of the 3rd and 4th levels get 2 missiles, and those of the 5th and 6th levels get 3 missiles. All must be fired at once.

PROTECTION FROM EVIL Like the clerical spell of the same name, but it lasts for 2 rounds per level of caster.

PROTECTION FROM GOOD Like the clerical spell of the same name, but it lasts for 2 rounds per level of caster.

READ MAGIC This is only used in camp and allows the user to read any magical (not clerical) writing. It lasts for 2 rounds per level of caster. Once you use this spell to read a scroll you can cast the spells off of the scroll.

SHIELD This spell is a combat spell that improves the targets armor class and saving throw, and negates the effect of the magic missile. The spell lasts for 5 rounds per level of caster.

SHOCKING GRASP This combat spell does 1-8 + 1 point per level of caster, electrical damage to a target the caster touches.

SLEEP This spell puts up to 16 targets to sleep for 5 rounds per level of caster. The least powerful targets are affected first, and the bigger the monster, the fewer of them are affected. Monsters above a certain power are not affected at all. No saving throw.

SECOND LEVEL MAGIC USER SPELLS

DETECT INVISIBILITY This can be used in camp or combat and lasts for 5 rounds per level of caster. This has a range of 20 feet per level of caster.

INVISIBILITY This makes the target (touch range) invisible to normal and infravision until he ends the effect or attacks someone.

KNOCK This spell is used to open locked doors or chests. It can be used in camp or while moving.

MIRROR IMAGE This combat spell creates 1-4 illusory duplicates of the magic user. If a duplicate is attacked, it disappears. The spell last 2 rounds per level of caster.

RAY OF ENFEEBLEMENT This combat spell has a saving throw. If the target does not make the saving throw, he is weakened (he does less damage for 1 round per level of caster).

STINKING CLOUD This affects a 2 square by 2 square area. Anyone in the cloud gets a saving throw. If unsuccessful he is helpless for 2-5 turns. He can move out of the cloud, but he is still helpless. If he makes the saving throw, he is helpless only as long as he is in the cloud and for 1 round afterwards. The cloud lasts 1 round per level of caster.

STRENGTH This spell is only used in camp. It raises the strength of the target by a variable amount depending on the class of the target. The duration is 6 turns per level of caster.

THIRD LEVEL MAGIC USER SPELLS

BLINK After casting this spell, the caster can seldom be targeted because he is blinking in and out of the area. The spell lasts for 1 round per level of caster.

DISPEL MAGIC This is just like the clerical spell of the same name.

FIREBALL This area effect spell does 1-6 points of fire damage per level of caster to each target in the area. A successful saving throw cuts the damage in half. Outdoors a fireball has a 2 square radius. Indoors, in a constrained area, it has a 3 square radius.

HASTE This combat spell affects 1 person per level of caster. Everyone affected moves twice as far and attacks twice with melee and missile weapons, but they do not throw any additional spells per round. It lasts for 3 rounds plus 1 round per level of caster.

HOLD PERSON This is like the clerical spell, but 1-4 people can be affected. The duration is 2 rounds per level of caster.

INVISIBILITY 10' RADIUS This is like invisibility but affects everyone within 10 feet of the caster when it is cast. Everyone affected stays invisible and comes out of it normally, but if the caster ends his invisibility, it ends for everyone.

LIGHTNING BOLT This affects everyone in its path. It does 1-6 damage points per level of caster, a successful

saving throw cuts this damage in half. A lightning bolt is 4 or 8 squares long in a line away from the caster. The bolt will rebound off walls to reach its full length.

PROTECTION FROM EVIL 10' RADIUS This is just like protection from evil, but it affects everyone within 1 square of the target as long as they stay there.

PROTECTION FROM GOOD 10' RADIUS This is just like protection from good, but it affects everyone within 1 square of the target as long as they stay there.

PROTECTION FROM NORMAL MISSILES This keeps the target (touch range) from being harmed by non magical missiles for 1 turn per level of caster.

SLOW This combat spell affects 1 person per level of caster. Unwilling targets get a saving throw. Targets move at 1/2 their normal distance each round and their number of attacks per round is halved. If they only have 1 attack, then they have 1 attack per every other round. This can be used to negate haste. Its duration is 3 rounds plus 1 round per level of caster.

CHARACTER RACE LIMITS

ABILITY SCORE

RACE	STR		INT	WIS	DEX	CON	CHA
	Male	Female					
DWARF	min 8 max 18(99)	8 17	3 18	3 18	3 17	12 19	3 16
ELF	min 3 max 18(75)	3 16	8 18	3 18	7 19	6 18	8 18
GNOME	min 6 max 18(50)	6 15	7 18	3 18	3 18	8 18	3 18
HALF ELF	min 3 max 18(90)	3 17	3 18	4 18	3 18	6 18	6 18
HALFLING	min 6 max 17	6 14	6 18	6 17	3 18	8 19	18 18
HUMAN	min 3 max 18(00)	3 18(50)	3 18	3 18	3 18	3 18	3 18

max - maximum number for that ability score, min - minimum number for that ability score, (xx) maximum percentage for an 18 strength.

RACE	MAX LEVEL BY CLASS			
	CLERIC	FIGHTER	MAGIC USER	THIEF
DWARF	-	9th	-	U
ELF	-	7th	11th	U
GNOME	-	6th	-	U
HALF-ELF	5th	8th	8th	U
HALFLING	-	6th	-	U
HUMAN	U	U	U	U

- = cannot be this class U = unlimited level in this class.

Adventurers Journal

POOL OF RADIANCE

FREE NEW PHLAN!

The new Phlan city council is leading the fight to free their captive city. Heroes are retaking the city block by block from the evil hordes.

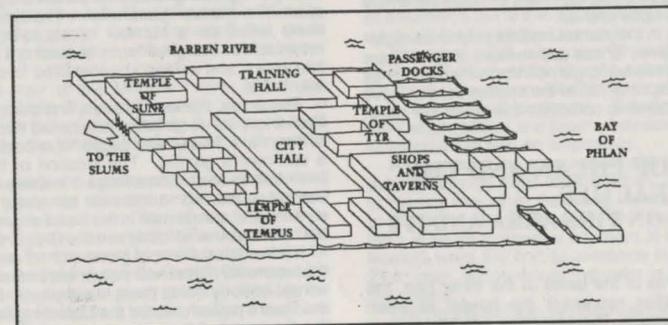
RICHES AND FAME!

The council is looking for soldiers and rogues, mages and clerics, heroes of all kinds, to come to New Phlan. The wealth and land of an ancient city await those willing to reach out and take it.

GLORY!

Legends will be written about the heroic struggle to free New Phlan! Ships to New Phlan depart twice monthly. When you arrive, see the New Phlan city council for the latest news and information.

MAKE YOUR FORTUNE IN NEW PHLAN!



The civilized area of New Phlan.

WHAT IS THE ADVENTURERS JOURNAL ALL ABOUT?

The adventurers journal is your guide to Pool of Radiance. It includes fliers, maps and information that your adventurers would know before beginning their quest. It also includes information that your adventurers will discover during their quest.

The journal is divided into several sections. The cover shows a recruiting announcement that tempted your adventurers to come to New Phlan and a map of the civilized areas of the city. The next sections are a history of Phlan (page 16) and a bestiary of the monsters in and around Phlan (page 19). This is information your adventurers should already know, so read it carefully. The answer to Phlan's current plight may lie in its history.

The next three sections of the journal are information that the adventurers will come across during their adventure. Pool of Radiance assumes that your characters, being careful and thorough adventurers, keep a written journal of important items that they find during their quest. Such items include announcements from the city council (proclamations page 20) information collected during an adventure (journal entries page 21) and tales overheard in taverns (tavern tales page 29).

During the game you will be referred to the entries in the Adventurers Journal for additional information. For example, if you go to the Hall of the City Council the program will refer to the council's currently listed Proclamations by number. Look up the specific numbered proclamations and read them. Ignore the other proclamations until they are posted.

The game will also reference Journal entries and tavern tales by number. When such a reference appears, look up the specific numbered entry and read it.

These items are information the adventurer would copy into his journal. As items are referenced check them off in the margin so you later know which items have come up during the game.

Not every Proclamation journal entry or tavern tale in this journal is actually true. Many entries are only rumors, dreams or plain lies. Resist the temptation to read ahead in the journal the true items may reveal information your adventurers couldn't know yet and the false items will contain information that can lead them astray. When you've finished the game you can read through the whole journal and spot the false entries.

The final sections in the journal include reference material for playing the game. These appendices (page 35) are a quick reference for specific game information you may need during play. Together, all of the sections should give you everything you need to complete the quest in Pool of Radiance.

**A HISTORY OF PHLAN AND THE MOONSEA REACHES
A DISCOURSE ON THIS AREA AND ITS PROBLEMS**

BY JEFF GRUB

To most inhabitants of the lands of the Inner Sea, the Moonsea and its cities represent the border between civilization and barbarism. The Moonsea sits like a great plug straddling the territory between the Mountains of Vaasa and the Nomad Steppes, protecting the southern territories from the incursions of savage Northerners. To the south of the Moonsea lie the civilized lands of Cormyr and Sembia. To the north lay hundreds of square miles of cold and unforgiving waste. Even when the southern kingdoms are themselves besieged by orcish hordes, dragons and fell monsters, they take comfort in the fact that "its

worse around the Moonsea".

The Moonsea Reaches are defined by sages as being those lands bordering on the Moonsea and its major contributing rivers. These major rivers are the Tesh, flowing past the shadowed battlements of Zhentil Keep; the Wyrmlow a cold stream flowing from the east; the Duathammer, also called the Evenflow, beginning deep in the heart of the Elven Court and flowing north and the Barren River which flows out of the Dragonspine Mountains and into Phlan. The River Lis carries the waters from the Moonsea south to the Inner sea.

The Moonsea itself is an odd combination of abyssal deep spots, ship-ripping shoals and rich fresh water reefs. Despite this, travel across the Moonsea is generally safer than making the journey on land, so that most of the major merchant activity is by water.

This is not to say that the Moonsea is without dangers. While monsters are more infrequent along the Moonsea, those that exist are generally more powerful than their landed cousins.

Regions of the Moonsea are recorded as being haunted, and there have been numerous sightings of ghost ships.

THE ANCIENT CITY OF PHLAN

Phlan was the first great city of the Moonsea, reaching its peak some thousand years ago. In those days, the Moonsea was better known as the Dragon Sea, named for the large numbers of great Wyrms that inhabited that area and the regions to the north. The Barren River was then called the Stojanow, a dwarvish word meaning "Trade Route", for it was down this passage the oreladen barges floated, bound for the south. Early Phlan was a trading outpost on the north shore of the Moonsea, set up to facilitate trade between the Elves of Myth Drannor (the most powerful elven capital of the time) and the tribes of Thar, Vaasa and the Ride, as well as the Dragonspine Dwarves.

Trade between the powerful elves, the wild humans and merchant dwarves was a great success for all sides. Soon Phlan was the most powerful city on the Moonsea, outshining its only rival, the Elven Docks of Hillsfar, on the south coast.

At this time, the elves planted the Quivering Forest north of the city. This copse was mildly enchanted, hastening the growing season to produce a great woods in the span of a human generation. Though the woods have been felled on a number of occasions, it has always returned to its original form, becoming a light woods within two years, and a deep shadow filled forest by the end of a man's life.

The elves, the legend says, first discovered the Pool of Radiance. Its description has varied through the passage of the years. Many wise sages have declared it a myth and a con-man's gambit. The location of the Pool changes from tale to tale. Sometimes it is deep in the heart of an eternal wood, sometimes on an island circled by great wyrms, and sometimes in the heart of a huge solitary peak that rises above all other glows in the Dragonspine Mountains.

It is said that the pool glows with its own energy. Those that approach if feel new power within their bones, while an unreal melody holds them in a rapture. Legends say that the Pool's power created the Quivering Forest and caused the Sorcerer's Isle to appear.

The Pool is said to bring great power to the worthy, and death most horrible to the unworthy. Some tales say that the individual should drink it, bathe in it, or throw coins into it and wish. There are numerous folk tales of the wise fool stumbling upon the Pool, and gaining wondrous power or meeting a gory end. The abilities of the Pool change according to the needs of the tale spinner. In any event, a trader or adventurer who encounters a sudden windfall or

great riches is said to have 'visited the Pool'.

Whether the Pool is real or some literary invention, the First City of Phlan (also called Archaic Phlan) survived in peace for many generations of men. In the end, outside influences brought about its downfall. Settlers began to intrude from the lands of Cormyr and Sembia into the south of the Elven Court. At the same time, the beast men of Thar, which are today called ogres, began gathering into large hordes, ravaging the countryside.

Phlan built mighty walls and withstood a decade of constant invasion. In the end its fate was sealed by the elves withdrawing within the Court combined with the Dwarves pulling back into western reaches of the Dragonspine Mountains.

With its trading lifeline cut, Phlan fell into disrepair. When the Black Horde finally demolished the city walls in the Year of the Tusk (112 Dale Reckoning) they found little but an empty husk. The greatness that was Ancient Phlan has passed.

GREATHAMMER AND THE FIRST REBIRTH OF PHLAN

Phlan remained relatively uninhabited for the next 500 years. The city's position at the mouth of the Stojanow did make it a useful meeting place for traders. Twice during this period a pirate community grew on the ruins of Phlan. The first time they were burned out by a navy sailing from Mulmaster. The second time a group known as the Red Horde, led by a red dragon of incredible age, leveled the community. Following this attack, buccaneers never regained their power in the Moonsea (though small bands still persist).

With time, the civilizations of man moved further north the greater beasts retreated, and many cities were founded on the shores of the Moonsea. Yet the beasts did not retreat far. Dragons nested in the Dragonspine Mountains, ogres raided from the Great Grey land of Thar, and horrible undead things lingered in the swamps and in the passes through to Vaasa.

Hillsfar retained its elven ties and flourished even as Phlan's power was deteriorating, growing from a small town into a large prosperous city. The foundations of Zhentil Keep and Mulmaster were laid while Phlan lay in ruins. Small towns such as Melvaunt, Thentia, and Elmwood were started during their period. The inland city of Yulash, situated atop a great mound that dominates the south western corner of the lake, rose to the zenith of its power during this time.

In 712 DR the year of the Moon's Tears, Milsor the Valjevo Founder of the Valjevo Dynasty, journeyed to Phlan to re-establish the city as a trading outpost. He was aided in his task by the Wizard Rimon and the Priestess Alonius of Tyr.

Milsor, Rimon, and Alonius gathered together interested adventurers and cleansed the city of the evil orcs and goblins that had made it their lair. They cleared the banks of the Stojanow and drove the arch-lich Zanakar from the Sorcerer's Island in the center of Lake Kuto. In return for his efforts, Rimon was given the Sorcerer's Island as his home. Alonius, in turn, was given a wide area in the recovered regions of Phlan as a temple to Tyr, the god of justice.

By 750DR the temple complex had been finished. In its day it was said to be the largest temple of Good in the entire North. The city as well had recovered, the large numbers of immigrants arrived. Some were natives of other Moonsea cities seeking to make or expand their fortunes in the new lands. But others arrived as well, including men of the Dalelands and Sembians as well as farmers and lubermen intent on making the region their home.

The newcomers built on the ruins of the old city, often not checking what had lay beneath their foundations. Some curious souls reported great twisting passages leading far beneath the earth. Exploring such areas was first discouraged. It was later outlawed after a party of adventurers freed an extremely large beholder. The newcomers led by Valjevo and his heirs, closed off the passages choosing to ignore the past and seeking only the future for their city.

The dalesmen spread up the Stojanow River. They diverted the river's flow and turned the rocky terrain into a rich landscape of fields and orchards. The reach of the farmlands extended from Lake Kuto to the city of Phlan at the mouth of the river. Some say the land was so rich because of the proximity of the enchanted Quivering Forest. Others ascribe the bounty to the wizardries of Rimon. Still others credit the series of dikes and levees that the farmers, aided by magical spells, used to harness the river itself.

Whatever the cause, the healthy harvests of the Stojanow River Valley provided Phlan with a solid trading base. For the next 200 years Phlan was the center of trade around the Moonsea. Its grains, fruits and tubers filled vaults from Mulaster to Zhentil Keep. It appeared that civilization after a false start had finally made a major foothold in the lands north of the Moonsea.

Such was not to be the case, for the forces of good and evil ebb and flow like the shores of the Moonsea itself. In the 195th year of Phlan, (907DR) the golden age ended in rust. A plant rust, which affected most of the farmlands around Phlan, destroyed harvests for the next three years. Suddenly the Moonsea reaches were in the grips of a powerful famine, relieved at great cost with shipments from the south. There was great suffering, and other cities, once so enamored of Phlan's gentle power, were resentful that it had failed.

The native Phlanians were resentful as well. Their once good rulers had fallen into a sloth and ease in the centuries since the re-establishment of the city. The Valjevo blood was said to run thin in the Princes and Princesses of Phlan. They reacted to the plague infesting the grain by first ignoring it, then setting up committees, and finally legislating it out of existence. Only when the magnitude of the problem became clear, did they act. Even then they failed their people, overreacting to the point of placing a ban on all shipments out of the city, seeking to keep what supplies were left for the native population.

The other cities, already angry with Phlan for its rising prices in the face of the Plague, rebelled against this new measure. Fleets from Mulmaster and Hillsfar began to raid cargoes destined for the city. Smugglers operated out of the Twilight March and Stormy Bay despite official attempts to enforce the ban on shipments.

A large land force equipped with siege machinery set out from Zhentil Keep toward Phlan. The force encamped at Stormy Bay while the ruling heads of Phlan negotiated to spare the city. In the end, the Keeper force was turned back through a massive payment to their leaders. These leaders were the first appearance in Phlan record of the Zhentarim, which would increase in power over the next 300 years.

During this activity, Rimon, now old in the ways that only wizards can be old, disappeared from his rocky abode. What became of Rimon is unknown, for the rulers of Phlan had not sought his council for a generation. Some say he became a lich himself, using the methods discovered by Zanakar. Others say that he sacrificed himself in battle on a far distant plane in order to save the lands of Phlan. Still others state that he had found the Pool of Radiance and became a great and powerful being in some other part of the Realms. Most likely Rimon merely fell prey to the

effects of old age as all mortals do. Whatever the cause, Rimon was never seen again in the Realms, and his citadel became a haunted, abandoned ruin within a decade.

The Famine of the Red Plants passed after three seasons, and an abundant harvest returned to Phlan. But the harvests were never to be as great as before, nor the fruits from the orchards as sweet. Whatever magic, true or imagined, that had re-established Phlan passed. The city began to become gray and ordinary, losing power to the Keepers and the men of Mulmaster. The golden age was over.

The Valjevo Princes, their blood thin indeed, continued for another century. The century was filled with petty wars between the various city states. No longer the leading city of the Moonsea, Phlan battled with its rival more often. Piracy, or rather privateering, was on the rise, a situation that continues to this day among the city states.

Phlan was wracked by interior torments as well. The people of the city were well aware of their loss of power and prestige. Farms north of Phlan were now being abandoned. Dark shadows lurked between the massive trunks of the trees in the Quivering Forest. An attempt to clear a path through that growth in 1023 DR resulted in the death of the last surviving Great Prince of the Valjevo family.

The death of the great Prince resulted in a three year civil war within the city, as various factions supported different candidates to take the mantle of the Great Prince. All candidates claims upon the royal blood were questionable and every faction sought to control Phlan's future through placing their choice on the throne. During this time, the great temple of Tyr was looted and burned, leaving only a great blackened shell. Many of the leading merchant families fled to other climes.

In the end, the last survivor was a young noble supported by a group of powerful merchants. They created the first Council of Phlan to act as regents for the youth. The council spoiled the child, who grew into a spoiled man who was unable and unwilling to take the reins of power. He died without issue forty years later, and the council has ruled ever since.

THE FALL OF PHLAN

The last 300 years of Phlan have been a continual retreat from the greatness that once was. Smaller rural towns were abandoned in the face of increasing evil to the north. Sorcerer's Isle was said to be inhabited again by fell powers. The city fell back upon that which it did so well so long ago - trading. It began to serve again as the middleman between the new powerful Northern tribes and the established nations of the South. For a short time, about a hundred years ago, the awful tide of retreat seemed to be halted and the city was on its way to becoming a prosperous trading town once more.

Yet dark things continued to lurk on the borders of Phlan. Sorcerer's Island was said to be inhabited by Yarash, an evil mage who was said to be seeking Rimon's power, the Arch Lich's magic, the Pool of Radiance, or all three. The greatly diminished Dwarven Nations of Dragonspine reported great hordes of orcs and ogres attacking their citadels, and their barge trade came to a complete halt. Small towns and hamlets were raided and burned with increasing regularity, sending refugees to Phlan seeking passage to safer lands.

Then disaster struck. Raiders from the north, aided by dragons and other dangerous creatures, poured down out of the northlands. The Quivering Forest was burned in a massive fire that dominated the sky for a month. Monstrous hordes containing every imaginable creature marched with horrifying precision toward the city.

The council debated, argued, and debated again while the hordes drew nearer, much as the last Valjevo Princes

did in their long ago folly. Finally, they chose to fight, but were overwhelmed by the forces of orc and dragon. Phlan burned and fell to the forces of evil, who looted and pillaged that which remained.

The last remnants of the council stood their ground, trying to evacuate as many citizens as possible. Of the council members, the Last Priest of Tyr, Ferran Martinez, held the last garrison, Sokal Keep, which stood at the mouth of the Barren River. It is said that Ferran placed a terrible curse upon the Keep to prevent anyone from taking it.

In the end, even the waters of the Stojanow river turned poisonous and murky, and the river took its present name the Barren. The rich farmlands of the Stojanow River Valley were laid waste and became known as the Scoured Lands.

THE REEMERGENCE OF PHLAN

That should have been the end of Phlan's story, but it is not so. Men remember the tales of Valjevo, who brought the first city of Phlan back from its ruins. Adventurers, smugglers and small traders visited the region and brought back tales of Phlan under control to its evil masters. Many of the buildings were burned, but many others were spared. The shell of the temple of Tyr had been rebuilt, dedicated to some darker, more evil god. Zhentarim spies and agents of dark Vaasas nobles met and planned in Phlan and the riches of the ages still survived for those who sought to look.

In time, more modest men returned to Phlan to rebuild her. A stockaded community rose from among the rubble of the past glories. These men intended to engage in the same profession as those before them, for Phlan still occupied a prime position for trading on the Moonsea. However, until the city was cleared, the Barren River made clean and the competing city states pacified, Phlan was likely to stay in impoverished ruins.

Two years ago, in the Year of the Worm, two things happened that would mean a change of Phlan's future. First was the Flight of the Dragons that surged through the northern regions of the lands of the Inner sea. Due to a cause unknown, great wyrms come down from the far north destroying all in their path. These are not the rare, opportunistic dragons seeking alliance with humanoid tribes, but rather huge waves of angry scaled monsters, bringing destruction where they travel.

Many of the Moonsea and Daletowns suffered great destruction in the battles that followed. Yulash was utterly ruined by the attack, and Hillsfar was greatly damaged. The most telling blow was delivered by the body of a great dragon that fell into the Hillsfar harbor, blocking that entrance for a month.

Much of Phlan was also smashed into a smoking ruin by these beasts. Strangely, it worked in the favor of those men who lived there. Most of the damage was taken in the already ruined section of the city, where various evil warlords vied for control and riches. The attack of the dragons broke their power, creating a vacuum in the control of the city and giving the men of Phlan a chance to re-establish themselves and their homes.

Yet this would not occur without leaders and the reappearance of the Council of Phlan was the second great thing to occur in the city. Descendants of the last council still survived all the turmoil that had occurred, and many families wished to return to the land. These leaders were not great mages or wondrous fighters, but traders, merchants and clerics. Their leaders, who remain to this day, were the shrewd and powerful trader Ulrich Eberhard, the retired mercenary captain Werner Von Urslinge, and the Bishop of Braccio of Tyr. They have been joined by their junior member, Porphyrys of the ancient House Cadorna.

Together the council has proposed exactly that which Valjevo accomplished so long ago, clearing the city by means of recruited adventurers. The promise of great treasure and the myth of the Pool of Radiance provided adventurers with an irresistible draw. The council published notices and paid travelling bands to make sure that the story of Phlan's waiting riches was distributed all around the Moonsea and beyond.

PHLAN TODAY

The city of Phlan, built on ruins upon ruins, is a city at war. It is divided between the human forces of the council and those evil forces that hold a great deal of the city under their sway.

The human territories of Phlan are nestled behind a strong stockade of stone quarried from the ruins and trees lumbered from the Quivering Forest. A substantial city guard patrols the openings in the walls at all hours, always ready to repel any attacks by the old city's evil inhabitants.

The buildings of rebuilt Phlan are sturdy and utilitarian, with little of the splendor of the ancient past. The glories of the past shine through in an ancient column now used to support a stable's wooden roof or a faded fresco overlooking an adventurer's taphouse. The past is always with the inhabitants of Phlan, reminding them of what once was and could yet be again.

The natives of Phlan are a mixed group, including descendants of the families of Valjevo's day and returnees who seek to reclaim lands and treasure lost to the dragon horde fifty years ago. The city is also filled with adventurers seeking new fortunes and traders hoping to re-establish the old trading lines.

Orcs and other generally evil humanoids are viewed with alarm within the city, though evil humans come and go unmolested with the ships. It is said that spies from the other cities of the Moonsea make regular calls with the ships, overseeing the progress of the council in re-establishing the city. If the council is TOO successful, some say, then sabotage may be in order to prevent Phlan from returning to its former power.

The lands beyond the civilized stockade are wild ruins controlled by whatever local faction or tribe holds that piece of land. Control lasts only as long as the reach of claw or sword. Petty bands of orcs, goblins and men vie for power, some led by more sinister monsters.

Much of Phlan's ruined greatness can be found in the Old City. The main sights include - the forgotten riches of the wealthy old noble's houses, Podd Plaza, the center of the old trading district; and the old temple, now dedicated to the dark god Bane. Valjevo Castle has been refortified and is being used as a headquarters for one faction leader or another.

Phlan remains now, as it has ever been, a city with the greatest of potential. In the cycles of its rise and fall, legends have arisen before. In engineering New Phlan's renaissance, new legends are sure to emerge.

THE PHLAN AREA BESTIARY

This is a list of some of the monsters found in and around Phlan and the north shore of the Moonsea. Most monsters can strike fear into the hearts of men, but some are more powerful than others. The monster's reputation is reflected in this monster level, listed as a Roman numeral after its name. Level 1 monsters are less powerful than a well equipped beginning fighter. A level VIII monster may be more powerful than several heroes.

ANHKEHEG (VI) Large burrowing insects with great mandibles. These creatures have been known to spit a powerful acid.

BASILISK (VII) A giant eight-legged lizard. One of the

most dangerous creatures in the realms because their gaze can turn creatures to stone.

BUGBEAR (IV) Hideous giant sized goblins who stand over seven feet in height. Bugbears look clumsy but are strong, quick fighters with great stealth.

CENTAUR (IV) These good creatures are half men and half horse. They are capable fighters and can be valuable allies.

DISPLACER BEAST (VI) These creatures are large, black puma like creatures with two tentacles sprouting from their backs. These creatures can appear several feet from their actual location.

DRIDER (VI) These creatures resemble a cross between a drow elf and a giant spider. They are powerful spell casters.

EFRETTI (VII) These large powerful jinn are from the elemental plane of fire. They are very arrogant and will only serve a powerful master.

ETTIN (VII) These creatures look like giant two headed orcs. They have great strength and usually wield two spiked clubs that inflict terrible damage in combat.

FIRE GIANT (VIII) These evil giants have flaming red hair and are immune to all fire. They usually attack with giant two handed swords.

GIANT FROG (III) These are giant carnivorous frogs. They are fast dangerous predators who may be poisonous.

GIANT LIZARD (IV) These are the giant cousins to the common Lizard.

GIANT MANTIS (VII) These are the giant version of the common mantis. These creatures are fast strong and have good armor.

GIANT SCORPION (VI) These are the giant verious of the common scorpion. Its poisonous tail can kill a man.

GIANT SNAKE (V) These are giant poisonous snakes.

GHOUL (III) These are evil undead whose touch may paralyze a man in combat. They feed on corpses and attack all living creatures on sight.

GNOLL (II) These creatures are hyena-headed humanoids who stand over seven feet tall.

GOBLIN (I) These are small humanoids common in the Realms.

HILL GIANT (VII) These are one of the smaller more stupid giants, but they are still tough opponents. They usually carry large clubs.

HIPPOGRIF (III) These magnificent creatures have the forelimbs and head of an eagle and the body and hind legs of a horse.

HOBGOBLIN (II) These are small human sized intelligent relatives of the goblin.

KOBOLD (I) These are small cowardly humanoids who delight in killing and torture.

LIZARDMAN (III) These are lizard like humanoids. They are omnivorous but they have a particular fancy for human flesh.

MEDUSA (VI) These are hideous women with snakes for hair. They can turn a man to stone with their gaze.

MINOTAUR (VI) These are strong bull headed humanoids. They are cruel man eaters, commonly found in mazes.

MUMMY (VII) These are powerful undead with great strength. The mere sight of one has been known to paralyze a man in combat. The touch of the mummy causes a strange rotting disease.

NYMPH (V) These are extremely beautiful creatures that appear as every young females. They usually inhabit wild lakes and streams.

OGRE (IV) These are large foul tempered, ugly humanoids. They are strong fighters.

ORC (I) These are evil pig faced humanoids.

PHASE SPIDER (VI) These are giant poisonous spi-

ders with the ability to phase in and out of this dimension. Usually they only 'phase in' to attack then 'phase out' again.

QUICKLING (IV) These are the least of the undead. These animated skeletons are usually controlled by some evil force.

SKELETON (I) These are the least of the undead. These are usually controlled by some evil force.

SPECTRE (VII) These are one of the most powerful of the undead. Their touch can drain the life out of men.

STIRGE (II) These are small blood sucking birds.

THRI KREEN (VI) These are intelligent carnivorous insect men who live in burrows. They have four arms and a poisonous bite that paralyzes their foes.

TIGER (V) These are noble beasts who are both strong and silent. Though their normal prey are animals, they have been known to become 'man eaters'.

TROLL (VI) These are large strong ugly humanoids. they know no fear and can regenerate wounds.

VAMPIRE (VIII) These are one of the most dreaded undead in the Realms. They can drain life levels, are strong fighters and are sometimes powerful magic users.

WARDOG (III) These are large strong dogs, trained to kill. Orcs, goblins and other evil humanoids are known to use them.

WIGHT (VI) Evil undead humans whose touch can drain the life out of a man.

WILD BOAR (IV) These creatures are the wild relatives of the pig.

WRAITH (VI) These creatures are non corporeal undead. their touch can drain the life out of a man.

WYVERN (VII) These creatures are distant relatives of dragons. They attack by biting and using the poisonous sting in their tail.

ZOMBIE (IV) Magically animated corpses controlled by an evil force. Zombies always fight back until destroyed or turned.

offer to the person or persons who successfully carry out this commission. All interested in applying for said commission shall present themselves to the clerk of the council.

PROCLAMATION CIX
Be it known that the council is offering an inducement to any individual who shall serve in the rescue force for the mercenary band of Taimalg-the-invincible which has disappeared inside Valhigen Graveyard.

PROCLAMATION CX
Be it known that the council is seeking a stalwart band to undertake a mission of particular sensitivity. Any brave and clever band of adventure seekers who are not adverse to earning a large reward should present themselves to the council clerk for a special commission.

PROCLAMATION CCIV
Be it known that the council is interested in clearing obstacles to establishing a trade route to the east. Said obstacles currently include an infestation of lizard men in the swamps to the east. A reward is offered to any who can locate the source of the infestation and remove the lizard men as an obstacle to trade. A commission may be obtained from the council clerk.

PROCLAMATION CCI
Be it known that the council is interested in obtaining information about the disposition of various kobolds currently believed to be gathering in support of forces aimed on the destruction of our fair city. A generous reward is offered to any who shall scout out the doings of these foul creatures and report such to the council. A larger reward is offered if the marshalling of said hobgoblins can be prevented. A commission may be obtained from the council clerk.

PROCLAMATION CCII
Be it known that the council is interested in obtaining information about the disposition of various kobolds currently believed to be gathering in support of forces aimed on the destruction of our fair city. A generous reward is offered to any who shall scout out the doings of these foul creatures and report such to the council. A larger reward is offered if the marshalling of said kobolds can be prevented. A commission may be obtained from the council clerk.

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PROCLAMATION CCIV
Be it known that the council is interested in obtaining information about the disposition of a large nomad band currently believed scouting the approaches to our fair city. A generous reward is offered to any who can prevent said nomads from joining with the force now gathering to attack New Phlan. A commission may be obtained from the council clerk.

JOURNAL ENTRIES
These entries include items which the adventurers might copy or file in their journal as they travel. During the game these entries are referred to by number. When the game refers to a journal entry read the specific entry and place a checkmark in the margin to keep track of which entries have come up in the game. Do not read ahead to other journal entries, some entries are false and may lead your adventurers astray.

JOURNAL ENTRY 1
A loud voice coming from a magic mouth cast on a stone tablet.
"I am Yarash the Sorcerer!
Be know that for every living giant insect you return to Sorcerer's Island I will pay a generous bounty, including a weapon empowered by magic. I will pay for giant insects such as thri-kreen, giant mantis, and anhkheg. The insects may be bound by magic but dead insects are of no use to me.
Bring any bodies to the norther river mouth on Lake Kuto. Call the name of "Yarash" loudly three times and I shall come. Do not call unless you have something for me.

JOURNAL ENTRY 2
"I never liked pain. Let me go and I'll tell ya of the kobold treasure horde. We attacked a gold shipment once... took it by surprise. Thirty times my weight in gold peices were taken. We knew if we were raided we'd lose the stuff in the treasure room. So we hid it behind a secret door in the warrens...that's where we keep the womenfolk. They tossed me in here to die, so it don't do no harm to tell ye. Find it and good riddance".

JOURNAL ENTRY 3
An old leather bound book written with a small firm hand.
"The hordes came again last night. Their co-ordination was frightening. Under the cover of darkness goblins and kobolds pushed bundles of sticks to within bow range. These bundles formed a wall that protected the small ones from our archers. Once the wall was erected orc archers took up safe positions there and began pelting the castle walls with arrows.
"We tried shooting flaming arrows at the wall of sticks to set it afire. Monsters are normally afraid of fire. But these monsters showed no fear. They simply scooped dirt on the flames to put them out. Before all the fires were out theyhad resumed firing at us. Surely, some unnatural force must have been at work to weld these quarlsome beasts into an organised fighting force.
"I do not know if we can combat the monsters onslaught much longer. We lost 12 more men last night. The monsters seem to have an unlimited number of reinforcements. The last Priest of Tyr, Ferrann Martinez, says he has a way to protect the keep, but he says that its so terrible that it may only be used as a last resort. Unless we receive reinforcements shortly, Ferrann Martinez is our only hope."

JOURNAL ENTRY 4
A roughly drawn cloth map.

JOURNAL ENTRY 5
A small peice of parchment folded into the spine of a family's holy book.

Adventurer's note: Legend for all maps

⌄ = Mountains
⌄ = Hills
⌄ = Hills with cave
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⌄ = Grass land
⌄ = Waste land
⌄ = River
⌄ = Water
⌄ = Travel route
⌄ = Target
⌄ = Forest

PROCLAMATION CCV
Be it known that the council is offering a reward for all books and tomes containing information about the fall of Phlan. The amount of said reward to be dependent upon the value of the information provided.

PROCLAMATION CCVI
Be it known that the council has decreed that the threat of the pirates who plague eastern shipping to New Phlan will be eliminated. The council offers a generous reward for the exact location of the pirates stronghold in the Twilight Marsh. An even greater reward is offered for the elimination of the pirates as a threat to shipping. Apply to the council clerk for a commission.

PROCLAMATION CCVII
Be it known that the council has decreed that the four poisoning of the river formerly known as Stojanow is to be brought to an end. Accordinly, a reward is offered to any group which shall travel up the river currently known as Barren, locate the source of its poisoning, and eliminate said source. A commission may be obtained from the council clerk.

PROCLAMATION CCVIII
Be it known that the council has declared those individuals who have taken up residence in the mansion of the former Koval Family to be traitors and thieves. Be it further known that a reward has been offered for the elimination of these outlaws. A commission to rid the city of this blight may be obtained from the council clerk.

PROCLAMATION CCIX
Be it known that the council has proclaimed a generous bounty for each undead killed. Be it also known that in addition to said bounty, the council is willing to provide a special enchanted item, useful in the destruction of undead, to any group of adventurers which accepts the commission to cleanse Valhigen Graveyard. Apply to the city clerk for said commission.

PROCLAMATION CLVI
Be it known that the council is seeking a hearty band to undertake a mission to rescue the Duchess of Melvaunt. The duchess is supposedly being held by a band of ogres in a camp to the northeast of Phlan. A generous reward is offered for the safe return of the duchess. Apply to the council clerk for commission and additional information concerning the abduction.

PROCLAMATION CLX
Be it known that the council is interested in obtaining information concerning bands of insect men known to plague the grassy planes to the west of New Phlan. Said insect men are a hazard to transportation to and from

Zhentil Keep. A reward is offered to any person or persons who return with complete information on the location, disposition and intentions of the insect men. Apply to the council clerk for a commission.

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I shall be very angry if I am disturbed without cause!

"I am Yarash the Sorcerer!"

JOURNAL ENTRY 2

Told in a painful whisper.

"I never liked pain. Let me go and I'll tell ya of the kobold treasure horde. We attacked a gold shipment once... took it by surprise. Thirty times my weight in gold peices were taken. We knew if we were raided we'd lose the stuff in the treasure room. So we hid it behind a secret door in the warrens...that's where we keep the womenfolk. They tossed me in here to die, so it don't do no harm to tell ye. Find it and good riddance".

JOURNAL ENTRY 3

An old leather bound book written with a small firm hand.

"The hordes came again last night. Their co-ordination was frightening. Under the cover of darkness goblins and kobolds pushed bundles of sticks to within bow range. These bundles formed a wall that protected the small ones from our archers. Once the wall was erected orc archers took up safe positions there and began pelting the castle walls with arrows.

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The family treasures are buried in the tunnels beneath Kuto's Well. Climb down the well and search for a secret passage. In the passage there is a dangerous trap. Search the walls until you find the lever to disarm the trap. Then proceed through the passage into an adjacent chamber. The treasures are buried in the southwest corner.

JOURNAL ENTRY 6

A quickly scratched note.
Show the Boss's Seal to the thri-kreen guards. Be careful, they are wary of outsiders. Keep your hands away from your weapons no matter what they do.

With the seal you should gain safe passage in to see the Queen. She will give you the artifacts in exchange for the seal and the treaty. Do not do anything to get her mad, the bugs would just as soon kill you as look at you. Once you have the artifacts, get out of the stinking burrow and get back to the castle.

JOURNAL ENTRY 7

A tightly bound scroll seemingly immune to the ravages of time.

Fountains and pools hold great power that can only be reached by performing proper ceremonies. Most sure of these is immersion, for in this way the bather surrenders himself to the spirit of the water. That spirit or some portion of it, enters into the bather whereby he gains great powers. Woe to the weak willed whose spirits are sure to be consumed by spirits that put even the strong at great risk. Yarax holds that the Falls of Ixce are greatest of all these. Morden writes that the Pool of Radiance is greater still.

Later in the book.

Places of magical power are not necessarily tied to one physical location. Power often moves from plane to plane along the path of least resistance. The termination of the path determines the place's location on this plane. Volatile upheavals between the planes may lead to a change in the path of least resistance. This can change where the path terminates on this plane thus moving the place of power.

Some who wield strong supernatural forces can bend the path like an engineer damming a river. When the path is bent it can terminate in a new location, moving the place of power on this plane. If the supernatural force that bent the path is removed, the path will snap back to its original form and the place of power will return to its original location. Such disruption can have violent and unpredictable results.

Thus, inter-planar upheavals and directed supernatural forces may hold the answer to the seemingly ever changing location of places of power, such as the Pool of Radiance.

JOURNAL ENTRY 8

A rugged popular account of the northern lands.
Ten days ride north of the Varm is a barren and dead country called the Leewai land in pain or land of caused pain. Further to the south this place is known as the Tortured Land. It is said to be an evil place, shunned by the Riders. They speak little of this land. But yearly, during Ches, they make a trip into its heart. There they go to praise the spirit of a glowing spring. This they have done for ages and so shall they do for years to come.

JOURNAL ENTRY 9

Several pieces of paper with highly organised writing.
Fact Joran Alberach is a special envoy from Zhentil Keep, to the City council of New Phlan.

Strong rumor here to negotiate a military assistance agreement between Zhentil Keep and New Phlan.

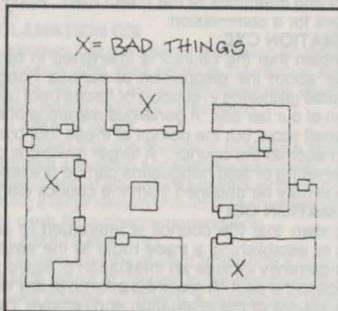
Rumor Zhentil Keep wants an ancient powerful artifact in return for their military co-operation.

Rumor The New Phlan city council has such an artifact that was found in the ruins of a recently reclaimed building.

Vague rumor Joran Alberach wants the artifact for himself, not for the rulers of Zhentil Keep.

JOURNAL ENTRY 10

A crude map scratched onto an old piece of parchment.



JOURNAL ENTRY 11

A mangled page of fine paper with entries written in a very fine hand.

He is livid about the undead coming out of Valhingen Graveyard. Three times he has sent assault groups, three times none have returned. He dares not send any of the priests of Bane to clear the graveyard. He assumes that if a priest could wrest control of the undead from their current master, that the priest would then become a threat to his power.

I suggested that if we could neutralise the power that leads the undead, that we could then use the undead as a tool. He thought on this and then ordered me to find out who or what is in control in Valhingen Graveyard. Preliminary investigation shows that the graveyard is controlled by a being of great power, perhaps a vampire or a demon. I shall expend a few scouts and low level priests to find out more information.

JOURNAL ENTRY 12

Message scratched into the wall over the pool.
Beware the power of the pool.
Death to those unworthy of the gifts of the pool.
Power to those who will use the gifts of the pool wisely.
Bathe in the pool if you dare.

JOURNAL ENTRY 13

A flowery note written on stationary embazoned with the symbol of the city council of New Phlan.

With the artifact and agreement in this pouch we have made our final concessions to your demands. We have given you everything you have asked for. This should settle our differences and cement our alliance.

Now that we have delivered our part of the bargain we will expect you to uphold your end. Use this protected pouch and our representatives to deliver your part of the bargain to the city council. Remember to include all of the magical items we agreed upon.

With the buried riches in the reclaimed Phlan, and the might of Zhentil Keep we will be able to control all of the northern shores of the Moonsea.

Signed
Porphyrys Cadorna
City Council
New Phlan

JOURNAL ENTRY 14

Several pieces of paper with highly organised writing.

Fact Porphyrys Cadorna is the last known surviving member of the Cadorna Clan.

Strong rumor - rising star in city politics and on the city council.

Rumor - very charming has many admirers but no known mate.

Rumor - vindictive likes to get his own way and remembers when he is (in his mind) double crossed.

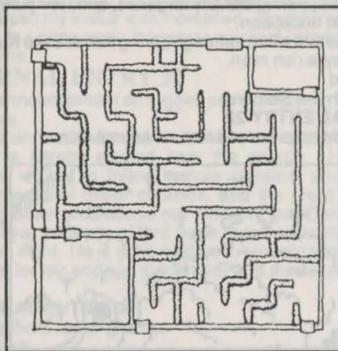
Fact - Has contacted thieves to have them gain him information on the Pool of Radiance.

Fact - Has hired a number of mercenaries through the thieves (we received our normal cut).

Vague Rumor - Is using mercenaries to find Pool of Radiance.

JOURNAL ENTRY 15

A clean map drawn with exact lines.



JOURNAL ENTRY 16

Told in a proud haughty voice.

I am a princess of a tribe of nomads to the northwest. My father is an old fool. He wanted me to marry King Al Rasid to cement an alliance. I had more important things to do than be tied down to an aging monarch. When I marry it shall be to someone who has the same taste of adventure and the same skill with a sword.

Well, Father was insistent and his subjects supported him, so I left to seek my fortune. Kobolds had been raiding our tents upon occasion, so I headed this way. If I could end the threat, then I'd have more leverage with my tribe. However, two nights ago, I was ambushed by these worms...knocked out and bound up. I finally got myself untied a little while ago and was working my way out of these caves, when you showed up.

JOURNAL ENTRY 17

A quick note on an often used piece of paper.

I must find some hardy allies in case this monster from Phlan sends his troops to attack my island. I need a small intelligent party who can move through the civilized areas without notice but who have the skill to traverse the uncivilized areas and the wilderness. I must watch the next groups to come to the lake and see if any would make proper allies.

JOURNAL ENTRY 18

A ratty piece of parchment with large writing on one side.

Hold the Sokal Keep on Thorn Island at all costs. If attacked, sacrifice your troops as necessary to hold out until relieved.

In your deployment set two squads of hobgoblins to patrol Thorn Island at all times. At least 2 squads of archers are to be deployed on the walls at all times. Let the pack of wardogs loose to cover the island several times a day at random intervals. Set pairs of kobolds as observers in hidden locations around the island.

If Thorn Island is invaded immediately dispatch a message back to the castle. We will send over however many reinforcements are necessary to hold the island.

JOURNAL ENTRY 19

A black bound tome written in a strange halting hand.

...and settled foremost in the hall of Minor Courtiers were the lesser powers Maram of the Great Spear, Haask, Voice of Hargut, Tyranthraxus the Flamed one, Borem of the Lake of Boiling Mud, and Camnod the Unseen. These too fell down and became servants of the great lord Bane.

JOURNAL ENTRY 20

Told in a pained voice.

We just got the cut through to the beastie's lair when I injured my leg. King decided there wasn't much use for me anymore. Made me a proposition though. Said if I went into the lair and brought out the treasure, he'd feed me till I stopped breathing. Best deal I had, so they tossed me down here. Not being a fool, I lit out for the deepest hidey hole. Thankfully the beastie was asleep. I can still move real quiet when I must.

Anyway, if there hasn't been much of an alarm, then drunken Ferd must be on watch at the rock. He's the king's son, so he ain't here with me... worthless sot. If he's there, he's got less brains than a fermented rat, just act officious and he'll take ya to the king. Wouldn't mind hearin' of that tyrants demise. Ya seem just the types ta do it too.

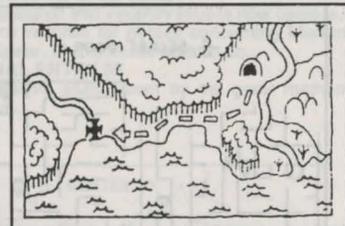
JOURNAL ENTRY 21

A crumbling old book one of a massive series.

At this time, there fuling the Twisted Ones was a powerful general named Tyranthraxus. He strode before his armies cloaked in flame and led the Riders out of the Waste. At his hand the kingdom of Barze was conquered. Turning south he led his army to conquer the Horreb and the Vane. Tyranthraxus was a cruel man and leveled all that he had taken, murdering the princes of these lands. But the flame that surrounded him consumed him destroying his body. Freed of its shell, it flew among the men of his army, lighting on each and claiming it. It was then when Baron Schoot imprisoned Tyranthraxus in a vial of water which shone like the light of day. This he sank in the watery depths of Lake Longreach, defeating the armies Tyranthraxus had raised.

JOURNAL ENTRY 22

A new folded cloth map drawn in waterproof ink.



JOURNAL ENTRY 23

Several pieces of paper with highly organised writing.

Fact Ulrich Eberhard is old hard headed in every sense of the word, leader of the initial expedition to retake Phlan.

Strong rumor - Unfaithful to his wife but she knows, though he doesn't know she knows.

Rumor - Hates monsters, with a passion would kill every last one before surrendering.

Vague Rumor - Angry attitude is a cover, he is actually paid by The Boss.

Rumor - Opposes rise of Porphyrys Cadorna as a Young upstart who doesn't respect his elders.

JOURNAL ENTRY 24

A piece of old expensive paper written in a dried brown fluid.

Cursed is the child Porphyrys. He who was visited by the spirit of fire in his cradle. He who burned his nursemaid and he who called the armies of the night down from the

mountains.

Possessed is the one called Porphyrys. When the spirit of evil is in him you can see the fire in his eyes. When he is possessed, the ground trembles with his power and the nearby plants wither as if exposed to a great heat.

None of the servants will go near the child any more. I think he should have been drowned at birth. But his mother is blind to his possession. She guards him like a tigress protecting a kitten. I think he has ensorcered her.

For now we have no choice. We will evacuate the city by ship on the morrow. And the accursed child shall come along. I swear that he smiles every time there is an explosion or anytime you hear a man scream. Saints preserve us all from this demon child.

JOURNAL ENTRY 25

An official looking notice.

The number of undead creeping out of the Vaihingen Graveyard is increasing. These undead have disrupted training, destroyed property, and killed many of our troops. Patrols have been sent into the graveyard to reconnoiter and determine the source of the undead. None have returned. Under your responsibilities as a priest of Bane in the city, you must help combat the menace.

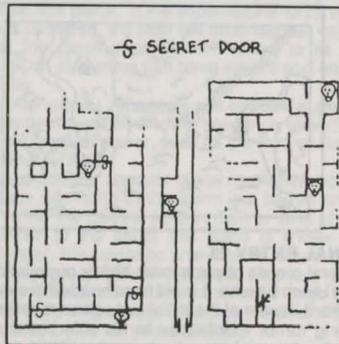
Lead a group of acolytes into the graveyard with the purpose of discovering the source and leader of the undead. If your group can engage and defeat the leader, or destroy the source, do so. If your group is outmatched, return with your information so that we can form an assault group with clerics and troops. Upon completion of this mission you will be in line for promotion to the next higher rank in the hierarchy of the temple of Bane in Phlan.

Signed
The Boss

JOURNAL ENTRY 26

A small bound book.

I have charted this maze as closely as I can. My way is blocked by both stone and mystic death traps. Yarash must have used his magic to escape this place. I can find no other way out.



JOURNAL ENTRY 27

An impressive announcement.
BOUNTY OF 10,000 GOLD!

will pay 10,000 gold pieces for a live sahuagin! I will pay 1,000 gold pieces for a recently dead sahuagin in good condition. I need a specimen of this man like salt water aquatic creature for my studies.

Bring your specimen to the shore of Lake Kuto and build a fire as a signal. Your specimen will be examined. If it is truly a sahuagin you could end up with 10,000 gold pieces. But beware, I will know any forgeries, and I will punish any attempt at deception.

So, capture a live sahuagin, bring him to Lake Kuto and walk away a rich man.

Signed

Yarash the Sorcerer

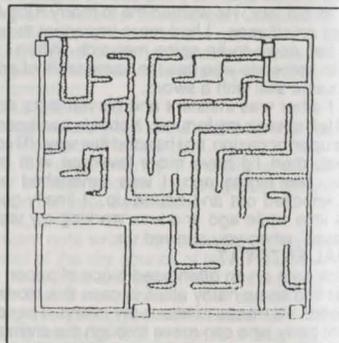
JOURNAL ENTRY 28

A crude map burned into an animal skin.



JOURNAL ENTRY 29

A clean map drawn with exact lines.



JOURNAL ENTRY 30

Carefully prepared notes.

Note 1 Tyranthraxus is definitely a product of immersion in the Pool of Radiance. His extraordinary brilliance, vigor, charisma and power of command must be a direct result of exposure to the effects of the Pool.

Note 2 The Pool of Radiance may grant special magical abilities. Tyranthraxus exhibits a fiery aura, obviously magical. He also seems to have extraordinary means of obtaining information. Special magical powers granted by the pool would explain both the aura and the extra information gathering capability.

Note 3 Tyranthraxus tells stories about moving down from the north. Though he never mentions the Pool, I gather that it is northwest of the Dragonspine Mountains. Strangely, he occasionally lets slip that he is never far from the Pool, but that must be a parenthetical reference.

JOURNAL ENTRY 31

Told in quiet hissing speech.

Thank you for saving my children from the Mutilator yarash. In return I will aid you in what way I can, though that may not be great.

I have lost much of my following to young Drythh who listens to the false promises of Tyranthraxus...that if he brings troops to invade Phlan, he will rule the riverbanks.

So, Drythh and his followers have been proving themselves in raids upon the kobold caves to the southwest and the hobgoblin caves to the south.

For some time my followers have been disappearing. But, when you freed my children from the clutches of the evil Yarash my status was increased. Drythh kept quiet for a time, but once again the young warriors listen to him and not to me.

JOURNAL ENTRY 32

An announcement on rugged paper written in large clear symbols.

Be it announced that Mace, the former cleric of our lord Bane, is hereby ejected from the church. His crimes include refusal to follow temple dictates, unauthorised performance of major miracles, and the great heresy of placing other gods above our almighty lord Bane.

All loyal followers of lord Bane must report mac's presence on sight. He is to be captured, brought before a loyal tribunal for fair and just judgement and then burned at the stake.

JOURNAL ENTRY 33

An official looking notice

Yarash,

The time has come for you to add your power to the growing legions of my followers. Come and supplicant yourself to me and I will reward you as an important officer in my magical forces. You will serve as the advisor to the cohort of soldiers to be based at Sorcerer's Island. Resist and you shall be crushed before my almighty power. I expect your positive reply within the week.

Signed,

The Boss.

JOURNAL ENTRY 34

Told in a triumphant tone.

You have no understanding of the subtlety of Tyranthraxus and his allies. Here you have trusted me enough to let your guard down. Now you are my prisoners.

My kobold friends deserve some reward for their help. Therefore you are to be taken to their pit. There, unarmed,

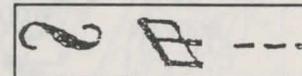
you shall fight Bersheera, my pet serpent. He should be hungry now, merchants don't satisfy him for long.

JOURNAL ENTRY 35

Told in halting speech.

Thank you for freeing us. Yarash has been experimenting on our people, changing them in horrible ways. Every night we carry off another lizard man with his chest burst open or his head mangled. Yarash say he make us like Sa-Hag-An. He always say that he make us stronger, better hunters. But all he make us is dead.

We were not allowed to speak when Yarash was around. These marks were passed down to us and remind us of home. They represent the friend word used between lizard men on the outside this word may help you. The lizard man carefully scratches marks into the dirt. You recognise the marks as two runes and a path symbol.



JOURNAL ENTRY 36

Carefully prepared notes.

Note 4 He has fooled me. All this time he has called himself Tyranthraxus the Flamed one. He exhibited his flame and spoke of deeds attributed to Tyranthraxus. But today, while he did not know I was around, he revealed his true identity. He spoke into the great pool in his lair. I think he spoke to Lord Bane himself. And he referred to himself as Maram. Maram, he of the great spear, is also a servant of Bane.

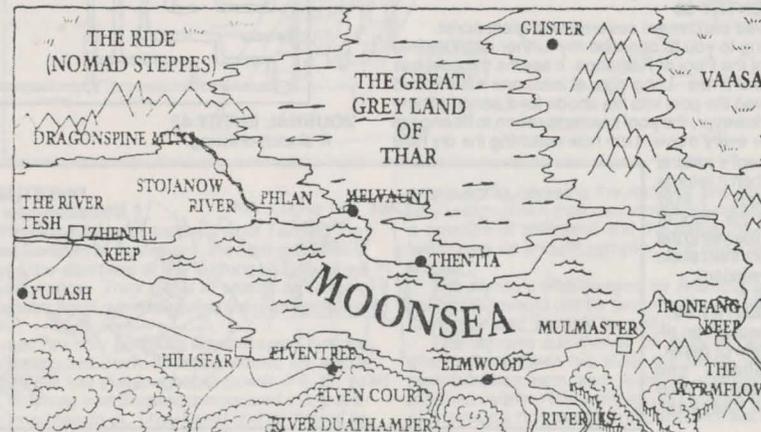
Why would my leader use a false name? He hides his identity from the world, so that they do not research his past and discover his weakness. What if he also hides his identity from his closest advisors, so that they also cannot know his true abilities and weaknesses. Anyone who attacked him, thinking to utilise the weaknesses of Tyranthraxus, would be destroyed by the different powers of Maram of the Great Spear.

My research into Tyranthraxus is now useless. I must scour my records for details concerning Maram of the Great Spear. I have much work to do.

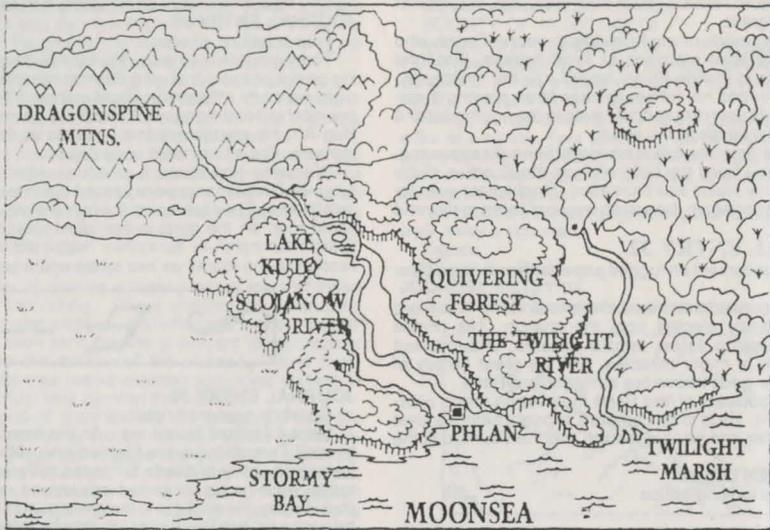
JOURNAL ENTRY 37

A massive atlas drawn by the great mathematician Tomarus.

THE MOONSEA



AREA NEAR PHLAN



JOURNAL ENTRY 38

Several pieces of paper with highly organised writing. Fact Werner von Urslingen is a retired mercenary captain turned business man.

Strong Rumor Mostly interested in the military aspects of the reconquest of Phlan.

Rumor Fought in a mercenary unit hired by The Boss early in his career.

Rumor Hates Zhentarim because he fought in a unit against them several times.

Rumor Has strong contacts with other mercenaries and some ruffians in town; none of our informants confirm such contact.

Vague Rumor Von Urslingen's unit was wiped out by enemy magic users' he was the only survivor, he retired and now secretly hates magic users.

JOURNAL ENTRY 39

A preserved parchment covered with giant script. I am writing to you to describe my further inquiries into the legend of the Pool of Radiance. It seems the pool has moved several times. Long ago, at least one wise wizard actually moved the pool into his abode for a period of time to study it. However, the pool seems to return to its original location after every move. I am now watching the dry hole that is the pool's natural location. When it returns I will be ready. I truly believe that the Pool of Radiance is the key to the secret wisdom that I seek.

Yours in wisdom,
Sorrassar

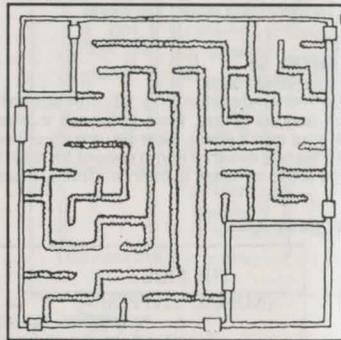
JOURNAL ENTRY 40

A quick note on an often used piece of paper. Both kobolds and hobgoblins exist in large numbers to the east.

Experiments show neither makes good breeding material.

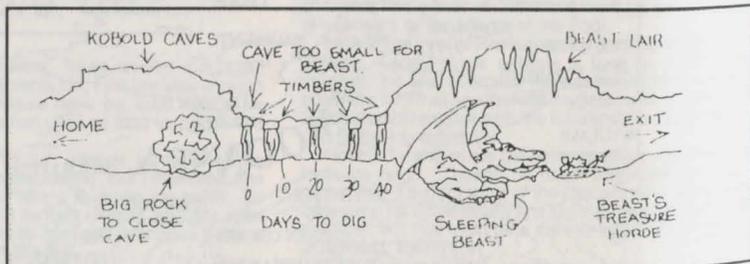
JOURNAL ENTRY 41

A clean map drawn with exact lines.



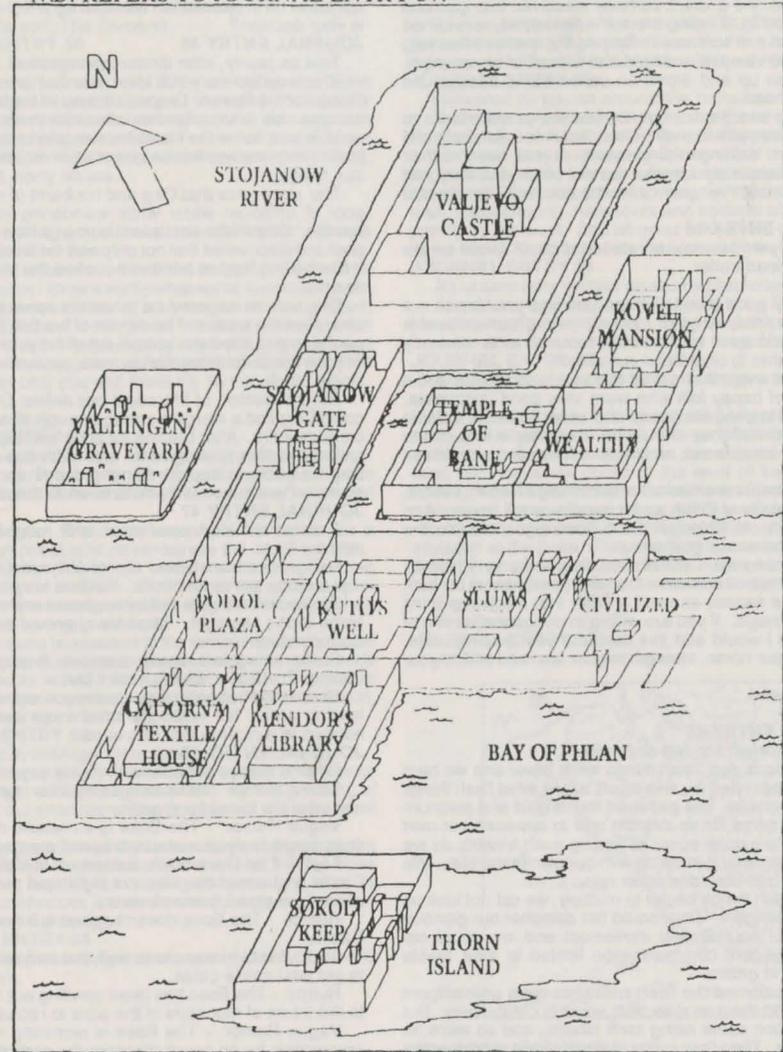
JOURNAL ENTRY 42

A sketch drawing.



PHLAN

- N.B. REFERS TO JOURNAL ENTRY 37.



JOURNAL ENTRY 43

A loosely wrapped scroll. Aramalg-the-Good, paladin and brother of Taimalg-the-Invincible, and Sarasim of Teshwave, the high priestess of Sune, attacked the denizens of the Valhingen Graveyard with a holy vengeance. They came in search of Taimalg and his mercenary band, who assaulted the graveyard and did not return.

Sarasim used her holy power to dissipate and turn the undead that confronted them. Aramalg wielded his vorpal sword and slew the few that fought her power.

Together, Aramalg and Sarasim penetrated the graveyard to an evil marble crypt. They found and splintered an

empty coffin, blessing the remains and sprinkling it with holy water. Then they confronted the owner of the coffin, a creature of great evil and the leader of the undead in Valhingen, an ancient vampire. The three began a furious melee.

The vampire was swayed by Aramalg and Sarasim's power, but would not be turned. The vampire shouted "I have defeated Taimalg as well!"

The vampire summoned an army of rats and tried to charm Sarasim to his side, but to no avail. Sarasim resisted his charm and Aramalg charged through the massed vermin. The vampire fell before the mighty blows of Aramalg's holy sword and Sarasim's enchanted mace.

Defeated, the ancient vampire dissolved into gas and fled to his coffin. Finding the coffin destroyed he returned to solid form and screamed. Seizing the moment Aramalg grabbed the vampire and held him with all of his strength. Sarasim ran up and drove an oaken stake through the vampire's heart.

Aramalg and Sarasim performed the proper rituals to banish the vampire forever. Then, wounded, Aramalg and Sarasim left Valhingen Graveyard. It was beyond their power to completely cleanse the evil place, but they had extracted proper vengeance for the death of Tiamalg and his troops.

JOURNAL ENTRY 44

A cleanly written note on standard paper found on the body of a dead trader.

Aleram,
Hello my good friend. I hope you and your brook are well. I am tired, tired of trekking through unspeakable swamps and over unclimbable mountains to take my meager wares to ungrateful customers.

Only one event has saved this year's sales. I found a castle full of happy folk who were very good customers. They were starved for goods and news from the outside world. And well they should be, their castle was in the middle of a small forest, and the forest was in the middle of a swamp!

These people seemed to know nothing of recent events. They still spoke of Phlan as if it were in its full flower. And they paid in old Phlanian Gold Sovereigns, double the weight of the newer gold coins!

Though they were out of date, they were very friendly and prosperous. I saw more than one gem glitter in the sun, and several swords showed a flash that made me think they were magic. If you are willing to dodge the vermin of the swamp I would add this castle to your trading route. Speed to your horse, strength to your arm and skill to your trading.

Your Friend,
Burach

JOURNAL ENTRY 45

Told in perfect stylized common.
Generations ago, flesh things were fewer and we hard shelled beings ruled the shores of Lazara, what flesh things call the Moonsea. We gathered much gold and platinum plus many gems for decoration and to appease our own gods. We are quite adept at finding such trinkets as we make our home by burrowing with our own mandibles. We know the earth like none other can.

When flesh things began to multiply, we did not look on them as intelligent. They could not decipher our glorious language of sounds and movement and we could not fathom intelligent communication limited to their feeble squeaks and grunts.

As we assumed the flesh creatures were unintelligent we looked on them as slow, soft, weak but tasty, prey. But the prey soon came riding swift beasts, and so were no longer slow. Then they came in metal shells, and so were no longer soft. And then they came hurling balls of fire and clouds of stink and so were no longer weak. Our gods told us that the flesh creatures would multiply and that our only hope was to retreat.

We retreated underground into caverns carved by our own mandibles. We only venture to the surface to guard our lands and to find food less powerful than yourselves. We have kept the location of our nest secret for many generations.

But now you have come. You have defeated our warriors, evaded our traps. We admit your power. We have nothing further to gain by combat. If you will leave us in peace you may take the gold and gems that were sacred to our gods, we have been abandoned by them. If you will

not leave us in peace then we must fight to the last. What is your decision?

JOURNAL ENTRY 46

Told as jaunty, after dinner conversation.
This is an old story that I first heard while serving at the Citadel of the Raven. Dirg was the usual barbarian hero... the type able to snap five mens backs with his bare hands, wrestle and tame the cloud horses, pierce a man with a javelin from many miles away and other equally preposterous things.

The story goes that Dirg and his band of men found a pool of unfrozen water while wandering in the snowy wastes. Dirg's little pet lizard Jezma got too close to the pool and discovered that not only was the water not frozen, it was boiling hot; so hot that it cooked the skin right off of Jezma.

Dirg was so angered he thrust his spear into the pool and roiled the waters. The demon of fire that inhabited the pool was disturbed and roared out of the pool to do battle. The demon leapt from man to man, consuming them in a single touch.

But the demon of fire could not defeat Dirg. Neither could Dirg find a weapon strong enough to withstand the creature's fire. After battling for an entire day, Dirg finally called upon his totem god for aid. With this magical aid, Dirg was able to trap the flaming demon in a triangle of power where supposedly he is even to this day.

JOURNAL ENTRY 47

A small wrinkled parchment with roughly scratched notes.
Hobgoblins transferred out of Valjevo Castle. Now replaced by giants and trolls. Sounds very tough.

Stojanow Gate guarded by bugbears and ettins. Heard ettins didn't like light. Must be charmed or controlled. Sounds tough!

Some smugglers sneak supplies through Stojanow Gate to The Boss. Must check it out.

Overheard hobgoblins say a dragon scared them into leaving a nice lair in the mountains out east. Couldn't happen to a nicer bunch of creeps.

JOURNAL ENTRY 48

Several pieces of paper with highly organised writing.
Strong Rumor The Boss is a dragon or is a human who can take the form of a dragon.

Vague Rumor - The Boss is a metallic dragon. Not considered likely as metallic dragons are good.

Fact - The Boss holds audiences in Valjevo Castle. Castle is guarded by groups of big stupid monsters, with occasional smart human leaders.

Rumor - The Boss doesn't spend full time at Valjevo Castle.

Fact - Maze inside castle wall, passwords are needed to get past castle gates.

Rumor - The Boss has been sending out messengers to the tribes of monsters in the area to recruit new units.

Vague Rumor - The Boss is recruiting new units in preparation for an assault to retake the civilized section of Phlan.

JOURNAL ENTRY 49

A letter on clean white paper in a strong hand
To
The Boss
Valjevo Castle, Phlan
Sir, I categorically reject your demand that I submit my island and my powers to your contro. I am a free man and I will remain free. No petty tyrant can order about a true mage.

If you or your troops make any move towards Sorcerer's Island I shall send an army of my unstoppable aquatic creations down the Barren River and sink your precious castle. Until now you have been beneath my notice. If you

value your empire, let us keep it that way.

Signed, Yarash, The Sorcerer

JOURNAL ENTRY 50

An official looking notice
Assemble a group of at least 30 of your followers. Meet up with a hobgoblin assault force at the small docks to the west of the town. You and your group will be under the command of the hobgoblin leader. Follow his orders. Upon completion of the mission you will be rewarded with food, treasure and many slaves.

Signed,
The Boss
Scribbled on the back of these orders is Norris the Gray's unsent reply to The Boss

I will never follow the orders of a hobgoblin. I don't go on missions until I know exactly what we're supposed to do. And I don't go on missions for an unknown amount of food, treasure and slaves. I do go on missions where I am in command; where I know exactly what the target is; and where I know exactly how much I'll get paid. Don't send me another order until you can meet my terms.

Signed,
Norris the Gray
JOURNAL ENTRY 51

Several pieces of paper with highly organised writing.
Fact Bishop Braccio is the highest ranking religious leader in Phlan. Runs small temple in civilized section of city.

Vague Rumor Braccio is actually a front man for a powerful high priest who never leaves the small temple.

Strong Rumor Braccio is under fire to do something about the undead problem. So long as the undead were causing the monsters more trouble than the settlers, he had other, more pressing problems.

Rumor Braccio is opposed to the temple tendency to sell clerical miracles but he understands that the temple needs funds. Braccio would rather perform such miracles in exchange for good works done in the name of the church, not just for money or items of power.

JOURNAL ENTRY 52

Delivered in chillingly clear tones.
Hear us in our hour of need! The nomad witchdoctor cries, this night we fight a great battle. By the breaking of dawn either our enemies will be dead or we will have been destroyed.

Accept the sacrifice of these outsiders and give us the strength to defeat the hordes of our enemies. Fill our limbs with your fire, and fill our minds with your fury. Let us vanquish our enemies just as we vanquish these invaders who have come among us.

JOURNAL ENTRY 53

A crumpled discarded piece of paper, full of rub outs and scratch overs.

Priests	1
Acolytes	4
Ogres	1
Hobgoblins	40
Orcs	90
Goblin Slaves	20

JOURNAL ENTRY 54

A page from an unknown diary.
They stole my map to the Pool. Somehow, they knew when I was coming and exactly what to look for. They didn't even bother to kill me; they said I wasn't worth killing. They just crippled my legs, took the map, and rode away laughing.

After the attack and the rigors of my trek all I remember is that the Pool is in the Dragonospine, north and west of Sorcerer's Island. It shines just like they said it would. You can feel the power flowing out of it. Kings and generals have searched for the Pool, and I had a map that led right

to it.
If I ever get back the use of my legs I'll go after them. I'll get back my map. I'll get to the Pool. And this time I'll bathe in its power. Then I'll teach them. I'll teach them all.

JOURNAL ENTRY 55

Delivered as you sit around the campfire.
You must beware of the many dangers in this region. Several days walk to the west there is the pyramid of evil. It has been long avoided by all sensible men. to the southeast is a lair of many ferocious hobgoblins. The areas to the southwest, are inhabited by evil men...buccaneers, marauders and soldiers of an evil empire far to the west. And all good folks avoid the swamps to the east. Nothing but danger grows in the swamps.

JOURNAL ENTRY 56

An unsent note written on sturdy parchment.
An active dragon has made its home in the Dragonospine Mountains to the northwest. Keep search parties away from the area so as not to catch the dragon's attention.

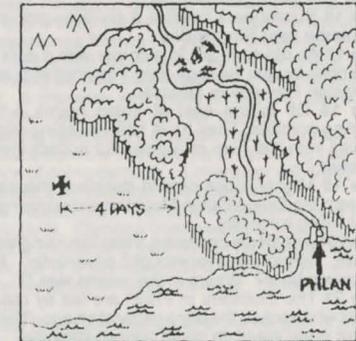
JOURNAL ENTRY 57

A ratty piece of parchment with large writing on one side.

Our spies in the city inform us that a party of invaders will travel to Sokal Keep to free it. To combat these invaders, assemble a force of no less than three squads. Travel by boat from the small docks at the west of town to Thorn Island. Move undetected to Sokal Keep. Find the adventurers in or around Sokal Keep. Kill them before they can return to the city council with information about the true situation at the keep. Return with the invader's heads as proof of completion of your mission. Upon completion you will be rewarded with food, treasure and many slaves.

Signed,
The Boss
JOURNAL ENTRY 58

A tattered piece of parchment.



TAVERN TALES

The taverns of New Phlan are filled with scoundrels, con-men, and adventurers - every one a liar and a gossip. The following tavern tales represent such rumors and lies.

When you are in a tavern, you may be referred to a particular tale by number. Find and read that tale. If you really think of your adventurers as rumor mongers, read all the tales.

Some of these tales are true, some are based on truth, and some have never been corrupted by a hint of truth. Even when a tavern tale is referred to by number, it might be false.

Tale 1 Far to the northeast, in the midst of a vast swamp, lie the uninhabited ruins of a powerful wizard's castle.

Tale 2 A drunk bard sits in a corner of the tavern

spinning a seemingly endless tale, but no one is listening.

Tale 3 Wells throughout the city often provide access to hidden dens and underground passages.

Tale 4 An english lord commandeers one corner of the bar to lecture on the ultimate range of his adventures. The crowd ignores him.

Tale 5 To the east of Phlan lies a gleaming castle of gold that shifts its location from time to time.

Tale 6 A weird looking wizard, dressed all in black, sits alone and mumbles into his beer "I'll return next time and show them all!"

Tale 7 Great treasures are to be found on the banks of the Barren River as one ventures northward.

Tale 8 The graveyard is controlled by a very powerful and clever undead creature.

Tale 9 A puzzled patron with a limited vocabulary questions everyone he comes across about how to complete a manuscript dated 1977 GUE. Unfortunately, no one can help him.

Tale 10 To the west lives a tribe of insect men who worship normal men and give valuable gifts to all who visit them.

Tale 11 The Dragonspine Mountains are inhabited by a race of evil dragons who lure travelers to their lairs and slay them.

Tale 12 A bedraggled adventurer decries, There was a man called turtle, walls that aren't there, living daggers, I never did figure out what was going on.

Tale 13 A master thief has set up a hidden training ground deep in the old city, right under the noses of monsters.

Tale 14 Ogres who live to the east of Phlan are holding captive a princess for whom a huge reward has been offered.

Tale 15 The merchants of Zhentil Keep are setting up a trading base far to the west of Phlan. They're hiring caravan guards for good wages.

Tale 16 Buccaneers operate a slave auction out of a hidden camp near Stormy Bay.

Tale 17 An old sage sits in a corner with a dark wizard "You're right, laughs the sage, they'll do anything I tell them to, no matter how silly or fantastic.

Tale 18 Off to the east of Phlan roams a tribe of marauding nomads. They have been pillaging villages in the plains with the help of a powerful artifact they have discovered.

Tale 19 Mighty tribes of wild dwarves, thousands of them roam the Dragonspine Mountains, destroying villages and killing travellers.

Tale 20 I was totally confused, it was like being lost in the darkness, sighed the overwrought adventurer. Rabbits hats bowling balls? Where in the realms was I?

Tale 21 The monsters in Phlan are led by one of the generals who sacked the city a generation ago. The general has used great magic to make himself immortal.

Tale 22 A vast fortress of kobolds dominates the western tip of the great swamp. These normally weak creatures grow to great size and have extraordinary powers here.

Tale 23 An ancient Silver Dragon still lives up in the Dragonspine Mountains. The dragon is not evil and will help travellers who battle evil.

APPENDICES

MONEY CONVERSIONS

COIN TYPE	GOLD EQUIVALENT
Copper	200 cp = 1 gp
Silver	20 sp = 1 gp
Electrum	2 ep = 1 gp
Gold	1 gp = 1 gp
Platinum	1/5 pp = 1 gp

SPELL LIST

This is a listing of spells available to player character clerics and magic users as they gain in level.

FIRST LEVEL CLERICAL SPELLS

- Bless/Curse
- Cure Light Wounds/Cause Light Wounds
- Detect Magic
- Protection from Evil/Protection from Good

SECOND LEVEL CLERICAL SPELLS

- Find Traps
- Hold Person
- Resist Fire
- Silence 15' Radius
- Slow Poison
- Snake Charm
- Spiritual Hammer

THIRD LEVEL CLERICAL SPELLS

- Animate Dead
- Cure Blindness/Cause Blindness
- Cure Disease/Cause Disease
- Dispel Magic
- Prayer
- Remove Curse/Bestow Curse

FIRST LEVEL MAGIC USER SPELLS

- Burning Hands
- Charm Person
- Detect Magic
- Enlarge/Reduce
- Friends
- Magic Missile
- Protection from Evil/Protection from Good
- Read Magic
- Shield
- Shocking Grasp
- Sleep

SECOND LEVEL MAGIC USER SPELLS

- Detect Invisibility
- Invisibility
- Knock
- Mirror Image
- Ray of Enfeeblement
- Stinking Cloud
- Strength

THIRD LEVEL MAGIC USER SPELLS

- Blink
- Dispel Magic
- Fireball
- Haste
- Hold Person
- Invisibility 10' Radius
- Lightning Bolt
- Protection from Evil 10 Radius/Protection from Good 10
- Radius
- Protection from Normal Missiles
- Slow

ARMOR LIST

WEIGHT	MAXIMUM	AC	MOVEMENT*
ARMOR TYPE	IN GP.		
None	0	10	-
Shield Small#	50	9	-
Leather	150	8	12 squares
Padded	100	8	9 squares
Studded	200	7	9 squares
Ring	250	7	9 squares
Scale	400	6	6 squares
Chain	300	5	9 squares
Splint	400	4	6 squares
Banded	350	4	9 squares
Plate	450	3	6 squares

* A character carrying many objects, including lots of coins, can be further limited in movement to a minimum of 3 squares per turn.

A Shield subtracts 1 AC from any armor it's used with.

TABLE OF EXPERIENCE PER LEVEL

The following shows the amount of experience a character must earn to gain a level in his character class. All experience earned by multiple class characters is divided by the number of classes. When a character has earned a gain in level for one class but not another, the Show command shows his highest level. Thus a character who is a fighter thief and has earned 1,800 experience points in each class (a total of 3,600 XP), will be shown to be 2nd level because he has earned that level as a thief, though not as a fighter. His fighting abilities are still based on his being a 1st level fighter.

CLERIC LEVEL	EXPERIENCE	SPELLS*		
		1	2	3
1	0-1,500	1	-	-
2	1,501-3,000	2	-	-
3	3,001-6,000	2	1	-
4	6,001-13,000	3	2	-
5	13,001-27,500	3	3	1
6	27,501-55,000	3	3	2

* Clerics get additional spells by Level if they have a Wisdom of 13 or greater.

FIGHTER LEVEL	EXPERIENCE
1	0-2,000
2	2,001-4,000
3	4,001-8,000
4	8,001-18,000
5	18,001-35,000
6	35,001-70,000
7	70,001-125,000
8	125,001-250,000

MAGIC USER LEVEL	EXPERIENCE	SPELLS		
		1	2	3
1	0-2,500	1	-	-
2	2,501-5,000	2	-	-
3	5,001-10,000	2	1	-
4	10,001-22,500	3	2	-
5	22,501-40,000	4	2	1
6	40,001-60,000	4	2	2

THIEF LEVEL	EXPERIENCE
1	0-1,250
2	1,251-2,500
3	2,501-5,000
4	5,001-10,000
5	10,001-20,000
6	20,001-42,500
7	42,501-70,000
8	70,001-110,000
9	110,001-160,000

CLERICS VS UNDEAD

A good or evil cleric (not a neutral one) has a certain influence on undead. He extends this influence by using the Turn command in the combat menu. His level determines how many undead and what kind he can influence. Evil clerics can make undead either neutral or friendly to the party. Good clerics can drive the undead away and may be able to destroy them if the cleric is of a high enough level and the undead are of a low enough level.

The following is a list of undead increasing order of

power and what minimum level of cleric a character has to be to have any influence over them. Low level clerics generally have a chance, not a certainty, of affecting undead.

UNDEAD TYPE	MINIMUM LEVEL OF CLERIC
Skeleton	1st
Zombie	1st
Ghoul	1st
Wight	1st
Wraith	3rd
Mummy	4th
Spectre	5th
Vampire	6th

GLOSSARY OF AD&D GAME TERMS AND COMPUTER TERMS

Ability Scores These are numbers that describe the attributes of the characters. There are six ability scores - Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. For the most part, the range of numbers runs from 3 to 18, the higher the better.

Adventurer This is a term for one of the characters you play in this game.

Alignment This is the basic philosophy of a character. See Alignment in the What are characters? section of the rule book.

Character This is another name for one of the persons you play in the game. A party consists of several characters.

Command A one or two word option in a menu. Activating that command allows you either to view another menu or have your characters perform an action.

Encounter This is what happens when a party meets a monster. You are given a menu of choices of how you want to handle the situation.

Enter The act of giving a command to the computer. How this is done varies depending on the computer.

Experience Points (XP) Every encounter the characters have yields experience points for every character depending on how successful the encounter was for the party. A character who gains enough XP can advance a level if he has enough gold for training.

Facing In combat, a character faces a certain direction. An attack from the direction he is not facing has a greater chance of doing damage. A character will always face an opponent if he has only one opponent.

Hit Points (HP) This is a measure of how healthy a character is. Damage from weapons subtracts hit points from the character's total. When he has lost all of his hit points, he is unconscious and dying. If his wounds are bound by another party member, he is simply unconscious.

Icon This is the small picture of a monster or a character seen in the initial stages of an encounter and during combat. Character icons can be altered using the alter command in the camp menu.

Initiative This is a semi random determination of which character in a combat acts first. The characters with higher dexterities have a better chance for a higher initiative.

Level This describes the power of a number of different items. The power of characters, dungeons, monsters, and spells are all described with levels.

Character Level This is a determination of how much experience a character has. The higher the level, the more experienced and important the character is. High level spellcasters can cast high level spells.

Dungeon Level This is a measure of how far down in the earth a dungeon is. For the most part, the further down one is, the more ferocious the monsters. Thus, a high level

dungeon refers either to how deep it goes or the relative toughness of the monsters.

Monster Level This is a measure of how powerful monsters are. The higher the level, the more powerful the monster.

Spell Level Spells come in degrees of difficulty. The higher the level of the spell, the higher the difficulty. Only very experienced magic users and clerics can learn high level spells.

Magic This term covers spellcasting, enchanted items, and any other application of the supernatural.

Melee Combat This is hand to hand combat with weapons such as swords, spears and fists.

Missile Combat This is ranged combat with weapons such as bows, and arrows, crossbows and quarrels and slings and slingstones.

Monster This term actually includes human and other player races as well as such creatures as ogres and dragons. In general, if it isn't part of your party, it's a monster. Monsters are not necessarily hostile. Some may

be helpful. That's what the Parlay command in the Encounter Menu is for.

Non Player Character (NPC) This is a member of a player character race who is not controlled by the player. Some NPCs can be brought into a party.

Party The group of adventurers you form to perform the missions you are given. A party can be reformed for each adventure and even altered during the course of an adventure.

Player Character (PC) This is a member of a player character race who is controlled by the player. The characters in your adventuring party are PCs.

Spell This is a magic incantation that can alter the nature of reality. Both magic users and clerics can cast spells after memorizing them. If the spell is cast, it is gone from the users mind and must be remembered.

Spell Book The book a magic user carries his spells in. If he doesn't have a magic book he has no spells to memorize.

Two Handed Sword	1-10	3-18	2	f
Vouge+	2-8	2-8	2	f
Composite Long Bow	1-6	1-6	2	f
Composite Short Bow	1-6	1-6	2	f
Long Bow	1-6	1-6	2	f
Heavy Crossbow#	2-5	2-7	2	f
Light Crossbow#	1-4	1-4	2	f
Short Bow	1-6	1-6	2	f
Sling	1-4	1-4	1	f.th

+ Polearm * Must have ready arrows to fire # Must have ready quarrels to fire
F=fighter cl=cleric th=thief mu=magic user

ARMOR AND WEAPONS PERMITTED BY CHARACTER CLASS

CLASS	ARMOR	SHIELD	WEAPONS
Cleric	Any	Any	Club, flail, hammer, mace, staff
Fighter	Any	Any	Club
Magic User	none	none	Dagger, dart, staff
Thief	leather	none	Club, Dagger, dart, sling, one handed swords

WEAPON LIST

Name	Damage vs Man sized	Damage vs Larger Than Man Sized	Number of hands	Class
Axe, Hand	1-6	1-4	1	f
Bardiche+	2-8	3-12	2	f
Bastard Sword	2-8	2-16	2	f
Battleaxe	1-8	1-8	1	f
Bec de Corbin+	1-8	1-6	2	f
Bill Quisarme+	2-8	1-10	2	f
Bo stick	1-6	1-3	2	f
Broad Sword	2-8	2-7	1	f.th
Club	1-6	1-3	1	f.cl.th
Dagger	1-4	1-3	1	f.mu.th
Dart	1-3	1-2	1	f.mu.th
Fauchard+	1-6	1-8	2	f
Fauchard Fork+	1-8	1-10	2	f
Flail	2-7	2-8	1	f.cl
Fork, Military+	1-8	2-8	2	f
Glaive+	1-6	1-10	2	f
Glaive Gulsarme+	2-8	2-12	2	f
Guisarme+	2-8	1-8	2	f
Guisarme-Vouge+	2-8	2-8	2	f
Halberd+	1-10	2-12	2	f
Lucern-Hammer+	2-8	1-6	2	f
Hammer	2-5	1-4	1	f.cl
Javelin	1-6	1-6	1	f
Jo stick	1-6	1-4	1	f
Long Sword	1-8	1-12	1	f.th
Mace	2-7	1-6	1	f.cl
Morning Star	2-8	2-7	1	f
Partisan+	1-6	2-7	2	f
Pick Military	2-5	1-4	1	f
Pick Awl+	1-6	2-12	1	f
Quarterstaff	1-6	1-6	2	f.cl.mu
Ranseur+	2-8	2-8	2	f
Scimitar	1-8	1-8	1	f.th
Short Sword	1-6	1-8	1	f.th
Spear	1-6	1-8	1	f
Spetum+	2-7	2-12	2	f
Trident	2-7	3-12	1	f

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POOL OF RADIANCE

Installing the game: Before beginning, you must install the game. This installation procedure customizes the game, and tailors it to provide optimum performance on your computer system. Be sure to read through all instructions below before beginning the installation.

To install the game: Boot your system with a DOS version 2.1 or greater. Insert disk A (disks A and B for 3.5" systems) into your floppy disk drive (make sure this is your active drive). Type INSTALL and press the ENTER/RETURN key. Follow the instructions as they appear on your computer screen. When prompted to insert a disk, remember to press the ENTER/RETURN key after inserting the disk.

NOTE: If installing the game on a floppy disk system, you will need to have blank formatted disks as follows - six disks for a two drive system 5.25"(360K) system; three 3.5" disks and two 5.25" disks for a two drive system with one 5.25" drive and one 3.5" drive, or four 3.5" disks for a two drive 3.5" system. If installing on a hard disk, approximately 1.75 megabytes is required. NOTE High density drives may be treated as either 5.25" or 3.5" drives.

Installation time: The time required for installation varies with the system. For hard disks it is typically 10 to 25 minutes. For floppy disk systems, it varies from one to two hours. Remember - patience is a virtue.

Installation Menu: After you type INSTALL, the installation menu appears. This tells the program how to configure the game for your computer system. Use the cursor keys to highlight the correct information for your system. When all of the information is correct, highlight "yes" at the finished option. Menu options are as follows:-

"Display Type" selects the type of video display you use: Composite graphics (CGA) Enhanced Graphics (EGA) or TGA (Tandy 16 color).

NOTE: If your computer has less than 512K of available memory, the game will only operate in CGA mode.

"Sound Type" selects the type of sound your game will utilize; normal PC compatible sounds, Tandy sounds or no sound (silent).

"Floppy A" selects the type of disk drive A you have.

"Floppy B" selects the type of disk drive B you have.

"Master Drive" is the drive where you placed Disk A when you started the installation procedure (either drive A or drive B).

"Hard Disk" selects the hard disk drive you want to install the game on.

NOTE: If you select any hard disk option other than None, the program will attempt to install the game on the hard disk.

"Save Game" permits you to make a saved game disk that includes a set of pregenerated characters.

"Full Intro" selects the type of game introduction.

"Finished" tells the program when you have set your options as you want them. When you select Yes here, the secondary installation menu appears.

Partial Installation: The main options on the secondary installation menu are for a full or a partial installation. Partial installation should ONLY be used to replace disks which have become damaged or are unusable for any reason. When you make a new disk using this procedure, label it as you did the disk it is replacing. Be sure to use new blank formatted disks.

When using the Partial installation procedure to replace disks, the program refers to disks as follows:-

Double 5.25" system Disk 1 is GAME DISK #1/2 Disk 2

is GAME DISK #3/4 Disk 3 is GAME DISK #5/6 and disk 4 is GAME DISK #7/8

All other double floppy (5.25"3.5" and 3.5"/3.5") Disk 1 is GAME DISK #1/2 Disk 2 is GAME DISK #3/4/5 and disk 3 is GAME DISK #6/7/8.

Floppy Disk Users: The following labels should be used for the indicated computer system configuration -

Double 5.25" GAME DISK #1/2 GAME DISK #3/4 GAME DISK #5/6 GAME DISK #7/8 STARTUP and OVERLAY (SAVE optional).

Double 3.5" GAME DISK #1/2 GAME DISK #3/4/5 GAME DISK #6/7/8 and STARTUP/OVERLAY (SAVE Optional).

All other double floppy GAME DISK #1/2 GAME DISK #3/4/5 GAME DISK #6/7/8 STARTUP and OVERLAY (SAVE optional)

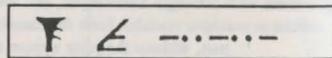
If installing on a mixed double floppy system (one 5.25" drive and one 3.5" drive) the disks labelled Startup and Overlay are each 5.25" disks. All other disks re 3.5".

All Users: The installation program refers to any disks you make as GAME DISKS... It refers to the disks that came in this game box as SSI MASTER DISK.

Making Play Disks: When you exit the secondary installed menu, you will be reminded if you need to have any formatted floppy disks ready. The number and type of these disks are shown at the bottom of the screen. If using floppies, label them as indicated prior to the install. If the program prompts you to insert a disk with a number that's already in the drive, press the ENTER/RETURN key (example if you have GAME#1/2 in drive B and the program tells you to insert Game DISK #2 in Drive B, press the ENTER/RETURN key).

Write Protection: After you have created your play disks, you must write protect them. THE GAME WILL NOT WORK IF YOU DO NOT USE WRITE PROTECTED PLAY DISKS. However, do NOT write protect your save game disk.

To Load the Game: Boot your system with a DOS version 2.1 or greater. Insert your Startup disk into your active drive (or be in the POOLRAD directory on your hard disk), type START and press the ENTER/RETURN key. When two symbols and a path are displayed, find the first symbol on the outside of the translation wheel, and the second symbol on the inside ring of the wheel. Match the two symbols and read the word under the path from inside to outside. For example if the computer displays -



The word is ZOMBIE After you type in the translation (and press the ENTER/RETURN key) the game will load and display the Party Creation menu.

NOTE: The program only looks at the first 8 letters of a characters name when you add a character to your party. If you try to add more than one character where the first 8 letters are the same, only the last character to be added will be placed in your party.

How to Make Choices: Pool of Radiance is controlled using menus. On the menus, one letter of each word is highlighted. To indicate the command you want, press the key for the highlighted letter. For example, to see the Area you are in, press the A key.

To select an item or character from a menu, highlight

your selection and press the ENTER/RETURN key. Use the Home and End keys to highlight items or characters on vertical menus (exception - use the up and down cursor keys when modifying a character). See figure 1.

Some commands such as View, act only on a single character. Highlight the character you want and then press the key for that command (example V for View).

Some commands are a toggle (example selecting characters on in the Pics menu toggles to characters Off... no character portrait in view.... selecting character Off turns portraits back on).

How to Move Around: Movement commands are given through the numeric keypad and/or cursor keys. When you begin the game, you will be moving through a 3D view of the world. While moving in this view (or the Area map), use the cursor keys. The Up arrow moves you forward. The Left arrow turns you left. The Right arrow turns you right. The Down arrow turns you around.

While moving in the wilderness or in combat, use the numeric keypad for movement (figure 2). You will move in the direction the key you press lies from the centre of the keypad (pressing 9, for example moves you up and to the right).

Fig 1

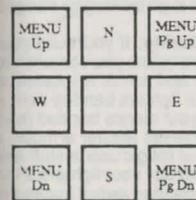
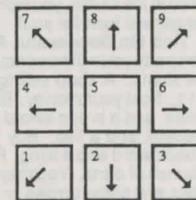


Fig 2



To Begin Playing Quickly: Use the pre-rolled and pre-

equipped characters from the saved game disk (or on your hard drive). Choose recall save game from the Party Creation Menu. After the saved game is loaded choose Begin Adventuring.

If you want to start your own characters, be sure to equip them before you start adventuring. A shop selling arms and armor is located at 8, 11. Pool your money. Use the View, Items, and Ready commands to prepare your characters equipment. Make sure you have at least one platinum piece left. Use the Take command and have one character pick up all the money. Go to the Inn at 4,12, pay the money, and rest to memorize spells.

Start adventuring in the slums. Return to the city hall periodically to collect commissions and rewards. When your characters have enough experience points and money, train in the training hall.

Differences in the IBM Compatible Version: This version of Pool of Radiance differs slightly from the rules. Most of these differences are explained by the on screen menus. Differences include -

Saving a Game - You may maintain up to 10 different saved games at a time. When you save a game, choose one of the letter A - J. When you recall a saved game, the letters for games you have saved will be displayed. You may create a new save game disk at any time by using a blank formatted disk for this purpose. Hard disk users save on their POOLRAD directory.

The following commands can be given at the combat menu or while a party character is moving under computer control. Press the key to execute the command.

- ALTQ Sets all characters to computer control
- <Space> Resets all characters to manual control
- Control S Toggles sound off and on
- ALT M Toggle magic on or off for characters set to Quick.

Characters set to Quick will always use Readied magic items. Characters with readied arrows will use bows if no targets are adjacent.

COMMODORE 64/128 QUICK START CARD
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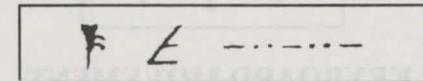
For beginning play: You should back up both sides of all 4 game disks with a commercial copy program. Put the originals away and play off of the copies. Format two blank disks as save game disks. While playing the game you should alternate saving the game first to one disk and then to the other. This way you will always have two backup positions in case your characters get into a particularly nasty situation.

To Load the Game: Connect your computer, monitor, and disk drive. If you use a joystick, plug it into port 2. Remove any cartridges or printer interfaces. Set the shift lock key off and do not press shift when typing in text. Turn on the monitor, disk drive, and then the computer. On the C128 hold down the Commodore key while turning the computer on to put the computer into C64 mode. Put disk side 1 into the disk drive and type:

LOAD """,8 <return>
RUN<return>

Type "N" to use the built in software fast loader. Press any key to pass the title screen. After the credits, press return to play game. Two symbols and a path are displayed. Find the first symbol on the outside of the translation wheel, and the second symbol on the inside ring of the

wheel. Match the two symbols and read the word under the path from inside to outside. For example, if the computer displays :



The word is ZOMBIE After typing the translation the game will load and display the Party Creation Menu.

Pool of Radiance uses a very quick software fastloader to speed disk access. But, if the game does not load successfully on your computer, or has a disk problem while playing, reboot the game and type "Y" to disable the software fastloader. You can try using cartridge based fast loaders but with no guarantee that they will work properly.

How to Make Choices: Pool of Radiance is controlled using menus. On each menu one item is highlighted. To indicate the command you want, use the joystick or cursor keys to highlight the command. Press the joystick button or Return to select your choice. For example, to look at an overhead view of the area, you are in highlight the Area command and press the joystick button or Return key.

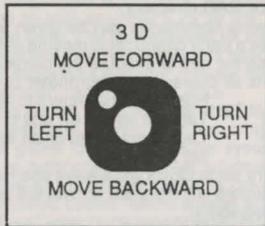
When the computer prompts you to change disks, place the correct disk in the drive and press the joystick button or the Return key.

Some commands, such as View, act only on a single character. Use the joystick or cursor keys to highlight the character you want to be active for the command. Then, highlight the command and press the joystick button or Return key. For example, to view a character's ability scores, highlight the character's name in the character list, highlight the View command in the Adventure menu, and press the joystick button or Return key.

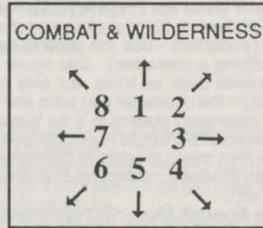
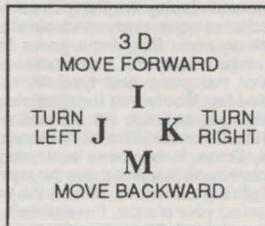
Some commands toggle the program between two states. When you select one of these commands the screen changes to reflect the new state of the program. For example, if you select the character on command in the pics menu it will change to characters off. From then on the characters portrait picture is not displayed when you view the character.

How to Move Around: In 3D travel the party can move forward, turn right or left or move backwards. In the wilderness or in combat you can move in any mode. If you have a problem making a diagonal move with a joystick in combat or the wilderness, use the 2, 4, 6, 8 keys instead.

JOYSTICK MOVEMENT



KEYBOARD MOVEMENT



To Begin Play Quickly: A pre-rolled and pre-equipped party of adventurers is stored as a saved game on disk side 1. Choose recall save game from the party creation menu. Insert disk side 1 in the drive when the save game disk is requested. After the saved game is loaded choose Begin Adventuring. You will get a tour of the main street of the civilized section of the New Phlan. When the tour is over choose the Move command from the Adventure menu.

If you want to start the overall quest, turn around go back to the city council building and obtain a commission. If you want to try out the game, walk forward to the slums. Once in the slums, you wont have to go looking for danger, danger will look for you!

Tips On Successful Adventuring: If you build your own party you will need equipment before you venture into the slums. A shop selling arms and armor is located at 8,11. Pool your money. Buy your fighters banded mail, a shield, and a broad sword. Buy your clerics banded mail, a shield, and a flail. Buy your thieves leaster armour, a broad sword and a sling. Buy your magic user a staff and a bunch of darts. You may want to buy your fighters short bows and some arrows or a two handed sword instead of a shield.

Make sure you have at least 10 gold left over to pay for your lodging. Use the View, Items and Ready commands to prepare all your characters equipment for battle. Once you have bought everything you need use the Take command and have one character pick up all the money.

Go to the inn at 4,12 pay the money and memorize spells. Clerics should memorize cure light wounds spells. Magic users should memorize sleep spells. Rest to memorize the spells.

Move to 0,4 and then move through the tunnel into the slums. Keep search "off" while you move through the slums. You dont want to attract monster encounters. After you clear the monsters from a room you can put Search "on" and check for treasure. Try the area command to get a birds eye view of the slums. The slums are 16 squares by 16 squares.

In parts of the slums, it is unsafe to rest. But after you clear the monsters from some rooms the rooms become safe to rest in. Clear out your first safe room in the building at 13,1. Here your party can rest to regain hit points and memorize spells. Adventure deeper into the slums, clearing other safe rooms where your party can rest. Whenever, your party is low on sleep and cure spells or hit points, return to your nearest "safe" room to rest up.

Once your characters have enough experience points and money, they should return to the civilized area and train in the training grounds. Before you train, go into a shop and make sure each character who will train is carrying at least 1000 gp. Remember to share your money after you pool it to buy items. If you find a particularly difficult location to clear, go to the training hall in the civilized area and hire an NPC to help. Make sure your party has explored the entire slum to be sure it is clear. Once your party clears the slums they should go to the city

council and get their reward. Then take the boat to Sokal Keep and clear it.

After you successfully complete each mission, return to the city council for your reward and news of any other commissions available. Once the council clerk has read you a commission, its yours. Carefully note the messages, proclamations, journal entries and other clues you get for the best chance to solve the mysteries of Phlan. Good luck!

Rules Errata: Wilderness encounters replace your party's icon, they do not appear adjacent to it. Charmed characters will not join your party but they will fight on your side for one battle. Evil clerics Turn undead, they do not harm them onto your side.

Differences in the Commodore 64 Version: The commodore 64 version of Pool of Radiance is slightly different than the rules. These differences include - Pressing the <Left arrow> key is the same as choosing the Exit command in a menu. While moving in combat the <Left

arrow> key will take back your current move, but it will not erase any damage you have taken during the move.

There is no exit to DOS on the party creation menu. Turn your computer off and then on to run other programs. A characters portrait picture is only shown in the civilized area. Some items can only be readied in combat or in camp. If you try to ready these items in other places the computer responds "NOT HERE".

The following commands can be given at the combat menu or while a party character is moving under computer control. Press the key to execute the command.

- Q Sets all characters to Quick (computer control)
- <Space> Resets all characters to manual control.
- M Toggles magic spells use on or off.
- Characters set to Quick will use Readied magic items.
- Characters set to Quick with Readied arrows will use their bows if no enemy is adjacent.

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1. INTRODUCTION THE ACTION STARTS

It is more than three hundred years since the Cataclysm, when the old gods abandoned the people of Krynn. Without the interference of the old gods, Takhisis the Queen of Darkness spreads her power from the Abyss by awakening evil dragons and creating armies of Draconians. Once her armies are victorious, she will be free to move from the Abyss into Krynn. The only threat to the Queen's awesome power is the revival of belief in the old gods and the uniting of the resistance against the Draconian armies.

The first steps against Takhisis have been taken. The disks of Mishakal have been recovered and Goldmoon has become the first True Cleric since the Cataclysm. But, while returning from the successful assault on Xah Tsaroth, Goldmoon and the other Companions of the Lance are captured by an army of Draconians.

When all seems lost, the Companions are freed during an elven attack on the Draconians. Now, the Companions must ally with friendly NPCs, battle Draconian hordes and sneak through the caves of Sia Mori into the fortress of Pax Tharkas. Inside, the companions must recover the sword Wyrmslayer and free the slaves held there to bind the forces of the resistance together.

THE SITUATION

At the start of the quest, Draconian armies sweep down from the north toward the elven lands of Qualinost. They already hold the ancient southern fortress of Pax Tharkas. The Draconians seek to crush the Qualinesti between their armies and the mountain fortress.

The lands before the invasion are in chaos. The countryside is full of wanderers both friendly and unfriendly. Brave elven and nomadic warriors seek to turn aside the forces of evil. Innocent victims flee the advancing conquerors. Foul creatures of all sorts take advantage of the chaos to pillage the remains of civilisation.

During your quest, you will meet many others in the wilderness. Some may join your party, it will be necessary to gain allies to complete the quest. Some may offer items

to aid you on your quest. Some will attack you with sword or claw. The only way to know if an encounter is friend or foe, is to approach and keep alert. But you can assume that anyone who attacks is allied with the forces of evil.

You may find important items in many places as you travel. Items may be freely offered by friends, cast aside by those fleeing the enemy, lying amidst abandoned towns, or fiercely guarded by the forces of Takhisis. Test your allies and items wisely, they are the keys to your quest.

THE ADVANCED DUNGEONS AND DRAGONS GAME

Dragons of Flame, and the whole DRAGONLANCE Saga are based on the Advanced Dungeons and Dragons game by TSR Inc AD&D is the most popular role playing game in the world. In role playing game you control one or more characters in an unfolding interactive story line.

Dragons of Flame is an action game with many of the interactive elements of a role playing game. The computer is used to keep track of all of the usual hit, damage, and saving throw dice rolls behind the scenes so that you can concentrate on what is actually visible - the charging Draconian with a sword.

THE DRAGONLANCE SAGA

The Dragonlance saga was put together by The TSR design staff and brought to life by the TSR artists. It has appeared in novels, short stories, Advanced Dungeons and Dragons role playing adventures, and computer games. Dragons of Flame gives you the chance to take part in the quest of the Companions of the Lance, as they continue their fight to save Krynn from Takhisis, the Queen of Darkness.

II. THE CHARACTERS GOLDMOON, CHIEFTAIN'S DAUGHTER



By Larry Elmore, from "Dragons of Hope"

Daughter of the chieftain of the Que-Shu tribe, Goldmoon's future seemed to be set from birth, whomever she married would become chief of the Que Shu. Unknown to everyone, the gods had different plans for her. The first sign of these plans came when Goldmoon fell in love with Riverwind rather than any of the other more suitable young men.

When Riverwind returned from his quest to prove himself worthy, things really changed.

The staff that he returned with didn't appear to do anything and Goldmoon's father condemned him to death. As the tribe started to stone Riverwind to death, Goldmoon threw herself into his arms. Suddenly the staff flared with a brilliant blue light and Goldmoon and Riverwind were standing miles away from the village all their injuries healed.

Rejected by their tribe, Goldmoon and Riverwind travelled to attempt to discover the staff's true nature. During their travels they became involved in a fight at the Inn of the Last Home and were rescued by other Companions. From the Inn, the Companions' adventures took them to Xah Tsaroth. In those terrible ruins, the Blue Crystal staff was destroyed but the disks of Mishakal were recovered and Goldmoon became the first True Cleric since the Cataclysm. Goldmoon now wields personal clerical magic and directs the awesome powers of the disks of Mishakal.

AD&D GAME STATISTICS:

Strength 12;
Intelligence 12;
Wisdom 16;
Dexterity 14;
Constitution 12;
Charisma 17;
Alignment - Lawful Good;
Hit points 24; Armor Class 6.

EQUIPMENT:
Leather armor;
Quarterstaff +2;
Medallion of Faith;
Clerical magic,
see sub menu



By Larry Elmore, from "Dragons of Mystery"

RIVERWIND:

Born into a family of virtual tribal outcasts, no one in the Que Shu tribe had a lower social position. His family refused to believe in the divinity of the tribal chieftain and were the last believers in the old gods. Tolerated for his skills, Riverwind would probably have been left alone to live his life had he not asked permission of the tribal chief to marry Goldmoon.

The Chief ordered Riverwind to search for proof that the old gods still existed and not to return without a powerful magic item to convince the tribe. In reality he never expected to see Riverwind again.



By Larry Elmore, from "Dragons of Hope"

As time passed, it seemed this wish would be fulfilled, but Goldmoon never gave up hope and her faith was eventually rewarded.

The Riverwind that returned wasn't the same man who left. He was harder, changed by things he'd seen and unable to remember exactly where he had been. And he returned with an artifact, the Blue Crystal Staff. However, he was unable to demonstrate its powers, and was condemned to be stoned to death. As Goldmoon joined him in the hail of stones, the Staff flared with blue light and teleported both of them out of the tribal village.

Later, when the Companions made their way to Xah Tsaroth, Riverwind realised that the ruined city was the place from where he had retrieved the staff. After his adventures with the Companions, he has seen the magnitude of the destructions wrought by the Draconians. Riverwind's aim in life is now the protection of Goldmoon and the destruction of the Draconians.

AD&D GAME STATISTICS:

Strength 18/35
(Damage +3);
Intelligence 13;
Wisdom 14;
Dexterity 16; Constitution 13;
Charisma 13;
Alignment - Lawful Good;
Hit Points 36; Armor Class 5.

EQUIPMENT:
Leather armor and Shield;
Longsword + 2 (damage 1-8);
Bow and quiver of 20 arrows (damage 1-6).



By Larry Elmore, from "Dragons of Mystery"



RAISTLIN MAJERE

So weak when he was born that he wasn't expected to live. Raistlin survived through his sister's efforts and the protection of his twin brother Caramon. Just before their fifth birthday, the twins were taken to a fair where a conjurer performed tricks and illusions. Caramon watched for a while and wandered off, but Raistlin stayed all day and then astonished his family by reproducing every trick he'd seen.

Shortly after Raistlin's sixth birthday, the family took him to a Master Mage. The mage took Raistlin as a pupil after he was found in the mage's library reading a spellbook, thought to be impossible without years of study. Never popular and often bored, his studies continued despite his contempt for both fellow students and instructors. This period reinforced Caramon's protectiveness towards his brother, providing the root for Raistlin's general dislike of humanity at large, together with a deep and lasting sympathy for the weak.

By Larry Elmore, from "Dragons of Hope"

Raistlin supplemented the family income by public performances of illusions and tricks, often bringing him into conflict with his school. One of these public disagreements led to meeting Tasselhoff and subsequently Flint. Raistlin was the youngest mage to take (and pass) the Test which confirmed his future power and gained him his Staff, while leaving him a physical wreck.

Unknown to the other companions, Raistlin gained personally from the descent into Xah Tsaroth. He recovered the spellbook of an ancient mage, helping him become even more powerful.

Unknown to the other companions, Raistlin gained personally from the descent into Xah Tsaroth. He recovered the spellbook of an ancient mage, helping him become even more powerful.

AD&D GAME STATISTICS:

Strength 10; Intelligence 17; Wisdom 14; Dexterity 16; Constitution 10; Charisma 10; Alignment - Neutral; Hit points 11; Armor Class 5.

EQUIPMENT:

Staff of the Magius (+3 protection; +2 to hit - damage 1-8); Close combat with Staff as weapon; Ranged combat - see spell list.



By Larry Elmore, from "Dragons of Mystery"



CARAMON MAJERE

The Twin brother of Raistlin, Caramon can be considered a complete opposite to his brother. From early childhood Caramon made himself the protector of his weaker brother, rescuing him time and time again from bullying tormentors. His training as a warrior was started by his sister Kitiara, who later became a Dragon Highlord in the service of Takhisis.

Inseparable from his brother, except when Raistlin was being schooled in the magic arts, Caramon lived all his life in Solace. There he met Sturm and later Tasselhoff and Flint Fireforge. These friendships led to the formation of the Companions of the Lance when they all met up at the Inn of the Last Home in Solace on that fateful night where they met Riverwind and

By Larry Elmore, from "Dragons of Hope"

Goldmoon.

After their adventures in Xak Tsaroth with Riverwind and Goldmoon, Caramon is eager to return to Solace. He fears for the city's safety in a suddenly hostile world full of legendary creatures come to life and the implacable hostility of the Draconians. He will soon realize that destiny awaits in further adventures with the Companions...

AD&D GAME STATISTICS:

Strength 18/63 (Damage +3); Intelligence 12; Wisdom 10; Dexterity 11; Constitution 17; Charisma 15; Alignment - Lawful Good; Hit Points 44; Armor Class 6.

EQUIPMENT:

Ring mail armor; Longsword (damage 1-8); Spear (damage 1-6)



By Larry Elmore, from "Dragons of Mystery"



TANIS HALF ELVEN

Orphaned by the death of his elven mother, Tanthalas, better known as Tanis, was raised amongst the elves. As a half human, Tanis always felt somewhat of an outcast. He was finally driven by his restless nature to leave Qualinesti for Solace and the only 'outsider' known to him, his friend Flint. By the time Tanis became involved with the Companions he had become an experienced half-elven fighter wandering the world of Krynn in search of True Healing and clerics.

By Larry Elmore, from "Dragons of Hope"

His travels and early training amongst the Qualinesti elves have turned Tanis into a master swordsman. Few fighters are skilled enough to match him in combat, should they even reach him. His natural skill with the bow usually stops all but the most deadly opposition before they come within reach of his sword arm. Despite this formidable skill, his experiences in the ruined city have made him an even deadlier warrior, whose capabilities will stand the Companions in good stead, whatever the future may bring.

AD&D GAME STATISTICS:

Strength 16 (damage +1); Intelligence 12; Wisdom 13; Dexterity 16; Constitution 12; Charisma 15; Alignment - Neutral Good; Hit Points 45; Armor Class 4.

EQUIPMENT:

Leather armor + 2; Longsword + 2 (damage 1-8); Bow and quiver of 20 arrows (damage 1-6)



By Larry Elmore, from "Dragons of Mystery"



STURM BRIGHTBLADE

The son of a true Knight of Solamnia, Sturm was sent south with his mother for safety when his father could no longer guarantee the security of their home. His father was to have sent for them when things calmed down - he never did. At this time, the Knights were looked down upon by the general population, who blamed them for failing in their duties by not stopping the Cataclysm.

By Larry Elmore, from "Dragons of Hope"

Conscious of his inherited position and duties, Sturm dedicated his life to the Knighthood becoming a well trained but inexperienced fighter. He holds the high ideals of his father and the Knights despite the current state of the world.

Drawn to Caramon by their joint martial interests, the two quickly became fast friends. For Caramon's sake Sturm even somewhat befriended Raistlin. After meeting up with Tasselhoff, Flint and Tanis, the group travelled together as formidable adventurers until, with Flint's retirement, they went their separate ways. They all agreed to meet at the Inn of the Last Home in five years time.

Having gained his inheritance by this time, Sturm was equipped as a Knight of Solamnia, and this meeting marked the start of the Companions involvement in the War of the Lance, when they rescued Goldmoon and Riverwind. Returning from the ruins, Sturm is full of pessimism about the spread of the Draconian forces but determined to try and help stand against their evil, even though he believes the companions numbers insufficient to make much difference.

AD&D GAME STATISTICS:

Strength 17 (damage +1); Intelligence 14; Wisdom 11; Dexterity 12; Constitution 16; Charisma 12; Alignment - Lawful Good; Hit points 40; Armor Class 5.

EQUIPMENT:

Chainmail Armor; Two handed sword +3 (damage 1-10); No ranged weapon



By Larry Elmore, from "Dragons of Mystery"



TASSELHOFF BURRFOOT

Most people not only don't understand Kender but don't want to know them. This is often due to their basic personality traits: fearlessness, unbelievable curiosity, irresistible mobility, independence and the need to pick up anything not screwed down (unless they have a screwdriver, in which case...)

But, the Kender do not see themselves as thieves. They do not steal for profit, but from intense curiosity about everything. Even when caught "in the act", they offer an amazing range of

By Larry Elmore, from "Dragons of Hope"

excuses from "you dropped it", through "I was just looking after it in case it got stolen". As far as they are concerned it is only "borrowing" and being called a thief is a grave insult.

Apart from size, Kender would be easily recognised by the number of pockets and pouches that festoon their clothing. They are also recognised by their favoured weapon, the hoopak. Used exclusively by Kender, it is a combination staff (shod in iron) and slingshot, a lethally potent weapon.

Tasselhoff met Flint through the normal actions of a Kender - absolute amazement at being accused of stealing a bracelet, as he walked off with it from Flint's stall. Tanis arrived to calm the situation and it wasn't long before they were fast friends. Tasselhoff was later responsible for the meeting with Caramon, Raistlin and Strum. The dangers of Xah I saroth don't seem to have registered with Tasselhoff and he is already looking forward to whatever happens next.

AD&D GAME STATISTICS:

- Strength 13;
- Intelligence 9;
- Wisdom 12;
- Dexterity 16;
- Constitution 14;
- Charisma 11;
- Alignment - Neutral;
- Hit Points 20;
- Armor Class 6.

EQUIPMENT:

- Leather armor;
- Hoopak +2 (damage 3-8);
- Sling +1 with a pouch of 20 bullets (damage 2-7)



By Larry Elmore, from "Dragons of Mystery"



FLINT FIREFORGE

Born and bred a poor hill dwarf, Flint left home as soon as he could earn a living. As the years passed and his skills grew, improved fortunes led him to buy a small house in Solace which became his base.

From there he travelled widely, due to the great demand for his skills. As his fame spread, his work came to the attention of the elven leader in Qualinesti, resulting in him becoming one of the few dwarves not only to visit the elven kingdom but to become a welcome visitor. Here Flint met and befriended Tanis. When Tanis finally left Qualinesti, his natural destination was his old friend Flint in Solace. Tanis was soon so useful that Flint made him his business partner.

By Larry Elmore, from "Dragons of Hope"

He later met the twins Tasselhoff and Sturm and the six formed a formidable adventuring company. Flint then retired to Solace, but agreed to meet the other adventurers at the Inn of the Last Home five years hence.

On that fateful day, five years later, the adventurers rescued Goldmoon and Riverwind and formed the Companions of the Lance. After the Companions experiences, Flint is confirmed as an implacable foe of the Draconians, as well as having his prejudices towards the Aghar fully confirmed.

AD&D GAME STATISTICS:

- Strength 16 (damage +1);
- Intelligence 7;
- Wisdom 12;
- Dexterity 10;
- Constitution 18;
- Charisma 13;
- Alignment - Neutral Good;
- Hit Points 52;
- Armor Class 6.

EQUIPMENT:

- Studded leather armor & Shield;
- Battleaxe +1 (damage 1-8);
- Throwing axes (damage 1-6).



By Larry Elmore, from "Dragons of Mystery"

III NON PLAYER CHARACTERS

During your travels you will meet characters that may accompany you on your quest. These non player characters (NPCs) are necessary to complete the quest, but they will not join the party if you attack them. You must move up to the NPC and take the risk of being attacked for an NPC to join your party.

EBEN SHATTERSTONE

As a mercenary, Eben is totally self serving and looks out for his own interests above all others. He is not evil, and seems always to end up on the winning side in any fight. Although Eben is not a coward, he is not stupid and will always find a reason not to lead the way into danger. He wears chainmail and fights with shield and longsword.

GILTHANAS

Gilthanas is an experienced elven fighter/magic user whose knowledge may prove of great value to the party. He is second in line for the Qualinesti throne and knows many of the secret places of the ancients. He fights in chainmail, using a +1 long sword, and bow, along with some first and second level spells.

LAURANA

Laurana is a Princess of the Qualinesti. She has been captured by the Draconians and is being held prisoner in Pax Tharkas. She normally wears +1 chainmail and fights well with a sword. Should the characters encounter her, they would be well advised to help her escape. She is greatly loved by the elves and is essential to final victory over the Draconians.

MEN

The various townsfolk you meet may be refugees from the Draconians or the Draconian's allies. Refugees may join the party and fight with the characters. They will usually use a sword and little or no armor.

NOMADS

There are groups of nomads who inhabit the plains and wander the southern areas of Qualinesti. Some of these nomads may be willing to aid the party by joining or by giving the party important items. Nomads generally fight with sword and bow.

IV MONSTERS

This term describes anything that wants to kill you. Some monsters are allies of the Draconians, others just see the party as a handy meal.

AGHAR (GULLY DWARVES)

The lowest class of dwarf, the Aghar, are denied kin status by other dwarves and are regarded as comical nuisances by humans. Their strongest instinct is survival. They see cowardice as a virtue and have raised grovelling to the status of an art form. In combat they either run away or mill about trying to avoid being hit while kicking the characters shins.

BAAZ DRACONIANS

These Draconians are the smallest and most common type. The Baaz are used as ground troops in the army. They are quite fond of humans as a favored addition to their diet, so they are eager to close and fight. They wear some armor, use swords and crumble to dust when killed.

BOZAK DRACONIANS

These Draconians are larger and less plentiful than the Baaz. They are magic users and are dedicated to the purposes of Takhisis. They do not wear armor but are harder to injure than the armored Baaz. They use magical attacks such as "Magic Missile". When killed, their flesh dries, and their bones explode, injuring anyone too close.

DIRE WOLVES

These large wolves tend to hunt in packs. They will attack if they are hungry (which is most of the time). The dire wolves are smart and fast, attacking with a vicious bite.

DRAGONS

There are two old, experienced, and deadly dragons in Pax Tharkas, Flamestrike and Ember. Flamestrike guards the enslaved children held in the fortress. She is somewhat insane and cares for the children as her own. This could be to the party's advantage as Flamestrike will not use her breath weapon if the children are within range. On the other hand, Ember will happily use his flaming breath, his spells and his claws on any foe he comes near. Both of these ancient red dragons are terrible opponents who are more likely to kill characters than to be killed by them.

GIANT WASPS

These unintelligent monsters are large enough to pose problems to you and the party since "if it moves, it must be food or a home for eggs". Giant Wasps are tough, taking a lot of damage before dying. They attack with bite and poisonous sting, preferring to attack from the air.

GOBLINS

These 4' tall humanoids are evil by nature and love to indulge in nasty pastimes such as torture and slavery. They tend to use whatever they can scavenge for both arms and armor.

GRIFFONS

With the front half of an eagle and the rear of a lion, these monsters have an insatiable appetite for horseflesh, but are quite willing to settle for fresh human. Although capable of flight, they will attack from the ground and are extremely aggressive, semi-intelligent carnivores.

HOBGOBLINS

These large humanoids are born evil and love to kill. Their skill is reflected in the care they give their polished weapons and scale armor. Their boldness is reflected in the bright bloody colors of their clothes.

KAPAK DRACONIANS

These Draconians are larger than Baaz and love to bully their smaller brethren. They differ from other Draconians by their poisonous attacks. When killed their bodies dissolve.

MEN

Hostile humans are normally in the employ of the Draconians or are common bandits taking advantage of the current chaos. In either case they can be armed, armored and dangerous.

STIRGES

These nasty little flying bloodsuckers love nothing more than flesh, warm blood. Guess what human beings represent to Stirges? They continue to attack until killed or full.

TROLLS

These large shambling humanoids are not highly intelligent but, like so many others, treat humans as a pleasant dietary supplement. They make very tough opponents, they are difficult to injure and when finally wounded, their injuries start healing automatically. Using their claws or clubs, they are capable of inflicting terrible injuries.

WAR DOGS

These large attack trained dogs usually have light leather armor and spiked collars. They tend to attack on sight with a horrible bite.

WILD DOGS

These medium sized domestic dogs have gone wild in the chaos of the invasion. They only attack if they are very hungry.

WIGHTS

These undead humans are often found in catacombs where they try to destroy any living thing that crosses their path. Wights inflict damage merely by touching their target. They may be resistant to some spells and can only be hit by magic or silver weapons.

WRAITH

Spirits of evil beings, condemned or determined to stay

in our world, these undead are amongst the party's most deadly opponents. Wraiths inflict damage merely by touching their target. They may be resistant to some spells and can only be hit by magic weapons.

WYVERN

These large winged monsters are a rather stupid distant cousin of the dragons. They do not have a dragon's breath weapon or spells, but they can attack with powerful claws and a poisonous sting.

ZOMBIES

These magically animated corpses are often used as tireless guardians that fight until destroyed. They may be resistant to some spells.

V. ITEMS

There are many items within the game which can be of use to the party. Items may increase a character's abilities in combat or may be worth experience points. To pick up an item, move a character over the item and choose Take from the menu. To use an item, select Use and then select the item.

ARMOR AND SHIELDS

The usefulness of armor or a shield depends on the character actually using the item. There's no point in Tanis (who starts with leather armor +2) using leather armor +1 but Goldmoon (who starts with ordinary leather armor) would get some benefit. To check the utility of an item, use the item and look at the character's statistics.

MONEY

In the world of Krynn, gold is a pretty metal but money comes in steel coins. Intelligent monsters may be carrying money that they drop when they die.

RINGS

These items come in various different forms for differing character types. Although any character can get experience for finding a ring, some rings require certain character types to actually use them. A Ring of Protection can be used by anyone but a Ring of Spell Storing can only be used by a magic user.

POTIONS

There are many different kinds of potions. All potions of the same kind are the same color. The only way to find out the effect of a potion is to try it.

Different potions may have different effects on different types of characters. If you use a potion and see no change in the character then the potion may be unsuitable for that character, or you may be in the wrong location for the potion's effect.

Healing potions are not all the same strength and their effect varies. They restore damage taken but can't increase a character's Hit Points beyond the starting value. These potions can be used by anyone.

Strength and invulnerability potions both last for a variable amount of time and only affect Tanis, Riverwind, Caramon, Sturm and Flint. While their effects last, they can be very useful in dangerous situations.

Strength potions increase the damage inflicted by the character. The amount of extra damage varies, as some potions are stronger than others.

Invulnerability potions give immunity to non magical attacks make it more difficult to be hit by magic, and increase resistance to the effects of a magical hit.

MAGIC ROPE

This can be very useful if you find something to climb.

SCROLLS

Scrolls hold either magic or clerical spells. After a scroll is used the next spells thrown come from the scroll, and not from the character's memory. Scrolls may only be used by characters of the appropriate type.

WANDS

These items offer a ready source of additional spells, but

each one has a limited number of charges which cannot be replaced.

WEAPONS

The party may find weapons of all types, including the ancient sword Wyrmslayer itself, which is essential to game completion. Make sure that a found weapon when used as a replacement actually improves a character's combat ability -don't replace a +3 sword with a +1 sword!

MISCELLANEOUS

The party can find other items, including ammunition for ranged weapons, jewellery and gems. All items are worth experience points but it may be necessary to dispose of some items if the characters become overloaded.

VI PLAY NOTES

MOVING AROUND

Keep a close eye on the advancing Draconian forces as shown on the Quest Map. If the characters don't visit the northern areas early in the game, the enemy will make it impossible to travel there. Once the Draconian armies arrive, anyone or anything of use will be permanently unavailable for the rest of the game.

Examine any inhabited (or formerly inhabited) areas for anything that you can find. Early in the game you needn't worry too much about limits on the number of items you can carry.

In your lust for battle, don't just kill everything that moves. There are friendly NPCs that may join the party or who have items essential to the game.

Don't lose sight of your objectives - find Wyrmslayer, rescue Laurana, and free the women and children imprisoned in Pax Tharkas. Then get out alive.

COMBAT ADVICE

Some characters are better than others for combat purposes so keep them at the front of the party. Don't forget to move characters to the back of the party if they've taken a lot of damage. It is easier to heal characters than to raise them from the dead (which can only be done a limited number of times - look at Raistlin's Constitution).

Use Ranged Combat as much as possible, as it pays to hurt the enemy before they can close. Make sure you attack properly, some monsters can only be hit with a high attack, others only with a low attack. Firing low at a flying monster doesn't do anyone except the monster any good. Note that magic users don't have to be in the lead to use their ranged spell abilities as long as they're one of the first four characters.

WHERE AM I?

Keep track of your position throughout the game. In the wilderness, pay regular attention to the Quest Map to check the characters location and the position of the advancing Draconian armies. Taking a wrong turn into the Draconian armies may be your last move.

Once underground, you should keep your own record of where you've been. Pay attention to distinctive areas to help you remember where you've been. There are secret doors in some areas and traps in others - keep your eyes open and be careful.

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DRAGONS OF FLAME QUEST MAP

REFER TO COLOUR MAP

COMMODORE 64 QUICK START CARD
ADVANCED DUNGEONS AND DRAGONS
DRAGONS OF FLAME

Before Beginning Play - make a backup copy of both sides of your master disk with any commercial copy program. To eliminate a chance of damaging your master disk, be sure to play off of your copy. Saved games are written onto the B side of your copied disk.

How to start the game - Plug the joystick into joystick port #2. Turn on your monitor, disk drive and then computer. Insert disk 1 in the disk drive, type LOAD ""8,1 and press RETURN. The game will load and run automatically. Follow the instructions on screen. You can press the joystick button to bypass the opening screens.

To play the game without a joystick - if you do not have a joystick, movement in the wilderness and combat modes can be duplicated using the keyboard. The keys < and > will act as joystick left and joystick right, the keys / and ; will act as joystick down and joystick up and the = key will act as a joystick button. In order to move diagonally press and hold the directional key (< or >) and then press the up or down key as required. You can use other combinations of keys to recreate the dodge, jump up and attack commands.

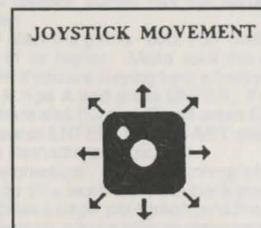
Copy Protection - at the beginning of the game, you have to type in a fact about the characters from the background book. The game specifies a character and an AD&D game statistic. Type in the value of the specified statistic and press RETURN. For example, if the game specifies Riverwind's hit points you would type in 36 and press the RETURN key.

How to win - to win the game, the companions must find the elf Gilthanas, enter the hidden caves of Sla Mori, find the ancient sword Wyruslayer, sneak into the fortress of Pax Tharkas, rescue Princess Laurana, and free the captured women and children of Qualinesti.

Wilderness view - in the wilderness, the characters are represented by a single dark blue icon. Any treasures in the wilderness are represented by small squares. Other characters you can encounter are represented by light blue icons. Monsters are represented by black icons. When in the wilderness view, if you encounter another icon or press the Commodore key in the lower left hand corner of the keyboard, you will switch into combat view.

To move in wilderness view - push the joystick in the direction you want the party to move. When the party comes to the edge of the screen, the game makes a small sound and then the screen will scroll to show more of the wilderness. Press the joystick button to center the character in the middle of the screen.

Move in wilderness view -

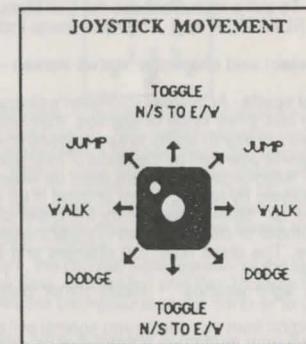


Combat View - in combat view, the party is represented by their current leader. You can change the current leader using the Hero Select function from the main menu.

In the combat view the party can move either North/South (N/S) or East/West (E/W). Move the joystick straight up or straight down to toggle the characters point of view between N/S and E/W. The compass below the combat view shows the direction the character is facing. Outdoors, the combat view represents the terrain in the wilderness view. In Sla Mori and Pax Tharkas the combat view shows the background to the north or to the east of the party. While the party is moving in combat view they are also moving in wilderness view. The terrain in combat view is based on the terrain in wilderness view. In combat view, you may be able to move through difficult terrain, or jump over rivers that are impassible in wilderness view.

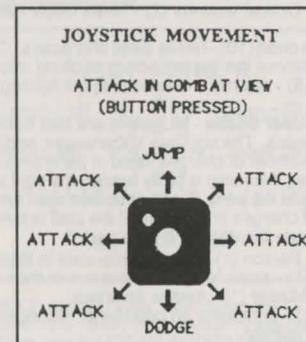
To move in combat view - use the joystick. The character moves according to the following chart. When the character comes to the edge of the screen, the computer emits a beep and then the screen will scroll to show more of the combat view.

Move in combat view -



To attack in combat view - hold down the joystick button and move the joystick. Do not tap the joystick or the joystick button, the lead character attacks so long as you hold both down. The character attacks according to the following chart.

Attack in combat view



If you attack while the crossed swords below the compass are dark, the character uses his ranged weapon. If you attack while the crossed swords are highlighted, the character uses his hand weapon.

If Raistlin is the second, third or fourth character in the party you can recast Raistlin's last spell by pressing the RETURN key. If Raistlin is in front, he casts spells by making a ranged attack.

After all monsters are off of the screen, switch back to wilderness view by pressing the Commodore key on the lower left hand corner of the keyboard. You cannot switch back to wilderness view if you are too close to a river or other impassible terrain. If you can't get back to the wilderness view, move the joystick to toggle N/S to E/W and make sure you are not adjacent to a river. You cannot enter wilderness view while in Sla Mori or Pax Tharkas.

Climbing - To climb the chain in Sla Mori, leap up onto the chain by starting a jump near the pillar in the chain room. Move the joystick up or down to climb up or down the chain.

Main Menu - access the functions of the main menu by pressing the SPACE BAR or by pressing the first letter of any command except Save Game and Restore Game. To select any menu item, highlight that menu item using the joystick and then press the joystick button to confirm your selection. To exit a menu, choose the Exit Menu option or press the RUN/STOP key. The main menu includes -

Hero select and character status screen -

Clerical spells - Activates Goldmoon's clerical abilities. Goldmoon has three kinds of abilities, memorized spells (marked with an #), her ability to turn undead (marked with an *) and spells powered by the Disks of Mishakal (marked with an o). Memorized spells are used up when cast and are regenerated by resting. Turn undead is an ability and is not used up. Spells powered by the Disks of Mishakal use the number of charges listed in parentheses after the spell name. The disks hold 100 charges and cannot be recharged.

- # Cure light wounds - Heals minor damage to a character
- # Protection from evil - Helps you against evil opponents
- # Find traps - highlights the location of a trap
- # Hold Person - stops humans or humanoids in their tracks
- # Spiritual Hammer - casts a magical war hammer
- # Prayer - an even more powerful protection from evil.
- # Blesses - the most powerful protection from evil.
- # Dispel magic - eliminates magic spells
- * Turn Undead - can freeze or destroy undead creatures.
 - o Cure Critical wounds (2) - heals major damage to a character
 - o Raise dead (10) - raises dead characters. Characters may not survive the system shock of being raised.
 - o Heal(5) - returns a character to full fighting potential.

Magic User Spells - MU spells are cast from Raistlin's staff of Magius. The staff has 100 charges, and each spell uses the number of charges listed in parenthesis after the spell name. If Raistlin is party leader, the staff will absorb spells cast at the party. Each absorbed spell adds 1 to the number of charges in the staff. If the staff is overcharged, it will explode the next time it is used.

- Charm Person (1) - stops humanoids in their tracks
- Sleep (1) - stops low level monsters in their tracks
- Magic Missile (1) - throws an attack
- Web (2) - entangles an opponent. Stronger monsters break out quickly.
- Detect Magic (1) - highlights magical items
- Detect Invisible (2) - displays invisible objects. Invisible

treasures may be hidden in Sla Mori and Pax Tharkas

- Burning hands (1) - throws a short range attack
- Fireball (3) - throws a long range explosive attack
- Final Strike (all) - causes a large explosion which uses all charges and may kill Raistlin.

Use - readies one of the lead characters items for use. Not all characters can use all items. Characters must use their arrows and sling bullets to attack with their ranged weapons.

Rest - restores Goldmoon's and Gilthanas' memorized spells, heals all damaged characters one HP, and lets the monsters move while you rest. Your rest will be interrupted if monsters encounter the party while it is resting.

Take - picks up items from the ground.
Open - open doors, chests etc.
Give - trades an unused item between characters.
Inspect - Checks directly in front of the character for secret doors. If you come to a dead end, inspect the area for secret doors.

Drop - drops unused items to the ground.
Put - places an item into a chest, bag or enclosure.
Shut - closes doors, chests etc.

Quest map - shows an overall map of the area of the quest, and the advance of the dragon armies. Use the joystick to scan the entire Quest Map. The Quest Map is not available in Sla Mori and Pax Tharkas. Press any key to exit the Quest Map.

Save game - saves the game to side B of the game disk. Save the game often to make it easier to restart. You have a maximum of 2 saves on disk B.

Restore game - loads a saved game from side B of the game disk.

XP - lists the party's total experience points earned, and the number of each kind of monster killed. Dead characters do not contribute their experiences for killing monsters to the party's total experience points.

Special notes - press the F7 key to pause the game. Press any key or the fire button to resume play. In ranged combat, Gilthanas will cast three magic missiles, then two webs, and finally will use a bow and arrow (if available). Gilthanas gets his spells back when the party rests. Princess Laurana can use a sword and a bow and arrows (if available). Nomads fight only with swords. There are no wyverns, caches of money, potions of heroism, or invulnerability, rings of spell storing, magic rope, wands, magical armor or shields in the game. Monsters do not carry treasure, but they may guard treasure.

**IBM PC QUICK START CARD
 ADVANCED DUNGEONS AND DRAGONS
 COMPUTER PRODUCT
 DRAGONS OF FLAME**

Before beginning play - make a backup copy of your master disks with the DOS DISKCOPY command. Put your master disks away and install or play off of your copy. Refer to your DOS manual for information on how to use DOC commands. If you are playing off of floppy disks, use the DOS FORMAT command to format a saved game disk. A 3 1/2" floppy acts as both disk A and B.

DO NOT INSTALL OR PLAY FROM YOUR MASTER DISKS!!

To copy the game to hard disk (C) place disk A in drive A. Type C:\ press ENTER. Type MD DOF and press ENTER. Type CD DOF and press ENTER. They type COPY A:.* C:\DOF and press ENTER. If you are copying from 5 1/4" disks, place disk B in drive A, type COPY A:.* C:\DOF and press ENTER.

Graphics installation - the game will run in EGA, Tandy 16 color, or CGA mode. As shipped the game runs in EGA mode. The graphics must be installed to run in Tandy 16 color or CGA mode.

WARNING - Do all graphics installation using your copies of the disks, installation in Tandy 16 color or CGA mode permanently changes the data on the disks. If, after installation, you wish to play the game in another graphics mode, copy the master disks again, and run the graphics installation on the copies of the disks. Do not run INSTALL on a game disk that has already been installed. Running INSTALL a second time will corrupt the data and make that copy of the game unusable.

If you are playing from a floppy disk, place disk A in drive A, type A:, and press ENTER. If you are playing from your hard disk, (C), type C: and press ENTER, type CD DOF and press ENTER.

Type INSTALL TANDY or INSTALL CGA and press ENTER, then follow all on screen instructions.

Joystick (optional) - The game may be run from the keyboard or from a joystick. The joystick must be plugged in to gameport A on an IBM compatible computer or the left joystick port on a Tandy 1000 series computer. Anytime the game displays the wilderness view or the combat view, press J to activate the joystick. Follow the instructions on screen to calibrate the joystick.

In the game, the joystick emulates the 10 key pad. Moving the joystick to the lower left corner causes the same effect as pressing the 1 key on the 10 key pad, moving the joystick to the upper right corner causes the same effect as pressing the 9 key on the 10 key pad and so on. In combat, the joystick button has the same effect as the "+" key. In a menu, the joystick button has the same effect as the ENTER key.

How to start the game - boot your computer with DOS version 2.11 or higher. Make sure the keyboard NUM LOCK is on. If you are playing from a floppy disk, place disk A in drive A type A and press ENTER. If you are playing from your hard disk (C) type C and press ENTER, type CD DOF and press ENTER. Type START and press ENTER. Follow the instructions on screen.

Copy protection - At the beginning of the game, you have to type in a word from the background book. The game specifies a page, paragraph, and the first or last word in that paragraph. Ignore titles or captions when finding the specified paragraph. Type in the specified word and press ENTER. For example, if the game specifies the last word of page 1, paragraph 4 you would type in FORTRESS and press the ENTER key.

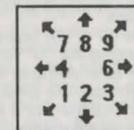
How to win - to win the game, the companions must

enter the hidden caves of Sla Mori, find the ancient sword Wyrmslayer, sneak into the fortress of Pax Tharkas, Rescue Princess Laurana, and free the captured women and children of Qualinesti.

Wilderness view - in the wilderness, the characters are represented by a single icon in the centre of the screen. Any items in the wilderness are represented by small squares. Other characters you can encounter are represented by nomad icons. Monsters are represented by monster icons. When in the wilderness view, if you encounter another icon or press the "O" key on the key pad, you will switch into combat view.

To move in wilderness view, press a key on the 10 key pad that represents the direction you want the part to move.

Move in Wilderness View



Combat view - in combat view, the party is represented by their current leader. You can change the current leader using the Hero Select function from the main menu.

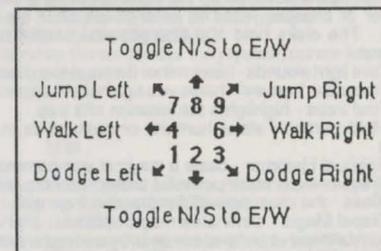
In the combat view the party can move either North/South (N/S) or East/West (E/W). The "2" and "8" keys toggle the characters point of view between N/S and E/W. The compass below the combat view shows the direction the character is facing.

Outdoors, the combat view represents the terrain in the wilderness view. In Sla Mori and Pax Tharkas the combat view shows the background to the north or to the west of the party.

While the party is moving in combat view they are also moving in wilderness view. The terrain in combat view is based on the terrain in wilderness view. In combat view, you may be able to move through difficult terrain, jump over rivers or jump up hills that are impassible in wilderness view.

To move in combat view, press a key on the 10 key pad. The character moves according to the following chart.

Move in combat view



To attack in combat view, hold down the "+" key and a number key on the 10 key pad. If your 10 key pad does not have a "+" key, use the RIGHT ARROW key adjacent to the O on the 10 key pad. Do not tap the "+" key or number keys, the lead character attacks so long as you hold both

keys down. The character attacks according to the following chart.

Attack In Combat Mode (with "+" Key Pressed)		
Jump Up		
Attack High Left	↑	Attack High Right
Attack Left	← 4 6 →	Attack Right
Attack Low Left	↓	Attack Low Right
Dodge		

If you attack while the crossed swords below the compass are dark, the character uses his ranged weapon. If you attack while the crossed swords are highlighted, the character uses his hand weapon.

Pressing the "+" key on the 10 key pad recasts Raistlin's last spell, if he is the second third or fourth character, and if the spell is an attack. If Raistlin is in front, he casts spells by making a ranged attack.

After all monsters are off of the screen, switch back to wilderness view by pressing the "O" key on the key pad. You cannot switch back to wilderness view if you are too close to a river or other impassible terrain. If you can't get back to wilderness view, use the 2 or 8 keys to toggle N/S to E/W to make sure you are not adjacent to a river. You cannot enter wilderness view while in Sla Mori or Pax Tharkas.

Climbing - to climb the chain in Sla Mori, jump up onto the chain by pressing the "+" and 8 keys. Use the 8 and 2 keys to climb up and down the chain.

Main menu - access the functions of the main menu by pressing the SPACE BAR or by pressing the first letter of any command except Save Game and Restore Game. To select any menu item, highlight that menu item using the 2 and 8 key to cursor up and cursor down, and then press the ENTER key. To exit a menu, choose the Exit Menu option or press the ESC key. The main menu includes -

Hero Select and Character Status Screen

Clerical Spells - activates Goldmoon's clerical abilities. Goldmoon has three kinds of abilities - memorized spells (marked with an #), her ability to turn undead (marked with an *) and spells powered by the disks of Mishakal (marked o). Memorized spells are used up when cast and are regenerated by resting. Turn undead is an ability and is not used up. Spells powered by the disks of Mishakal use the number of charges listed in parentheses after the spell name. The disks hold 100 charges and cannot be recharged.

- # Cure light wounds - heals minor damage to a character
- # Protection from evil - helps you against evil opponents.
- # Find traps - highlights the location of a trap.
- # Hold person - stops humans or humanoids in their tracks
- # Spiritual Hammer - casts a magical war-hammer.
- # Prayer - even more powerful protection from evil.
- # Bless - the most powerful protection from evil.
- # Dispel Magic - eliminates magic spells.
- * Turn undead - can freeze or destroy undead creatures.
- o Cure Critical wounds (2) - heals major damage to a character
- o Raise Dead (10) raises dead characters. Characters may not survive the system shock of being raised.
- o Heal (5) - returns a character to full fighting potential.

Magic User Spells - casts spells from Raistlin's staff of Magius. The staff has 100 charges, and each spell uses the number of charges listed in parenthesis after the spell name. If Raistlin is party leader, the staff will absorb spells cast at the party. Each absorbed spell adds 1 to the number of charges in the staff. If the staff is overcharged, it causes an explosion.

- Charm person (1) - stops humanoids in their tracks
- Sleep (1) - stops low level monsters in their tracks
- Magic Missile (1) - throws an attack
- Web (2) entangles an opponent. Stronger monsters break out quickly.
- Detect Magic (1) highlights magical items.
- Detect Invisible (2) - displays invisible objects. Invisible treasures may be hidden in Sla Mori and Pax Tharkas.
- Burning hands (1) - throws a short range attack.
- Fireball (3) - throws a long range explosive attack
- Final Strike (all) causes a large explosion which uses all charges and may kill Raistlin.

Use - readies one of the lead characters items for use. Not all characters can use all items. Characters must use their arrows and sling bullets to attack with their ranged weapons.

Rest - restores Goldmoon's and Giltanis' memorized spells, heals all damaged characters one HP, and lets the monsters move while you rest. Your rest will be interrupted if monsters encounter the party during the rest.

Take - picks up items from the ground.

Open - opens doors, chests etc.

Give - trades an unused item between characters.

Inspect - checks directly in front of the character for secret doors. If you come to a dead end, inspect the area for secret doors.

Drop - drops unused items to the floor.

Put - places an item into a chest, bag or enclosure.

Shut - closes doors, chests etc

Quest map - shows an overall map of the area of the quest and the advance of the dragon armies. Press ESC to exit the Quest map.

Save Game - saves the game to the current directory on disk. Save the game often to make it easier to restart.

Restore game - loads a saved game from the current directory on disk.

Xp - lists the party's total experience points earned, and the number of each kind of monster killed. Use the PgUp and PgDn keys to view the whole list. Dead characters do not contribute their experience for killing monsters to the party's total experience points.

Other functions - pressing the "V" key switches the sound volume on and off. Pressing CTRL-C exits the game. Use the DOS command MODE C080 to restore the 80 column screen.

Special notes - in ranged combat, Gilthanis throws three magic missiles, then he throws two webs, and then he uses a bow and arrows (if available). Gilthanis gets his spells back when the party rests. Princess Laurana can use a sword and a bow and arrow (if available). Nomads fight only with swords. There are no wyverns, caches of money, magic rope, wands or magical armor or shields in the game. Monsters do not carry treasure, but they may guard treasure.

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INTRODUCTION

Welcome to SSI's ADVANCED DUNGEONS AND DRAGONS computer product, War of the Lance, a Dragonlance strategic fantasy wargame. The War of the Lance has its origins in the Great Cataclysm, where the empires of old were shattered, and the dragons were banished for more than a millenium. During these years the nations have grown lax. Those who were once allies have fallen to petty bickering and politicking among themselves. But now, Takhisis the Queen of Darkness has brought the evil dragons back from exile, and entered into an unnatural union with the vile Highlord alliance of Neraka. Highlord dragonarmies with their evil Draconian soldiers cast covetous eyes at all of Ansalon. With each new dawn their power and greed cast shadows further across the lands of man, elf, dwarf, and kender. Diplomats travel to forge treaties and add to the might of Highlord legions. Those not swayed by reason are persuaded by force. One day soon the Dragon armies will pour forth from their strongholds in the Khalkist Mountains to sweep the land clean of all who dare oppose...

The sound of war drums and marching soldiers echoes across the land. Highlord has the initiative and many flock to their banner in the hopes of quick victory and riches. The forces of Whitestone are slow to see the threat and scramble to overcome the first crushing onslaught of the evil armies. Can they pull the isolated lands together into a Whitestone alliance, before the Dragon armies swoop down from Neraka? Will the dragonarmies of Highlord defeat the mustering Whitestone forces before they form a strong alliance and uncover the secrets of ancient magic that will let them counter the evil dragons?

The gaurilet is dropped. Are you, my Lord commander prepared for the challenge?

OBJECTIVE

War of the Lance is a one or two player game, allowing you to choose sides against another human player or to command Whitestone (the forces of good) against the computer. The full campaign game lasts for 6 game years (30 turns). Players may engage in battles to conquer enemy countries or attempt to gain alliances by sending diplomats. While players control their armies, brace champions quest for magic that will make their armies more powerful. You may send wounded champions to seek aid, attempt daring prison breaks for captured champions or send troops to hinder enemy quests.

War of the Lance may be won in two different ways. A

player may win strictly on points. Points are gained by making alliances, conquering nations and destroying enemy troops. The other way to win is for one side to destroy the central nation(s) of the other. The Whitestone player will automatically win if he can capture the capital of Neraka and the tower of the northwest. Likewise, the Highlord player will win an immediate victory if he can conquer the four Knight countries (Solanthus, Caergoth, Gunthar, and Northern Ergoth) plus the Clerist Tower near Palanthus.

GETTING STARTED

You should make a copy of your War of the Lance game disk for your own use.

To make backups consult your computer/disk drive manual or use any commercial bit copier. To load the program on your computer, use the following instructions or consult the Data Card that came with your game.

War of the Lance has no copy protection on the disk, but to make sure that you have a legitimate copy of the game there is a verification question that requires you to give information from this manual.

APPLE INSTRUCTIONS

LOADING

Step 1 - to start the game insert your copy of the game disk, label side up in Drive #1 and turn on the machine. The game will boot automatically.

Step 2 - answer the verification question with the requested information from this manual.

Step 3 - select the number corresponding to your machine configuration from the list on the screen.

Step 4 - Select NEW or SAVED game.

KEYBOARD

To move the cursor use either the cursor controls or the following keys

U I O	7 8 9
J K	4 6
N M,	1 2 3

When instructed to select something press the <SPACE> bar.

COMMODORE 64/128 INSTRUCTIONS

LOADING

Step 1 - to start the game plug the joystick into port #2 and insert your copy of the game disk in the disk drive and type **LOAD** ",", 8.

Step 2 - Hit the RETURN key and when the screen says **READY**, type **RUN**

Step 3 - Answer the verification question with the requested information from this manual.

Step 4 - Select the number corresponding to your machine configuration from the list on the screen.

Step 5 - select NEW or SAVED game.

JOYSTICK AND KEYBOARD

To move the cursor use the joystick, cursor keys or the following keys

U I O
J K
N M,

When instructed to select something press the joystick fire button or hit the <SPACE> bar.

SAVING GAMES

You may save the game to a separate disk on either machine at any time during the Movement Phase. When you select the SAVE option a menu will come up that will allow you to format save disks, catalog disks, save games and erase old games.

SETTING UP THE GAME

After the verification question, system setup and title screens, you will come to an opening menu with the following options -

OPENING MENU

A. HIGHLORD	HUMAN	COMPUTER
B. GAME SELECTION	SCENARIO	CAMPAIGN
C. LEVEL OF PLAY	12345	
D. STRENGTH-HL	12345	
E. STRENGTH - WS	12345	
F. REPLACEMENTS - HL	12345	
G. REPLACEMENTS - WS	12345	
H. ALLIANCE LEVEL	12345	
I. PLAY GAME		

- A. Select human or computer player for Highlord. If you select a computer opponent it is best to select the SCENARIO game, as both sides will start with allies and troops.
- B. The CAMPAIGN game starts at the very beginning of the War of the Lance with only Neraka allied to Highlord, and Whitestone having no allies. The SCENARIO option begins further into the war and both sides have allies and several nations have already been conquered by Highlord.
- C. This option weights the combat effectiveness of each army in favor of one player or the other. A value of 1 is a major Whitestone advantage, a value of 5 favors Highlord, 3 is balanced for each player.
- D-E These options affect what percentage of full strength each players units start at. 1=60% 2=80% 3=100% 4=120% 5=140%
- F-G These options adjust the number of replacements for lost units each player will receive (see replacement phase).
- H. This option adjusts the alliance percentage for neutral countries. The higher the number, the higher the probability of alliance (see Alliance section).

GAME PLAY

Each game turn consists of the following phases -
Message

Highlord Quest Phase
Highlord Champion Status
Highlord Reinforcements/Replacements
Highlord Subversion Phase
Highlord Diplomatic Phase
Whitestone Quest Phase
Whitestone Champion Status
Whitestone Reinforcements/Replacements
Whitestone Subversion Phase
Whitestone Diplomatic Phase
Country Status
Victory Display
Initiative Phase
Recovery Phase
Player 1 Movement Phase
Player 1 Combat Phase
Player 2 Movement Phase
Player 2 Combat Phase

MESSAGE

The first message screen will list any nations conquered on the previous turn. The second message screen gives both players information about the war, results from the quests (see Quest Phase) and notification of any magic treasures found.

QUEST PHASE

As Highlord and Whitestone vie for political alliances and military victories, brace champions for both sides quest for powerful magical artifacts that will help turn the tide once and for all in their favor. Quests are dangerous

undertakings with potential for both glory and death.

Your champions are automatically on a quest. In this phase you are notified if any of your quest party have been detected by enemy troops or if any are wounded, captured or killed. You may decide whether to rescue captured champions, rest the wounded and so on. The following menus explain all of your options.

If a member of the quest is injured the following menu bar will appear -

REST PARTY WITHDRAW SEEK AID

Rest Party - the whole party will continue the quest at a slower pace until the wounded champion has recovered. This will cause a large delay in the completion of the mission.

Withdraw - remove the wounded member from the quest. This will cause a small delay in the quest, and the wounded champion will recover at a fair rate.

Seek aid - the wounded champion will leave the quest to seek medical aid. The quest will suffer a small delay, but the champion will recover quickly. Champions seeking aid risk the danger of being captured or killed if they are detected by the enemy.

If a champion is still wounded and not currently on a quest, the following menu will appear -

REST SEEK AID REJOIN

Rest - the wounded champion will continue to rest and not rejoin the quest.

Seek aid - seek medical aid for the wounded party member. The wound will heal quickly, but the champion risks discovery and capture or death.

Rejoin - Return wounded champion to quest. The champion will recover very slowly and may die if injured again.

If a champion is captured by the enemy, the following menu will appear -

ESCAPE REMAIN RESCUE

Escape - the captured champion may attempt to escape. Champions risk failure, wounding or even death in escape attempts.

Remain - leave the champion in prison for the present.

Rescue - Divert the quest party to attempt a rescue. Any member of the rescuing party may be captured, wounded, or killed. Rescues delay the completion of the quest.

Whenever a champion is healed or rescued, he will automatically rejoin the quest. When champions are removed from the quest, through capture, wounding or death, progress is slowed.

MAGIC ITEMS

The treasures your champions seek are varied and powerful. Some artifacts are one of a kind, some are required to make others, some really aren't even magic.

Gnomish Technology - The gnomish machines, such as catapults, ballistas and other engines of war, are a mixed blessing. Sometimes they will double the combat effectiveness for a stack of units that have been outfitted with them. Sometimes, however, they will backfire and halve combat strength. Only Whitestone will receive gnomish technology.

Dragon Orb - These artifacts have the power to turn enemy dragons from a battle. The effect is somewhat random, and on occasion they will drive friendly dragons from the field too. Both sides can get orbs.

Medallion of Faith - The armies of good may receive a number of these holy relics. The medallions will inspire all friendly units and increase their combat strength.

Minotaur Banner - Only units from the Minotaur nations (Mithas and Kothas) will receive these. The banners will inspire and strengthen all friendly units in a battle. Either side may ally with the Minotaur nations and receive banners. Banners may not be transferred.

Dragon Lord Armor - the Nerakan units (mercenary

units, leaders and Draconians) may receive this eldritch armor. The armor helps to protect units from damage, and decreases the effect of enemy dragon attacks. Armor is automatically issued to all appropriate units and may not be transferred.

Solamnic Knight Armor - Knight Armor has been forged by dwarven smiths and imbued with potent magics. If found, this armor will be issued to all units of the Knight countries and the Tower Knights. Armor may not be transferred.

Dragonlances - these are the most potent of all magic artifacts and may only be made by Whitestone. The lances will double the combat strength of friendly units, negate the special combat bonus of enemy dragons and may kill enemy dragon troops. However, several other items must first be found.

The Silver Arm of Ergoth - the arm was created by good dragons, men, elves and dwarves during the first dragon war, and is necessary for the creation of dragonlances.

The Hammer of Kharas - the hammer is a mighty magical artifact that once belonged to the great dwarven champion, Kharas, and is required to properly forge dragonlances.

Pure Dragon Metal - the smelting process to produce these ingots has been forgotten for many ages. Only this metal will produce a dragonlance that shall strike true.

In the Movement Phase section you will find directions for transferring items from one unit to another. Items required to make dragonlances will not be issued to units. These items are found and delivered to the smiths that will produce the lances for the Whitestone troops.

CHAMPION STATUS

The champion status screen will list all of your champions and whether they are wounded, captured or killed, and if they are on the quest currently. The number to the right of the champion's name is that champion's quality rating. The higher the number the better the champion. Higher quality champions have more impact on the quest and have greater chance of escaping if captured.

REINFORCEMENTS/REPLACEMENTS

PHASE

REINFORCEMENTS

Reinforcements are units not associated with particular nations that will flock to the banners of each alliance. The following is a list of the units that may become activated in this phase and a description of each -

Draconians - these inhuman part dragon warriors are the product of evil spells performed upon the eggs of the good dragons. As long as there is room in or around the Neraka capital, Highlord will receive 19 units of Draconian reinforcements (one per turn). Draconian units receive replacements.

Wizards - Wizards will join both armies. They have the ability to travel fantastic distances each turn, and boost all friendly units a great deal in their combat strength.

Soth Infantry - As part of his unholy alliance with Highlord, Lord Soth will give 2 units of fierce zombie warriors. These units receive no replacements.

Clerist Tower Knights - the Solamnic Knights in the Clerist Tower near Palanthus will join the Whitestone alliance as soon as one of the Knight countries ally. These units receive no replacements.

Citadels - Citadels are flying fortress cities that join Highlord late in the game. Citadels may only be attacked by flying units (dragons, griffons and pegasi). They may carry up to 3 infantry or cavalry plus leaders and wizards for a total of 10 units.

Good Dragons - After being banished from Ansalon for more than a thousand years these dragons will return to

fight for the forces of good after they have heard the fate of their precious eggs - if Whitestone can survive long enough.

When you get reinforcements you will see where they enter on the map.

REPLACEMENTS

After reinforcements, infantry, cavalry and fleet units will receive a small number of replacements. Only Draconians and units from allied, nonconquered, countries will receive replacements. The number of replacements is somewhat random, and units in cities, ports, forts, and towers will receive a higher number of replacements.

SUBVERSION PHASE

As both sides quest for magic, so do the adversaries strive to slow one another. In this phase troops may be allocated to interfere with the enemy quest. You will see a screen showing all of the units you currently have on patrol to subvert the enemy quest. You may add more units to patrol or remove them to be used for battle and conquest. Only units from allied nations may be put on subversion duty (no wizards, Soth infantry etc) and more than 5 or 6 units will not add to the effectiveness of the effort. The following menu controls all of your options

ADD REMOVE MAP EXIT

ADD - select a unit to add to subversion duty. This option will take you to another menu that will allow you to get a unit from the map.

REMOVE - Return a unit to normal duty. Units removed from subversion duty may only return to a city, port city, fortress, or tower in their home nation. After selecting this option, move the cursor to the desired unit and select it from the subversion screen.

MAP - Go to the map

EXIT - Exit subversion phase

After selecting ADD you will go to the map and the following menu will appear -

CURSOR GET EXIT

CURSOR Move the cursor around the map.

GET Get a unit from the square the cursor is now on. If there is more than one unit in the square, you will be able to select the one you want.

EXIT Return to the previous menu.

After you GET a unit, the following menu will appear -

ADD EXIT

ADD Add the selected unit to subversion patrol.

EXIT Return to the subversion phase menu. If you select REMOVE you will go to the map and the following menu will appear -

CURSOR PLACE EXIT

CURSOR Move the cursor around the map.

PLACE Return the unit to the square under the cursor.

EXIT Return to previous menu.

DIPLOMATIC PHASE

Skill in the art of war will get you only so far. In this phase you must send forth your diplomats to forge treaties and gain the allies that will swell the numbers of your armies.

ALLIANCE

The first part of the diplomatic phase is alliance. On the alliance screen you will see a list of all the neutral nations, each of which will be followed by numbers and a letter like this -

GUNTAR 1 M 18

The first number is the allegiance of the nation. These numbers go from 1 to 9. Whitestone aligned nations have low numbers, Highlord nations have high numbers. The nations in the middle may be swayed to either side by your diplomats. The letter following the number (Low, Medium, High) is the alliance level. The alliance level tells you a little more about how that nation feels about alliance with your side. An L alliance is not as good as an M which in turn

is less than an H in any given allegiance range. The last column of numbers is the total number of diplomat rating points you have sent to that country. To select a country and attempt alliance use the menu bar on the bottom of the screen

COUNTRY ALLY MAP EXIT
COUNTRY This allows you to select a neutral country for an alliance attempt.

ALLY - Attempt to create an alliance with the selected country. When you successfully ally with a nation, all of its troops and diplomats are at your disposal. If you are successful you will be allowed to deploy the troops of your new ally (see deploying units).

MAP Allows you to move around the map.
EXIT Go to the diplomatic menu.

NEGOTIATION AND DECLARATION OF WAR
 After attempting to ally with a nation it is time to send diplomats to the capitals of neutral nations. The diplomats screen shows a list of neutral nations, their allegiance and alliance levels, and the total number of diplomat rating points assigned to that nation. Also on this screen your current diplomat is displayed above the menu bar. The computer will also display a number of diplomats that are not currently on missions. These diplomats are either newly acquired allies, or are assigned to a nation that is now allied.

You receive two diplomats from each nation allied to you, and each diplomat has a rating. Diplomats are more effective in swaying neutral nations (those with an allegiance of 4, 5 or 6). You may assign more than one diplomat to help speed negotiations but only 25 diplomat rating points can be assigned to a negotiation (too many cooks spoil the soup). As allegiance goes from one extreme to the other, the diplomats become less persuasive.

From the diplomats screen, the Highlord player only also has the option to declare war on one nation per turn. Remember that you cannot move troops into or through a neutral nation. When Highlord declares war, the nation may either automatically ally with Whitestone or decide to go with Highlord, depending on allegiance and a random "die roll". By declaring war, the Highlord player may gain many allies early in the game, but sometimes it will backfire. Sometimes countries with strong Highlord allegiance will side with Whitestone in the face of a war declaration. Also, as the game progresses, and the influence of the Highlord spreads, more and more of the unallied nations will shift towards the Whitestone alliance.

The menu bar at the bottom of the screen controls all of your diplomatic options -
COUNTRY DIPLOMAT TRANSFER MAP EXIT WAR

COUNTRY Select a country for diplomat transfer or war declaration.

DIPLOMAT Cycle through the available diplomats and select the one you wish to transfer.

TRANSFER Send the selected diplomat to the selected country.

MAP Go to the map.
EXIT Exit the Diplomatic phase.

WAR (Highlord only) Declare war on the selected country. The selected country will automatically ally with Highlord or Whitestone. The allied side may immediately deploy that nation's units (see Deploying Units).

DEPLOYING UNITS
 When a country first becomes your ally, you may deploy its units anywhere within that nation's borders. The game will go to the map screen, place units in their starting positions, and then display this menu -

MOVE UNIT EXIT
MOVE UNIT Allows you to deploy units. The map cursor will highlight the current units position, and a unit

summary will be displayed. Move the unit to its new location, and select that square. After moving a unit you will return to the move unit menu. Selecting **MOVE UNIT** again will go to the next unit. Selecting the units starting position will allow you to go to the next unit without moving the first.

EXIT Returns you to the previous screen.
 The fleet at Maelstrom are automatically deployed and cannot be moved until the players movement phase.

COUNTRY STATUS
 This screen is a summary of the nations, and shows all allied, conquered and neutral countries.

VICTORY PHASE
 The victory screen shows a summary of the overall forces for both players with the total killed or captured and remaining troops of each unit type. This screen also shows the turn date, current score and victory status. Points are gained for every enemy champion captured or killed, troops killed, successful conquest and alliance. The point values for each unit type are displayed in the column to the right of the unit names. Highlord victory points are negative, while the Whitestone points are positive, so a net score of zero is a tie.

INITIATIVE PHASE
 The program will determine which army has initiative. The side with initiative gets the first movement and combat phases, and receives a 25% bonus for the operation points for all units.

RECOVERY PHASE
 During this phase units get all of their operation points back and recover some of the fatigue they received during movement and combat from the previous turn. The amount of recovery is based on the number of operation points left unused by the unit from the prior turn and the following rules.

- Units recover slower if they continue to move, if they are in an enemy zone of control and the further they are away from their home capital.

- Units from nations with fleets are less affected by distance from home.

- Units do not recover fatigue points during winter months.

- Units recover at a faster rate if they are in a city, port city, fortress, tower or dwarven fort.

- Units receive a 4% combat strength loss per fatigue point and a 20% reduction if they enter combat with 0 operation points.

MOVEMENT PHASE
 During the movement phase you may move troops, load and unload transport units (fleets, pegasi, griffons and citadels), and designate combat. There are several menus and displays to guide you through all the options.

MOVEMENT MENUS
 The following menus control all actions during the movement phase -

CURSOR GET RECON LAST QUAD MAP MENU

CURSOR Move the cursor around the map.
GET Select a unit from the current cursor square.

RECON Determine the approximate enemy strength in the cursor square.

LAST Return the cursor to the last square a unit was selected in.

QUAD Center the cursor in selected quadrant of the map.

MAP Switch between the tactical and strategic maps.

MENU Go to the next menu.
 If you selected MENU from the cursor menu this will appear -

COMBAT SAVE MENU DELAY(#) **JOY/KEY**
COMBAT Go to the combat phase.

SAVE Save the game in progress to another disk.

MENU Go to the previous menu.

DELAY (#) Change the game delay to speed up or slow down response time. The values cycle from 1 (fastest) to 9 (slowest).

JOY/KEY Change between joystick and keyboard input. This may not be available on your system.

When you GET a unit the following menu will appear -

MOVE EXIT ATTACK NEXT ITEM (UN)LOAD

PATROL
MOVE Move the selected unit. After selecting this option, move the cursor from square to square until the unit is where you want it or it has run out of operation points. After moving a unit you may **AUTO MOVE** the other units in the original stack or abort the move. The next menu will describe **AUTO MOVE**. For information about movement restrictions, look at the Movement Rules section.

EXIT Return to the cursor menu.
ATTACK Designate an attack on an adjacent enemy unit. After selecting this option, move the cursor to the enemy square and select it. The attack menu will then come up.

NEXT This command will cycle through all of your units. It is especially valuable to review the status of your troops.

ITEM Transfer a magic item from the current unit to another. Transfers may be made between units up to 4 squares apart. A menu will allow you to select and verify the target unit. Fleets, griffons and pegasi cannot transfer items.

(UN)LOAD (Fleets, Griffons, Pegasi and Citadels only) This allows you to load and unload units for transport. See **(UN)LOAD** menus for option descriptions.

PATROL (Fleets only) Selecting this option toggles whether or not you want the selected fleet to automatically engage enemy fleets. If Patrol is set to yes, any time an enemy fleet comes within 1 square, the enemy ships will stop and your unit will attack them during the combat phase. If enemy ships enter the combat phase within 4 squares of a fleet with patrol on, your ships will automatically move and attack. Ships with patrol on may pass by enemy ships which are not patrolling. See Naval combat section for details.

This menu will appear after a unit has moved -
EXIT ABORT ABORT 1 SQ AUTO MOVE
EXIT End movement for the current unit and return to the move menu.

ABORT Abort entire move back to the original square. Abort will sometimes dock your unit 1 fatigue point when it is used.

ABORT 1 SQ Move back one square.

AUTO MOVE Have the next unit in the original stack automatically follow the unit that has just moved.

After selecting **ATTACK** the following menu will appear -

TARGET UNIT TARGET ALL NO ATTACK EXIT
TARGET UNIT Attack an adjacent enemy square with only the selected unit.

TARGET ALL Attack an adjacent enemy square with all units in the same square as the selected unit.

NO ATTACK This will remove existing attack orders.

EXIT Return to the previous menu.
 Selecting **(UN)LOAD** will display this menu for transport units -

DISPLAY UNITS LOAD UNLOAD EXIT
DISPLAY UNITS Look at the troops currently loaded on selected transport unit.

LOAD Go to the Load menu

UNLOAD Go to the Unloaded menu.

EXIT Return to the previous menu.

LOAD UNIT? NO YES EXIT
YES Load the unit displayed above the menu bar.

Except fleets and citadels, all transport units only load troops stacked in the same square.

NO Cycle to the next available unit.

EXIT Return to the previous menu.

UNLOAD UNIT EXIT NEXT SQUARE
UNLOAD UNIT Unload the unit displayed about the menu bar.

EXIT Return to the previous menu.

NEXT SQUARE (Fleets and Citadels only) Cycle through all the legal destination squares for unloading.

If you select **ITEM** to transfer an item between units, this menu will appear -

TRANSFER TO UNIT? NO YES EXIT
NO Cycle to the next available unit.

YES Transfer item to the unit displayed above the menu bar.

EXIT Return to previous menu.

STACKING LIMITATIONS
 Most terrain types have a limit of 2 for the number of infantry and/or cavalry that may be stacked together. Also, you may stack 2 flying units (together with infantry/cavalry) plus leaders and/or wizards for a total of 10 units per square. In cities and ports you may stack 3 infantry and/or cavalry.

UNIT SUMMARY
 When you select a unit to move, load/unload etc there will be a summary above the menu bar that looks something like this -

NERAKA 1ST MERCENARY CAVALRY #:200
QUALITY:3 FATIGUE:5 OP:0 FORT:NO
NO ATTACK ITEM:ARMOR

The first line of the summary gives the nationality, type and the number of troops in the unit.

The second line gives the quality (combat effectiveness rating from 1 to 7) fatigue level (ranging from 0 - rested to 24 - exhausted) and the operation points remaining. For infantry and cavalry units this line will indicate if a unit has had time to create defensive fortifications in its square (see combat phase). If the unit is a fleet then the FORT information will be replaced with PATROL information showing whether the fleet is currently on patrol or not.

The third line indicates whether or not the unit will attack during the next combat phase, and whether or not the unit is carrying a magic item (see Quest Section). Also, this line will indicate if a transport unit is carrying other units.

TERRAIN DESCRIPTION
 As you move the cursor or units around the map you will see a summary line, describing the current cursor location, that looks like this -

FOREST (SILVANESTI)
 Knowing the terrain type is important when planning movement or battles. National borders are critical, as you may not move troops through neutral countries.

MOVEMENT RULES

A primary mission for you as commander, is effectively moving your troops to accomplish your objectives. Moving units are restricted by their number of Operation Points (OP), by terrain and by enemy zones of control (ZOC). OP are the base number of squares a unit may move during a turn. Moving through forest and enemy ZOCs cost a unit additional OP. ZOCs are the 8 squares surrounding a unit into which it can attack. Fatigue is gained from movement or combat and is shown on the unit summary. Units gain fatigue somewhat randomly during movement.

The following is a summary of the rules and restrictions for movement -

- Units cannot move off the map.
- Units cannot move into a neutral country. A neutral country is one that is listed on the diplomatic or alliance screens, and currently is unallied. Note that there are many areas of the map that both armies may move through

For the map of ANSALON refer to the black and white map

For the map of ANSALON refer to the black and white map

freely. These areas will not have a country listed with the terrain description at the bottom of the screen during cursor movement.

- Units cannot stack with enemy troops.
- Normal movement cost is 1 OP per square. Forest squares cost 2 OP (except for elven and kender units which cost 1). Movement for air units costs 1 OP for all terrain types.
- Moving from one enemy ZOC to another costs 3OP in addition to normal movement costs.
- The only ground units that may move through mountain squares are dwarf, ogre and wizards.
- No ground units may enter sea, coast, river, or swamp squares (except wizards who may move through but not end movement in them). Also ground units may move across river squares if doing so on a fleet).
- There are 3 basic types of units - ground, air and fleet. The first type are limited to ground movement only.
- Air units move and attack from the air, but always end a movement phase by landing.
- Transport units may load 1 large combat unit (infantry or cavalry) and up to 9 additional leaders, and or wizards.
- Citadels are the exception and may carry 3 large combat units plus leaders and wizards for a total of 10 units.
- Fleets can only move in sea, coastal, river or port city squares. Air units may pass over but not end movement in these squares (except port cities).
- Fleets may load/unload from adjacent squares or the same square if it is a port city.
- When a fleet moves into the Maelstrom it automatically stops (see Naval combat section for more information).
- If a fleet unit passes within 1 square of an enemy fleet, which has patrol set to on, then the unit will stop until the naval combat phase (see naval combat section for details).
- Citadels may only load/unload from adjacent squares.
- Pegasi and griffons may only load/unload from the same square.
- Wizards can move with 0 OP cost (unlimited movement).
- Wizards and citadels do not gain fatigue points.

COMBAT PHASE

The time for diplomacy has past. Plans have been made. The lines are drawn... let the battle begin. During the combat phase you will resolve the battles, on land, at sea or in the air that have been initiated during the previous movement phase. The first part of the combat phase is naval combat.

NAVAL COMBAT

Naval combat will occur during this phase whenever a fleet is adjacent to an enemy fleet or if enemy fleets are within 4 squares of each and one fleet has patrol on. If a fleet is within range of an enemy fleet with patrol on, the enemy ships will automatically move in and engage if they have sufficient OP to do so. After naval battles are finished, you may either continue on to land and air combat, or return to the movement phase. In this way it is possible to fight your way past blockades of enemy ships and land troops in one turn.

After the computer has found a naval encounter, it will automatically run the first round of combat, after which the following menu bar will appear -

CONTINUE COMBAT WITHDRAW

If both players withdraw, the computer will break off combat and reposition both fleets. If only one player withdraws, there is a chance the enemy fleet will follow and continue the attack. At any time during the naval encounter, fog may come in and end the battle. After the combat is finished the player whose turn it is will get the following menu bar -

MOVE UNITS COMBAT

MOVE UNITS Return to the Movement phase.
COMBAT Go to the Combat phase for land and air

battles.

During naval battles, fleets will lose ships and carried troops may also suffer losses. These ship losses decrease the amount of damage a fleet will do during combat but do not affect how many troops may be carried by the fleet.

LAND AND AIR BATTLES

After naval encounters, it is time to fight your land battles. The program will look around the map. When it finds a conflict there will be a display of the troops for both sides and the attacker will get this menu -

RETREAT LIGHT HEAVY ABORT MAP

RETREAT The attacker has reconsidered the wisdom of this engagement. Selecting this option will cause all friendly units in the battle to retreat one square on the map to avoid combat. The defender has the option to counter-attack and may still engage.

LIGHT This battle posture will cause lower losses on both sides. This option may be useful for attacks designed to harass the enemy or whittle him away for a later larger force.

HEAVY This is a fully committed attack, and will produce the greatest losses to both sides.

ABORT Abort the battle with no retreat.

MAP Go to the map.

After the attacker chooses his strategy, the following menu will appear for the defender -

RETREAT STAND COUNTERATTACK MAP

RETREAT The defender retreats one square to avoid combat. The attacker may still engage but losses will be cut.

STAND The defender stands his ground and receives the enemy attack. With this option the defender will receive all defender bonuses. The defender should always select stand if he is attacked while in any fortified square (city port tower etc) as any other choice may move units into poorer terrain.

COUNTERATTACK A counter attack has the potential of inflicting heavy losses on enemy armies, at the expense of giving up the defenders bonus.

MAP Go to the map.

The Dragons of Krynn are power incarnate, and the very sight of them will strike fear into the hearts of any foe - Dragon Fear it is called. Dragons fighting side by side with your troops will, with flashing talons and devastating breath attacks, increase the enemy casualties. But, the fear of dragons is so great that many times the wise commander will only have the dragons fly over the battle field to paralyze the enemy troops with fear and not actually risk these mighty beasts in direct combat. The following menu will appear for each army that contains dragons:

DRAGON FEAR ATTACK

DRAGON FEAR This will cause the dragons to fly over the battlefield and paralyze enemy troops. The Dragon Fear will cause the enemy to fight poorly and not fighting directly will minimize any potential losses to dragon units.

ATTACK This selection will send your dragons to the front lines of the battle to maximize enemy losses at the risk of losing dragons. With this selection armies still gain the benefit of Dragon Fear.

After both sides have selected their strategies there is an option to have the combat results displayed graphically -

DISPLAY BATTLE? NO YES

NO The losses for both sides will be displayed unit by unit.

YES The battle will be fought graphically, with the computer moving the troops automatically.

If the defending unit is destroyed the attacker will automatically advance one stack of troops into the square (except into mountains). After advancing, the attacker will

sometimes be allowed to attack again if more enemy units are in range.

UNITS

Many units have special abilities, limits or effects on other troops. The following summarizes these units -

LEADERS These units will cause a small increase in the overall effectiveness of other units in the square. Leaders may not attack alone.

WIZARDS Wizard magic will greatly increase the overall effectiveness of other units in the square. Wizards may not attack alone. Wizards may move across any type of terrain (including water) but must end movement on land squares.

INFANTRY Infantry units may build defensive forts if they remain in one square long enough.

CAVALRY Cavalry receives a small strength bonus in open terrain (not tunnels, dwarven forts etc) where horses may be used effectively. Cavalry units may build defensive forts if they remain in one square long enough.

DWARVES AND OGRES These units both receive a large strength bonus in mountain squares. Only these ground units may move in mountain squares.

ELVES Elves receive a large strength bonus in forest squares.

KENDER Kender receive a large strength bonus in forest squares. Kender troops have a chance, when being attacked by several stacks of troops of taunting the troops into impetuously attacking with one stack at a time.

DRAGONS, GRIFFONS AND PEGASI Receive a strength bonus in open terrain where they may use their air attacks (not tunnels, dwarven forts etc). Only these units may attack citadels.

CITADELS Act like fortified cities for carried troops. Only troops in citadels may attack from desert squares.

FLEETS Can only attack other fleets, but may be attacked by adjacent land troops.

TERRAIN The following summarizes the terrain effects on combat.

Defender Terrain Type	Defender Strength Bonus		
	Small	Medium	Large
Dwarven Fort			x
Dwarven Tunnel			x
Fortress			x
Fortified City	x		
Port City	x		
Tower		x	
Forest	x		
Mountain	x		
Steppe	x		
Mountain Pass	x		
Tunnel Entrance	x		

Attacker Terrain Defender Strength Bonus

Attacker Terrain	Defender Strength Bonus	
	Small	Medium
River		x
Stream	x	
Bridge	x	

MAELSTROM

The Maestrom is a mysterious region of raging seas and violent winds. Fleets entering the Maelstrom will be thrown from it in a random place, but not before possibly losing ships.

FORTS

When infantry or cavalry units are left in one square long enough without moving they will automatically dig defensive forts. A unit with a fort will indicate it on the unit summary. Forts greatly increase defensive bonuses and are especially useful for units that must face the withering attacks of enemy dragons in open terrain. Units in cities, ports, towers, fortresses and dwarven fortresses do not get

an additional fort bonus.

SURROUNDING ENEMY UNITS

If a unit or stack of units is completely surrounded by enemy ZOCs its strength drops dramatically. This is valuable when attacking fortified squares like cities and towers.

EXPERIENCED TROOPS

When troops experience combat they may randomly gain quality levels.

CONQUERED NATIONS

War of the Lance is a game of conquest. When your armies crush enemy nations, the enemy alliance loses that nation's troops and diplomats. Most nations will fall when the capital is captured and held by enemy troops until the beginning of the next turn. A few countries have more than one location that must be held simultaneously.

To capture Silvanesti, you must also hold the fortress to the northwest of the main capital and the two towers to the south in addition to the capital.

The Knights of Solamnia are the most tenacious of the Highlord's foes. These nations start the game with high Whitestone allegiance levels, and before any Knight countries can be considered conquered, all of the Knight countries plus the Clerist Tower fortress with its infantry units (near Palanthus) must fall. The Knight countries are - Caergoth, Northern Ergoth, Solanthus, and Grunthar. Also, before Solanthus is conquered, enemy troops must hold both the capital and the fortress to the southwest.

To conquer Neraka, you must hold the capital and the tower to the northwest.

APPENDIX

UNITS NATION	TOTAL UNITS AND TYPE	BASE NUMBER	QUALITY
BLODE CAERGOETH	7 OGRE INFANTRY	130	4
	3 ELITE HUMAN INFANTRY	140	5
	2 ELITE HUMAN CAVALRY	130	5
GOODLUND GUNTAR	4 KENDER INFANTRY	130	2
	3 HUMAN INFANTRY	140	3
	2 ELITE HUMAN INFANTRY	140	5
	2 ELITE HUMAN CAVALRY	130	5
	2 HUMAN FLEET	20	4
HYLO KAOLYN KERN KHUR	6 KENDER INFANTRY	130	2
	5 DWARF INFANTRY	180	3
	5 OGRE INFANTRY	130	1
	5 HUMAN INFANTRY	130	2
	1 HUMAN CAVALRY	130	2
KOTHAS	4 MINOTAUR INFANTRY	110	7
	4 MINOTAUR FLEET	20	5
	4 HUMAN INFANTRY	130	2
	2 HUMAN CAVALRY	130	2
MAELSTROM MITHAS	6 HUMAN FLEET	20	4
	4 MINOTAUR INFANTRY	110	6
	4 MINOTAUR FLEET	20	5
	8 MERCENARY INFANTRY	200	3
NERAKA	2 MERCENARY CAVALRY	150	3
	2 RED DRAGON	3	
	2 BLUE DRAGON	3	
	GREEN DRAGON	4	
	1 BLACK DRAGON	4	
	1 WHITE DRAGON	5	
	4 HUMAN INFANTRY	130	2
	2 HUMAN CAVALRY	130	2
NORDMAAR	3 ELITE HUMAN INFANTRY	140	5
	2 ELITE HUMAN CAVALRY	130	5
	2 HUMAN FLEET	20	4
	5 HUMAN INFANTRY	130	3
NERGOTH	4 HUMAN FLEET	20	5
	4 ELF INFANTRY	180	3
	4 PEGASUS	84	1
PALANTHUS	3 HUMAN INFANTRY	130	2
	4 HUMAN FLEET	20	4
QUALINESTI	6 ELF INFANTRY	180	3
	4 GRIFFON	240	1
	4 ELF FLEET	20	3
	3 ELITE HUMAN INFANTRY	140	5
SANCTION	2 ELITE HUMAN CAVALRY	130	5
	3 HUMAN INFANTRY	130	2
	3 HUMAN CAVALRY	130	2
SILVANESTI	4 DWARF INFANTRY	180	3
	7 HOBGOBLIN INFANTRY	150	2
	3 HUMAN INFANTRY	130	2
	1 HUMAN CAVALRY	130	2
THORBARDIN THROTYL VINGAARD	5 DWARF INFANTRY	180	3
	4 GRIFFON	240	1
ZHAKAR	3 ELITE HUMAN INFANTRY	140	5
	2 ELITE HUMAN CAVALRY	130	5
	3 HUMAN INFANTRY	130	2
	3 HUMAN CAVALRY	130	2
	4 DWARF INFANTRY	180	3
SPECIAL UNITS HIGHLORD	7 HOBGOBLIN INFANTRY	150	2
	3 HUMAN INFANTRY	130	2
	1 HUMAN CAVALRY	130	2
	5 DWARF INFANTRY	180	3
	4 GRIFFON	240	1
WHITESTONE	9 BAAZ DRACONIAN	200	3
	10 KAPAK DRACONIAN	150	4
	2 SOTH UNDEAD INFANTRY	120	7
	3 WIZARD	1	
	3 CITADEL	1	
WHITESTONE	3 TOWER INFANTRY	140	4
	1 GOLD DRAGON	3	
	1 BRONZE DRAGON	3	
	1 SILVER DRAGON	3	
	2 COPPER DRAGON	3	
	2 BRASS DRAGON	3	
	3 WIZARD	1	

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COMBAT UNIT ICONS


 IBM PC AND COMPATIBLES DATA CARD
 ADVANCED DUNGEONS AND DRAGONS
 COMPUTER PRODUCT
 WAR OF THE LANCE

Before beginning play - please make a back up copy of your game disks and put the original away for safekeeping. There is no copy protection on the disks, so you can copy them with the DOS DISKCOPY command. Refer to your DOS manual if you have any questions.

Floppy disk loading instructions - From the appropriate floppy drive prompt, simply type **START** to play. When playing off of floppy disks, you must have a pre-formatted MS-DOS disk available for saves.

Hard disk loading instructions - From the appropriate hard disk prompt, make the directory "Lance" by typing **MD LANCE**. Consult your DOS manual for the instructions specific to your machine if this does not work.

Enter the Lance directory by typing **CD LANCE**. Finally you need to copy the game from the floppy disk onto the hard disk. From the Lance directory on your hard drive, type **-COPY X:.* Y:LANCE** where **X** is the letter of the source drive where the original Lance disk is located and **Y** is the letter of the target hard drive.

After a successful copy into the **LANCE** directory, enter the **LANCE** directory and type **START** to play the game.

Opening Menu - The cursor keys should be used to select all options. When your choices are made, press

<SPACE> to start the game.

Save/Load/Delete/Restart - Saved games are listed by the letter you choose for the save, A through Z then by the month and then by the year. For example the "A" save of March year 348 would be **AMAR348**. You may only save a game onto the disk drive from which you originally started the game.

You can delete specific files by individual name or a group of files by their collective letter.

Reconnaissance - Selecting the Recon command during Movement Phase now displays all unit types present under any icon or stack. Friendly units may also be viewed by the Recon command giving an accurate display of all troop types in the icon or stack.

Movement phase - the "5" key on the numeric keypad centers the cursor on the current screen.

Quadrant - When you wish to view different Quadrants, the numeric keypad may be used.

Combat - When attacking you have the option to Advance. If you select this option and are successful in your attack, your unit moves to the defeated unit's square. If you do not select this option, your unit holds its position.

HEROES OF THE LANCE

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I BACKGROUND AND HISTORY

It is now more than three hundred years since the Cataclysm when the wrath of the gods descended upon Krynn. With the only direct access portal denied here, the Queen of Darkness spreads her power across the land by awakening the evil dragons and creating the Draconians. Once in control of Krynn, she will be free to force entry to the world. Only the Companions of The Lance (they aren't heroes until they succeed) can stop her final victory. Should they fail, the Queen of Darkness will be free to come through from the Abyss into the world and darkness will cover Krynn for all eternity as she and her Draconians will control the largest, most evil empire ever created.

The only threat to her awesome power is the possibility of a revival of the worship of the old gods. In the years since the Cataclysm, the inhabitants of Krynn have lost their belief in the gods. Before opposition to Takhisis can be united, you must restore faith in the old gods by recovering the Disks of Mishakal from the ruins of Xah Tsaroth. Use of their knowledge will bring True Healing back to Krynn and restore faith in the old gods, allowing them to intervene in the faith of their worshippers. More importantly, it allows them to confront the Queen of Darkness directly and restore the balance between Good, Evil and Neutrality.

This mighty relic is the only hope for Krynn and you must aid the Companions in their quest to retrieve the Disks. Unfortunately, the Disks aren't just lying in the ruins but are actively guarded by Khisanth, an ancient huge black dragon served by Draconians who have enslaved the local Aghar (gully dwarves).

A. THE DRAGONLANCE® SAGA

The world of Krynn resulted from players who wanted more dragons. The basic plot which became the basis of the entire DRAGONLANCE® game universe was put together by the TSR design staff. These concepts were then brought to life by the TSR artists to produce the DRAGONLANCE® saga - a rich, diverse gaming universe with awesome dragons and questing adventurers. From this beginning came an entire world and its history, the place now known by gamers as Krynn. Until now, occupation of Krynn has been limited to the imagination of the readers

of the DRAGONLANCE novels and players of the ADVANCED DUNGEONS AND DRAGONS role playing game. However, things have changed.

The Heroes of the Lance game gives you the chance to take part in the quest of the Companions of the Lance as they begin their fight to save Krynn from domination by Takhisis the Queen of Darkness. Find yourself in the thick of the action as you control the characters in their life or death struggle against the forces of evil. Can you retrieve the Disks of Mishakal from the lair of Khisanth, deep in the ruins of Xah Tsaroth? Before you can even reach the lair, the companions must defeat Draconian hordes in hand to hand combat and deal with powerful magin, monstrous spiders, skeletal undead, and many more terrors that lurk amidst the rubble of a once beautiful city.

For those familiar with AD&D games, this is not a role playing game but an Action game. The computer is used to keep all of the usual hit damage inflicted saving throw etc dice rolls behind the scenes so that you can concentrate on the action on screen. You won't see the numbers, allowing you to concentrate on what is actually visible - the Draconian charging forward waving a sword. Can you see any traps while the detect spell lasts or is that a potion bottle in the corner?

B. THE ADVANCED DUNGEONS & DRAGONS GAME

Some of you may not have encountered role playing games before (RPGs). Although this isn't an RPG, it is based around the concepts of what is probably the most widely played system - the AD&D game from TSR.

Instead of being a passive reader or observer as in a novel or play, RPG players control one or more characters within the story. You take an active role in determining the course of events within a game, during which the characters (if they survive) will learn and become more experienced, thus equipping them to deal with tougher challenges. The players have an opportunity to interact not only with the game but also with each other. The game is open ended, and when one scenario has been completed, the characters can continue to another and another...

A "Dungeon (or Game) Master" directs each game by controlling the entire action within the game apart from the players characters. This person is responsible for describing the characters environment, controlling all the monsters and traps, and dealing with combat resolution, treasure and anything else which may occur. Many people enjoy being a Dungeon Master as much as running a character in another person's scenario.

The Heroes of the Lance game is designed to hide the dice rolling and table referencing from the player and allow him/her to concentrate on the action as the computer takes on the mechanics of the game. But of course, it doesn't allow players to interact with each other in the way the AD&D game does.

II THE ACTION STARTS...

Despite the various encounters with Draconians while approaching Xah Tsaroth, the Companions are finally standing within the Great Temple of Mishakal before the statue of the goddess. As Goldmoon, carrying the Blue Crystal Staff, approaches the statue, it animates and speaks to you -

"...Krynn is about to face its greatest test... You must return the truth and power of the true gods to men. It is time to restore the balance.

"To gain the power, you shall need the truth of the gods. Far before this temple lie the Disks of Mishakal, circular plates of platinum that are all you need to call upon my power. You must recover these disks.

"Your way will not be easy. The disks now lie in the lair of the dragon. Therefore, I charge your staff: if you present it boldly, never wavering, then you shall prevail..."

You will find the Heroes ready to start their explorations of the ruins of Xah Tsaroth. You must be ready for anything as Draconians aren't the worst thing you may meet. Good luck - the fate of Krynn is in your hands.

A. PREPARING FOR PLAY

Copying your Disks - before beginning to play the game, you MUST make a copy of your game disks. Set aside the original disks and play off the copies. The original disks do not have any physical copy protection on them. ST users will have to use a special format command, contained on Disk C. Insert that disk and start your system. Double check on FORMAT.TOS and follow the prompts on the screen. Because all versions will periodically write to disk, you should not write protect your copies.

Saving the Game - before beginning to play, you will also need to format a blank disk to use as a saved game disk. You can save your game during play by selecting SAVE from the Main Menu and then following the screen prompts. The prompts will instruct you to insert the formatted disk at the proper time.

Copy Protection - after you load the game but before any action starts, you will be asked a question. This question can be answered by referring to the rulebook. Enter the correct answer to the question and you will be able to proceed.

Contrast - due to the wide variety of monitors available, some adjustments may be necessary to the contrast and brightness controls of your monitor in order to get the best picture.

B. LOADING THE GAME

AMIGA - plug your joystick into Port 2. Turn on your system and boot with Kickstart 1.2 or greater (either built in as ROM or by disk, depending on model number). When the computer asks for the Workbench disk, insert Disk A into your disk drive. The game will auto boot and load into the computer. Follow the screen prompts which will tell you when to swap disk A for disk B and vice versa.

ATARI ST Plug your joystick into Port 2. Insert Disk A into your disk drive. Turn on the computer. The game will load and run automatically. Follow the screen prompts which will tell you when to swap disks.

COMMODORE C64/C128 Disk - Plug your joystick into Port 2. Turn on your disk drive and then your computer. With the C128, hold down the Commodore Key as you turn the computer on to put it into C64 mode. Insert Disk A into the disk drive with the label side facing up. Type LOAD"*,8,1 and press RETURN. The game will load and run automatically. Follow the screen prompts which will tell you when to swap disks.

IBM PC and compatibles - start your computer with DOS 2.0 or greater. If you don't see the A prompt (A-) type A: then press ENTER. Remove the DOS disk and insert Disk A into your A disk drive. If playing for the first time or if you wish to change a previous set up, type HINSTALL and press ENTER. You will then be given a range of choices allowing you to customise the game for your machine. These cover graphics mode, control (IBM joystick or keypad) and hard disk installation. When you are satisfied with your selections and accept them, they will be written to disk. After this installation and in the future just type START and press ENTER. Follow the screen prompts. You do not need to use HINSTALL again unless you wish to change your current set up.

C. IBM VERSION DIFFERENCES

The IBM PC and Compatibles version can be played using either a joystick or the numeric keypad. If you play with the joystick, follow the general joystick directions given. If you play using the numeric keypad you will control your character using the numbers on the keypad and the letters on the keyboard. Read the rules so as to understand how the commands work. A section at the end of the rules

details the keyboard commands which you should read thoroughly before beginning to play.

A NOTE TO ST HARD DISK USERS - Heroes of the Lance can be played from a hard disk provided your machine has at least 1 megabyte of RAM. Copy all of the files over to the hard disk, and then remove the EXEC.PRG file from the AUTO folder. Double click on EXEC.PRG and the game will begin. Double click on EXEC.PRG and the game will begin.

III PLAYING THE GAME

This game has been designed to give you the feel of adventuring in the world of Krynn, a strange and dangerous place full of monsters and treasure. There are many things you can do during the course of the game, from movement and fighting to casting magic and collecting potions.

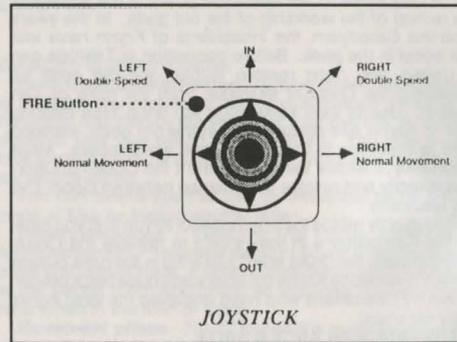
To enable you to engage in all of these things, we have set up methods to control everything as simply as possible. Movement and physical combat are entirely controlled from the joystick (or keypad on the IBM PC and compatibles), and everything else is dealt with by a mixture of Icon and Menu selections.

These methods have been designed to minimize interference in the flow of the game by never requiring you to let go of the joystick during the course of play. While playing, simply pressing the space bar will bring up the Main Menu and pause the game as you make your selection, and then restart when you quit the menus. The easiest way to get to the menus is press the space bar with the side of your hand as you hold the joystick. The menu can be accessed at any time during the game.

The two methods of controlling actions are -

1. Joystick (and fire button) for movement, close combat (sword, staff, etc) and Ranged Combat (bow and arrows, spears etc). Close Combat is possible when a character and monster approach each other within a quarter of the screen width.

2. Menu selection is for spell choice, character selection, picking objects up etc and you can use it any time by pressing the space bar to activate the Main Menu. Use the Joystick to select an option which will either give you further choices from a sub-menu or carry out the specified



action.

A. MOVEMENT

All movement on screen is controlled by the joystick as shown here, including movements towards or away from the player - into or out from the screen. Moving the joystick in the various directions will move your character accordingly, (eg if you are walking left at normal speed and you move the joystick to the upper right diagonal then your character turns around and starts running at double speed).

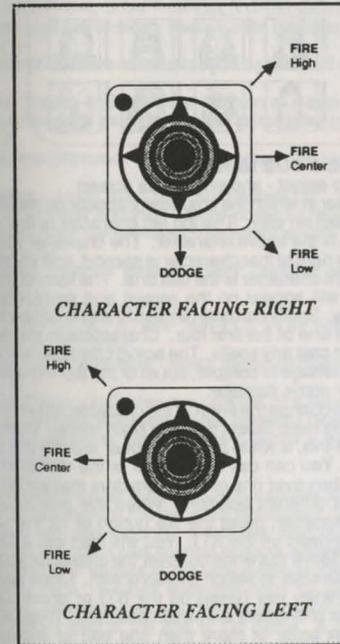
The IN (joystick pushed forward) and OUT (joystick pulled back) directions are active only at certain times. Whenever a corridor crosses or joins the corridor you are in, the compass direction that your character can travel down that corridor is highlighted. You will notice that if you choose to go down a cross corridor the compass direction will change. The screen always shows your character moving left and right.

On the other hand, the compass is always oriented to maintain the same absolute direction, just as a real compass. As an example, if your character were to be travelling along an east west corridor, the compass would show north as being up. If the character then entered a corridor that went north, the compass would change. North would then be on the right of the compass since that is the direction the character is facing. This is not as complicated as it sounds and is easily mastered when you play the game.

Pressing the fire button will cause one of two options to be available, depending on whether your character is running or stationary when the button is actually pressed.

STATIONARY - Pressing and holding the fire button puts the character into one of the two combat modes. The character will enter Ranged Combat mode (see details below) if the character is more than a quarter of a screen width from a monster. If within this distance, the character will enter close combat mode. You will see the word COMBAT displayed below the compass when your character comes within the quarter screen width.

RUNNING Pressing the fire button while you are running causes the character to JUMP in the direction of movement. This allows the character to pass over certain types



of obstacles.

B. RANGED COMBAT/DODGE

This mode is used for two purposes - dodging and using a ranged weapon (one that fires over a distance such as a

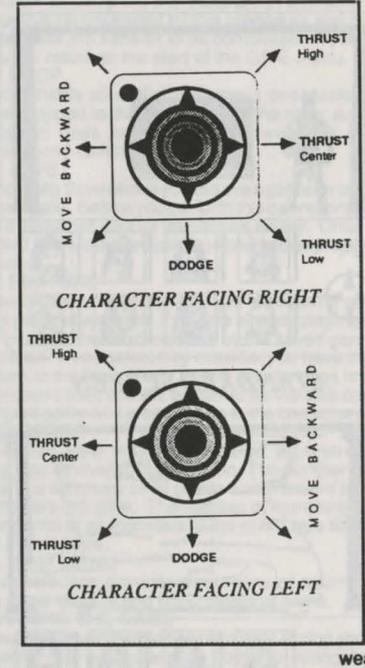
bow and arrows or a throwing axe). It can only be used by a stationary character and requires pressing the fire button to begin operating.

With the fire button depressed, moving the joystick in the appropriate direction will cause your character to perform the indicated action. The character's weapon is automatically selected when you move the joystick into a firing position. For the bows and the hoopak, you must first select the Use command from the Main Menu and choose either a pouch or a quiver before the ranged weapon can be used. The moves are reversed depending on the screen facing of the character (see diagrams). As long as the joystick is held in position, the weapon will continue to fire until it runs out of ammunition or until a monster moves within close combat range. If you push the stick into a firing position and release it, the weapon will only fire once.

FIRE CENTER lets you shoot parallel to the ground at about shoulder height and is the most likely choice to use when firing at monsters. Fire LOW and fire HIGH allow your character to fire below or above the center line.

DODGE allows the character to take avoiding action from an attack and is also available in Close combat.

All ranged combat selections are cancelled, changing to close combat, if the player's character and a monster move within the 1/4 screen trigger distance. At the same time, the character's weapon changes to the close combat



C. CLOSE COMBAT

The computer allows you to enter close combat mode whenever a monster and a character move within one quarter of a screen of each other. You will see the word COMBAT below the compass when you can enter close combat mode. To enter this mode, keep the fire button depressed. This mode stays in force until one of the combatants is dead, they move away from each other until

separated by more than a quarter of a screen, or you release the fire button.

When in close combat, joystick moves change to those shown here and the character automatically uses his or her close combat weapon. In this mode, the player selects the indicated combat moves for close (melee) fighting by moving the joystick in the relevant direction.

The terminology used applies to sword fighting, but the physical moves apply equally to whatever weapon the character is using whether sword, staff, axe, etc.

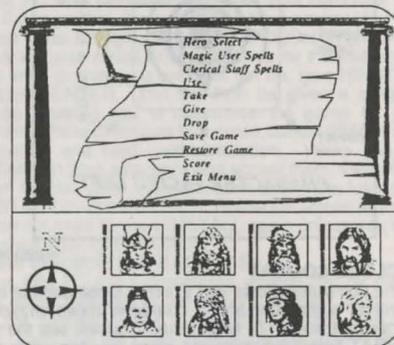
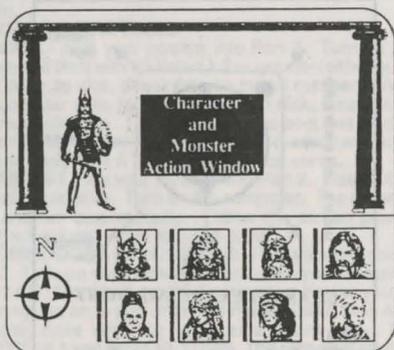
MOVE BACKWARDS means that your character keeps the current facing and walks backwards. The character will back up (still holding his or her weapon) moving to the edge of the screen or until reaching an impassable barrier. If this allows the character to move beyond the combat trigger threshold (quarter screen), the movement reverts to normal joystick mode.

DODGE is available and the character behaves the same as in Ranged combat, with the ability to avoid things.

You can still make selections from the menu if required and the computer will pause the game, making the necessary combat adjustments whilst any changes and selections are made. The menus allow you to change the lead character.

D. SCREEN DISPLAYS

There are two main screen displays used during the course of the game play -



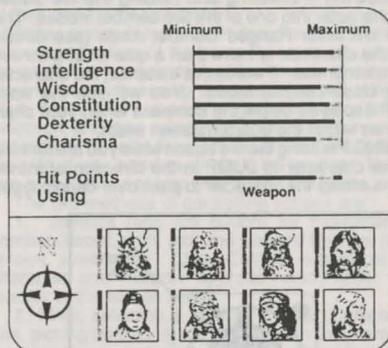
1. STANDARD SCREEN The main section of the

screen shows the actual view of the area being explored with a double row of character icons along the right bottom of the screen, and a compass indicating viewpoint and exits. Next to each character, that character's Hit Point status is shown as a vertical bar. Pressing the space bar brings up the second display - the Main Menu.

2. MAIN MENU The main section is overlaid with a scroll of selections, with the top selection highlighted and the lower section of the screen continuing to hold the same information. Selection is either by moving the highlight with the joystick or the Up/down cursor keys. When the required selection has been made, pressing the fire button or the return/enter key (insert on the ST) will activate the selection. An error message is displayed if you attempt a selection that is not available.

There is a third type of screen - the animation sequence. Return to normal game action by pressing the space bar.

Choosing the Main Menu can also be used as a pause during gameplay should you require a short break and not wish to quit the game.



E. MENUS & SUB MENUS

1. Hero select - showing status screen
The order in which the characters appear on the screen has an effect on play. The top left character is first in the party, and is the active character. The character immediately to the right of that character is second, and so on. The bottom right character is the last one. The icon of the first character will appear on the screen and represents the entire party. Spells can only be cast if the character casting the spell is one of the first four. Characters in the bottom row cannot cast any spells. The active character will suffer the most damage in combat, but all of the top 4 characters may suffer some damage.

You can change the order of the characters in your party by selecting Hero Select from the Main Menu. When you have done this, a white box will appear around the active character. You can use the joystick or the cursor keys to move this box over one of the characters that you want to move to a different position. When the box is on the desired character, press the fire button or hit the return/enter key (insert on the ST). You will then get a second white box. Move this white box over the character you wish the first character to switch positions with. Once again hit the return/enter key (insert on the ST) or press the fire button. The characters will switch positions. If you wish to change the order of more than one pair of characters, reselect this option for each swap you wish to perform.

Should Goldmoon's hit points fall to a low level, and she is the active character, Riverwind will switch positions with her in order to protect her. Once she is revitalised, she can once again assume the lead.

2. MAGIC USER/THE STAFF OF MAGIUS SPELLS
The number in parentheses (brackets) is the number of charges used per spell when Raistlin uses the Staff of Magius. This staff holds up to 100 charges. Using scrolls and potions does not take charges. Wands use these charges.

- Charm** - each use takes 1 charge (1)
- Sleep** - uses 1 charge (1)
- Magic Missile** - each use takes one charge (1)
- Web** - entangles an opponent for a limited amount of time (2)
- Detect Magic** - shows location of magic items (1)
- Detect Invisible** - shows location of anything invisible (2)

Final Strike - destroys staff and causes intense damage when it explodes, provides option to cancel in case selected by mistake (uses all remaining charges).

Burning Hands - each use takes one charge (1)
Exit - return to Main Menu
3 CLERICAL STAFF SPELLS
This selects one of two sub menus depending on who is using the staff. Only Goldmoon can use the staff unless she is incapacitated or dead. In that case, Riverwind, Caramon, or Sturm can use it at a reduced capacity.

The number in parentheses (brackets) is the number of charges used per spell when using the clerical staff. This staff holds up to 200 charges, but will absorb energy if attacked by energy using monsters.

When you select Clerical Staff Spells, a different sub menu is displayed depending on whether Goldmoon is alive and conscious or one of the other characters is controlling the staff.

3a CLERICAL STAFF SPELLS (FOR GOLDMOON)
Cure Light Wounds - heals minor damage to a character (1)

Protection from evil - helps you against evil opponents (1)

1 Find Traps - indicates the location of a trap (2)
Hold Person - stops a monster in its tracks (most of the time) (2)

Spiritual Hammer - just like a warhammer but no hands (2)

Prayer - a little extra help from above (3)
Cure Critical Wounds - more powerful healing (5)

Raise Dead - raises dead characters whose bodies are available (5)

Deflect Dragon Breath - very useful if you meet a dragon (10)

Exit - return to main menu.

3b CLERICAL STAFF SPELLS FOR RIVERWIND, CARAMON, STURM

Cure Light Wounds - heals minor damage to a character (1)

Find Traps - indicates the location of a trap (2)
Cure Critical Wounds - more powerful healing (5)

Deflect Dragon Breath - very useful if you meet a dragon (10)

4 USE
This displays a list of the active character's possessions with the exception of his/her initial equipment (ie personal weapons and items worn). It includes anything acquired during the course of play such as potions, scrolls, rings etc. Any weapons in excess of the two usable by the character are listed here. Excess weapons can't be used by the character, although they will contribute towards the experience points total at the end of the game. A character's carry limit is affected by quivers of arrows and pouches of bullets.

5. TAKE
This command applies to the currently occupied area and lists any items that can be readily picked up as well as

any magic or invisible items that have been found. Due to the limited number of items that any one character can carry, it may be necessary to select a different character to pick up an item or have the current character drop or give away an item first. Note that a dropped item will appear under this command when it is reselected.

Should this list include one of the staffs (due to the death of Raistlin or Goldmoon), there are restrictions on picking them up and using them.

The Staff of Magius - nobody can pick it up apart from Raistlin as they are all of the wrong alignment and will take damage if they attempt it.

Blue Crystal Staff - Apart from Goldmoon, Riverwind, Caramon, and Sturm, anybody else will take damage from this clerical staff. Only Goldmoon can use the staff unless she is dead or incapacitated, in which case one of the others may use the staff.

6 GIVE
This lists all of the items owned by the lead character which can be transferred to another character. It does not include personal weapons or (for Goldmoon and Raistlin) the staffs, but does include items such as potions, arrows etc.

To GIVE an item, choose it on this sub menu and press the fire button (or equivalent) to initiate the transfer. The highlight will then appear on the character icons. Move it to the character you wish to receive the item and press the fire button to complete the transfer. A character's carry limit cannot be exceeded by this procedure and the game will not allow the transfer to be completed. If you attempt it, you will return to the start of the GIVE menu.

7. DROP
Drop shows all of the character's possessions which can be dropped to the floor. As with the other sub menus, this option does not list personal weapons (including Raistlin's and Goldmoon's staffs).

8. SAVE
Choosing Save allows you to save a game for completion at a later date. Before you perform this operation, you must have a formatted disk as mentioned earlier. Once Save is selected follow the prompts provided to complete the save procedure.

9. RESTORE
Use of this selection allows you to restart a previously saved game at any time. If you are already playing a game, it will be cancelled and replaced by the saved game which you reload. If you select it by mistake, you have the option to return to the Main Menu before any damage is done. If you proceed then you will be asked for the disk containing the saved game and prompted as to the correct procedure.

10. SCORE
You can view your accumulated experience points during play by choosing this option. The number shown as a total is a summary of all points accumulated by characters that are still alive. The number of monsters killed is a running total of all monsters of the given type killed to that point in the game.

11 EXIT MENU
This selection provides the means of returning to the main game display and continuing the game.

F. WINNING THE GAME

You accumulate experience points during the play of the game. You get experience points for killing monsters, for gathering treasures, or for surviving to the end of the game. The current total score for the part can be viewed at any time from the main menu. Detailed scores (character by character as well as total) are provided at the end of a game. At this time, scores are listed for each character, and two party scores are given. One score is the total number of points of all surviving characters, and the second is the total of all characters, whether dead or alive

at the end. These scores allow you to compare games as well as giving a numerical value as a measure of success in any one game.

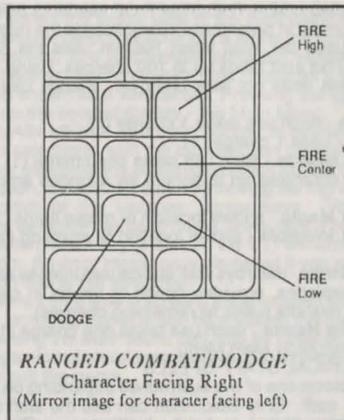
G. IBM PC & COMPATIBLES VERSION USING THE KEYBOARD

Introduction -As mentioned earlier in the rules, the IBM PC and compatibles version can also be played using the numeric keypad and the keyboard. This section describes how playing this way differs from playing with a joystick.

Using Menus To access the Main Menu, press insert. To select an option from a menu, press the first letter or number of that option. You may also select an option by using the cursor keys to move the highlight bar to the option and then pressing Enter. You can exit any menu either by using the Exit Menu option or by pressing the Escape key.

Selecting Heroes To move a character to a different position, use the cursor keys to select the character you wish to move and press Enter. Use the cursor keys again to move the character to the desired position and press Enter.

Character control using the keypad The following diagrams illustrate how the numeric keypad is used to control your character during Movement, Close Combat, and Ranged Combat. Use the return key in place of the fire



button.



By Larry Elmore, from "Dragons of Hope"

IV CHARACTERS TANIS

Orphaned by the death of his elven mother, Tanthalas, better known by the shorter, human form of his name as Tanis, was raised amongst the elves. However, as a half human, Tanis always felt somewhat of an outcast. Finally driven by his restless nature, he left the Qualinesti and headed for Solace and the only 'outsider' known to him, his friend Flint. By

the time he became involved with the Companions - other than Goldmoon and Riverwind - he had become an experienced half elven fighter wandering the world of Krynn in search of True Healing and clerics. A natural leader, he has known, travelled with and fought beside the companions for many years. Although none of them knew it at the time their meeting became the start of their joint quest and the formation of the Companions of the Lance.

His travels through an unsettled world, combined with his early training amongst the Qualinesti elves, have turned him into a master swordsman. Equipped with his elven blade, there are few fighters skilled enough to match him in combat. Of course, an enemy has to reach him



By Larry Elmore, from "Dragons of Mystery"

first because his natural skill, augmented by plenty of practice with the bow, will usually stop all but the most determined opposition before it comes within reach of his sword arm.

AD&D GAME STATISTICS

Strength 16 (damage +1);
Intelligence 12; Wisdom 13;
Dexterity 16; Constitution 12;
Charisma 15; Alignment - Neutral Good;
Hit points 35; Armor Class 4

EQUIPMENT

Leather armor +2;
Longsword +2 (damage 1-8/1-12 vs Giants);

Bow and Quiver of 20 arrows (damage 1-6)



By Larry Elmore, from "Dragons of Hope"

CARAMON MAJERE

The twin brother of Raistlin, Caramon can be considered a complete opposite of his brother. From early childhood Caramon made himself the protector of his weaker brother, rescuing him time and time again from bullying tormentors. His training as a warrior while a young child, was started by his sister Kitiara, who later became a Dragon Highlord in the service of Takhisis. Inseparable from his brother, except when

Raistlin was being schooled in the magic arts, Caramon lived all his life in Solace. Here he met Sturm, but it wasn't until their father's death that the twins met up with Tasslehoff, and through this meeting another of Solace's long time inhabitants, Flint Fireforge. This was the start of the friendships which led to the formation of the Companions of the Lance.

Although a well trained warrior by this time Caramon was relatively inexperienced in combat and it was his travels with his newly acquired friends (later to include Tanis) that turned him into a seasoned warrior. Travelling the country with Raistlin was always an exciting adventure. One of his brother's greatest joys was exposing false clerics as fraudulent charlatans making money at the expense of the sick and helpless. Usually, rather than being grateful, the people would turn on the twins who often only escaped serious harm as a result of Caramon's increasing martial skills. It took a long time for them to realise that people don't like being shown as fools even for their own good. After some years of travel with



By Larry Elmore, from "Dragons of Mystery"

Flint both on trading expeditions and on their own, they all met up again at the Inn in Solace on that fateful night where they met Riverwind and Goldmoon. The rest is history, as they say, and in this adventure, the conclusion is up to you.

AD&D GAME STATISTICS

Strength 18/63 (damage +3);
Intelligence 12; Wisdom 10;
Dexterity 11; Constitution 17;
Charisma 15; Alignment - Lawful Good;
Hit Points 36; Armor Class 6

EQUIPMENT

Ring mail armor;
Longsword (damage 1-8);
Spear (damage 1-6).



By Larry Elmore, from "Dragons of Hope"

RAISTLIN MAJERE

So weak when he was born that he wasn't expected to live, Raistlin survived his childhood through his sister's efforts and through the protection of his twin brother. Just before their fifth birthday, they were taken to the fair where a conjurer was performing tricks and illusions. Caramon watched for a while then wandered off, but his brother stayed all day and that evening astonished his family by reproducing every trick he had seen performed.

Shortly after his sixth birthday, his family took Raistlin to a Master Mage who, although at first not overly impressed by the boy, took him as a pupil after he was found in the mage's library reading a spellbook, thought to be impossible without years of study. Never popular and often bored, his studies continued despite his contempt for both fellow students and instructors. This period reinforced Caramon's protective attitudes towards his brother, providing the root for Raistlin's general dislike of humanity at large, together with a deep and lasting sympathy for the weak.

During this period, Raistlin supplemented the family's income by public performances of illusions and tricks, which often brought him into open conflict with his school. One of these public disagreements led to the twins meeting Tasslehoff and subsequently Flint.

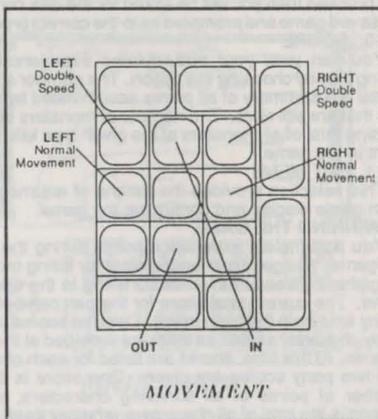
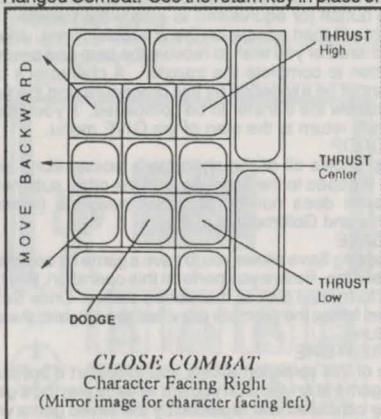
Raistlin was destined to become the youngest mage to take (and pass) the test which confirmed his future power and gained him his staff, while leaving him a physical wreck.

AD&D GAME STATISTICS

Strength 10;
Intelligence 17; Wisdom 14;
Dexterity 16; Constitution 10;
Charisma 10; Alignment - Neutral;
Hit Points 8; Armor Class



By Larry Elmore, from "Dragons of Mystery"



EQUIPMENT
Staff of the Magius (+3 protection;
+2 to hit - damage 1-8);
Close combat with staff as weapon;
Ranged combat - see spell list.



STURM BRIGHTBLADE

The son of one of the remaining true Knights of Solamnia, Sturm was sent south with his mother for safety when his father could no longer guarantee the security of their home. His father was to have sent for them when things calmed down - he never did. At this time the Knights were looked down upon by the general population of Krynn as they were unjustly blamed for failing in their duties and not stopping the Cataclysm.

By Larry Elmore, from "Dragons of Hope"

Conscious of his father's position and duties, Sturm dedicated his life to the Knighthood and be-

came a well trained but inexperienced fighter by the time he met Caramon. Drawn together by their mutual martial interests, they quickly became fast friends and for Caramon's sake he even somewhat befriended Raistlin. He holds the high ideals of his father and the Knights despite the difficulty of maintaining them in the current state of the world.

His rescue of Raistlin's Master's pouch caused their first meeting with Tasselhoff and their subsequent fellowship with Flint and Tanis. Flint taught Sturm and Caramon the wilderness survival skills that were to save their lives many times in the future. Their journeys with Flint over the next few years formed them into the formidable group of adventurers who now bear the survival of Krynn upon their shoulders. Finally, in the year 346, with Flint's retirement, the companions went their separate ways. Sturm went to Solamnia to search for his heritage but they all agreed to meet at the Inn of the Last Home in five years time. Having gained his inheritance by this time, Sturm was equipped as a Knight of Solamnia, and this meeting marked the start of the quest when they rescued Goldmoon and Riverwind.

AD&D GAME STATISTICS
Strength 17 (damage +1);
Intelligence 14;
Wisdom 11;



By Larry Elmore, from "Dragons of Mystery"

Dexterity 12; Constitution 16;
Charisma 12; Alignment - Lawful Good;
Hit Points 29; Armor Class 5.

EQUIPMENT
Chainmail armor;
Two handed sword +3
(damage 1-10);
No ranged weapon.



GOLDMOON, CHIEFTAN'S DAUGHTER

Daughter of the chieftan of the Que-Shu tribe, Goldmoon's future was mapped out from birth as whoever she married would become chieftan of the tribe. Unknown to everyone, the gods had different plans for her. The first inklings that none of this would come to pass came when she fell in love with Riverwind rather than the supposed best warrior of the suitable young men.

By Larry Elmore, from "Dragons of Hope"

When Riverwind returned from his quest to prove himself eligible for Goldmoon, things really

changed. The staff that he returned with didn't appear to do anything and her father condemned him to death. As the rest of the tribe started to stone him to death, Goldmoon threw herself into his arms as she realised that she couldn't live without him. Suddenly the staff flared with a brilliant blue light and they found themselves standing miles away from the village with all their injuries healed. Rejected by their tribe and realising that the staff was something special, they decided to go to Solace and ask the Seekers for their help in discovering the staff's true nature. The Seekers were the nearest thing to clerics in Solace but were also indirectly acting for Takhisis to recover the Staff.

Before Goldmoon and Riverwind could hand the staff over, they became involved in a fight at the Inn and were rescued by the other Companions. So begins the story of the Heroes of the Lance which leads to your task among the ruins of Xah Tsaroth.

AD&D GAME STATISTICS
Strength 12;
Intelligence 12; Wisdom 16;
Dexterity 14; Constitution 12;
Charisma 17; Alignment - Lawful Good;
Hit Points 19; Armor Class 6.

EQUIPMENT
Leather armor;
Blue Crystal staff (damage 4-9,7-12 or 10-15);



By Larry Elmore, from "Dragons of Mystery"

Clerical magic from staff - see sub menu



By Larry Elmore, from "Dragons of Hope"

RIVERWIND

Born into a family of virtual tribal outcasts, there was no one in the Que-Shu with a lower social position. Riverwind's family refused to believe in the divinity of the tribal chieftain and were the last believers in the old gods. Tolerated for his skills, Riverwind would probably have been left alone to live his life were it not for his love for Goldmoon, which led him to ask her father for permission to marry her.

Her father gave him a task to prove his suitability for this marriage. He ordered Riverwind to search for proof that the old gods still existed and not to return without a powerful magic item to convince the tribe. In reality, her father never expected to see him again. As the months passed, it seemed as though his wishes would be fulfilled but Goldmoon never gave up hope and her faith was eventually rewarded.

The Riverwind that returned wasn't the same man that left. He was harder, changed by things he had seen and unable to remember exactly where he had been or what he had one. Later, when the Companions had formed and made their way to Xah Tsaroth, he realised that the ruined city was the place from which he had retrieved the staff. In his hand he carried a blue crystal staff but when asked to demonstrate its powers, he was unable to do so. The chieftain mocked him, called him a liar and ordered the tribe to stone him to death. When Goldmoon joined him in the hail of stones, the staff flared with blue light and teleported both of them out of the tribal village.

AD&D GAME STATISTICS
Strength 18/35
(damage +3);
Intelligence 13;
Wisdom 14;
Dexterity 16;
Constitution 13;
Charisma 13;
Alignment - Lawful Good;
Hit Points 34; Armor Class 5

EQUIPMENT
Leather armor and Shield;
Longsword +2
(damage 1-8);
Bow and quiver of 20 arrows (damage 1-6)



By Larry Elmore, from "Dragons of Mystery"



By Larry Elmore, from "Dragons of Hope"

TASSELHOFF BURRFOOT

Most people not only don't understand Kender but don't want to know them. Part of the problem arises from their basic personality traits - fearless, unbelievable curiosity, irresistible mobility, independence, and the need to pick up anything not screwed down (unless they have a screwdriver in which case...). The usual reaction to the sight of a Kender is to lock everything up and check your pockets. Although fully justified, this attitude is somewhat unfair because they do not see themselves as thieves. They do not

steal for profit but out of their intense curiosity about everything. Even when caught 'in the act' they will offer an amazing range of excuses from "you dropped it", "It probably fell in my pocket" to "I thought you didn't want it", and "I was just looking after it in case it got stolen". As far as they are concerned, it is only 'borrowing' and they regard being called a thief a grave insult.

Apart from their size, Kender would be easily recognised by the number of pockets and pouches that festoon their clothing and their favored weapon, the hoopak. Used exclusively by them, it is a combination of staff (shod in iron) and slingshot, giving Kender a lethally potent weapon. Tasselhoff met Flint through the normal actions of a Kender - absolute amazement at being accused of stealing a bracelet as he walked off with it from Flint's stall. Tanis arrived to calm the situation and it wasn't long before they were fast friends. Tass was later responsible for the meeting with Caramon, Raistlin and Sturm.

AD&D GAME STATISTICS
Strength 13;
Intelligence 9; Wisdom 12;
Dexterity 16; Constitution 14;
Charisma 11; Alignment - Neutral
Hit Points 15; Armor Class 6

EQUIPMENT
Leather armor;
Hoopak +2(damage 3-8);
Sling + 1 with a pouch of 20 bullets (damage 2-7)



By Larry Elmore, from "Dragons of Mystery"



By Larry Elmore, from "Dragons of Hope"

FLINT FIREFORGE

Born and bred a hill dwarf, and raised in poverty, Flint left home as soon as he was capable of earning a living. As the years passed and his skills as a metalsmith grew, his improved fortunes led him to buy a small house in Solace, which became his base.

From there, he travelled widely due to the great demand for his skills. As his fame spread, samples of his work came to the attention of the elven leader in Qualinesti, resulting in his first invitation to become one of the few dwarves not only to visit the elven kingdom, but to become a welcome visitor. Flint delighted in making ingenious toys which made him a children's favourite wherever he worked including amongst the elves. It was here that Flint and Tanis first met and over many years became close friends, for Flint was a solitary figure and Tanis always felt an outcast due to his human blood. When Tanis finally left Qualinesti, his natural destination was his old friend Flint, whom he joined in Solace. He soon made himself very useful to Flint who made Tanis his business partner.

One day, while Tanis was breakfasting at the Inne, Tass arrived at Flint's stall and set in motion the events that quickly led to the meeting of all those destined to become the Companions of the Lance when they rescued Goldmoon and Riverwind from the Seekers. In the period leading to this rescue, the world became more perilous as the evil of Takhisis gained a stronger grip on Krynn. Flint retired as it was no longer worth travelling and the friends went their separate ways with a promise to meet again after five years had passed. This fateful meeting brought them together with Goldmoon and Riverwind, setting in motion the train of events that brought you to the start of the quest.

AD & D GAME STATISTICS

Strength 16 (damage +1);
Intelligence 7; Wisdom 12;
Dexterity 10; Constitution

18;
Charisma 13; Alignment -
Neutral Good;
Hit Points 42; Armor Class

6

EQUIPMENT

Studded leather armor and shield;
Battleaxe +1 (damage 1-8);
Throwing axes (damage 1-6)



By Larry Elmore, from "Dragons of Mystery"

V MONSTERS

During your travels through the ruins of Xah Tsaroth, you will meet many different beings ranging from ferocious animals to the evil and intelligent followers of Takhisis. The best response you can expect is indifference but the most usual is active hostility either because you are enemies or look like food. All opposition is described as monsters.

If you meet anything, remember that it is safer to defend yourself by Ranged combat than to wait until within close combat range. You can more easily retreat from ranged combat than from close combat.

MEN

Any humans which you meet, if they are moving around freely, are going to be in the employ of the Dragon Highlords. Their usual equipment includes leather, armor, and swords. They will be eager to fight as they are all experienced soldiers, usually veteran mercenaries that serve as low status guards within the ruins.

BAAZ DRACONIANS

These Draconians are the smallest and most plentiful kind. Used as common ground troops, they are the bottom of the social order. Although often used as spies, as they can easily disguise their origins under robes with large hoods, you will have no problems recognizing them here in territory they regard as their own. They are quite fond of humans as a favoured addition to their diet, so they will be eager to close and fight. They wear some armor and fight with swords. When killed, their bodies turn to stone and crumble to dust.

GIANT SPIDERS

Just as the name implies, these monsters are large enough to pose problems to you and your party. Not being intelligent, giant spiders conclude "If it moves then it must be food". They are tough opponents, and will take a large amount of damage before dying. They attack by biting.

TROLLS

These large shambling humanoid are not highly intelligent but like so many others, regard humans as a pleasant dietary supplement. They make very tough opponents as they are difficult to injure and when finally wounded, their injuries start healing automatically. They are more efficiently injured if burnt. They come equipped with formidable jaws and claws, capable of inflicting terrible injuries.

SPECTRAL MINIONS

The spirits of humans or demihumans who died before they could complete powerful quests or vows, they are still bound just as when they were alive. They may not attach unless their daily routine is interfered with, but as this routine consists of repeating the actions leading to their deaths, it is virtually impossible not to interfere. Very often just being present is regarded as interference and results in an attack on the entire party.

Spectral Minions look exactly as they did at the time of their deaths (ie like normal humans but transparent to varying degrees), so if you can see the wall through your opponent, it's probably not human. They use the weapons they died with, usually swords and are intelligent opponents not to be taken lightly.

BOZAK DRACONIANS

These Draconians are slightly larger and less plentiful than their lesser Baaz kin. They are the magic users of the Dragonmen, dedicated to the purposes of the Dragonlords. Highly intelligent and without mercy once they attack, Bozak are deadly opponents. They share the general Draconian liking for humans, similarly regarding them as a favoured addition to their diet as well as opponents to the will of Takhisis. So, they will be eager to fight. They do not wear armor but are actually harder to injure than the armored Baaz. They use magical attacks such as Magic Missile. When killed the flesh dries and crumbles from their bones which will then explode causing injury to

anyone too close.

AGHAR (GULLY DWARVES)

As the lowest class of dwarf, the Aghar are denied kin status by other dwarves and are regarded as comical nuisances by humans. Their strongest instinct is survival and they see cowardice as a virtue and raise grovelling to the status of an art form. They originated from inter-marriages between dwarves and gnomes in the distant past. This new race lacked all of the better qualities of their parents and they were driven out to survive as best they could. The Cataclysm proved their salvation by giving them access to dozens of ruined cities including Xah Tsaroth. Gully dwarves will remove a character's body if not raised.

HATCHLING BLACK DRAGONS

They are exactly what their name says, baby black dragons. But don't try petting them unless you don't mind losing an arm. They will breathe acid whenever you come across them. Like all young dragons, they can take punishment without serious injury, and although newly hatched, they make vicious little killers since they aren't averse to a little fresh human now and then. Too young for magic use, with a single blast of acid they inflict substantial damage.

WRAITHS

The spirits of evil beings, condemned or determined to stay in our world, these undead are amongst the most deadly opponents you could ever meet. Needing no weapons, their very touch is deadly, not so much for the physical injuries caused, but for the life force such a touch can steal. The wraith's black evil is only matched by its black appearance as it glides towards you intent on stealing your life force.

KHISANTH

The guardian of the "Disks of Mishakal" is probably the only thing deadlier than the wraiths. Khisanth is an ancient huge black dragon. She is skilled in the practice of staying alive, capable of lethal blasts of acid breath. She is the final obstacle that you must overcome before completing your task in the ruins of Xah Tsaroth.

GENERAL ADVICE

Moving deeper into the ruined city, the greater the danger you face since more dangerous monsters prefer to live in the lower reaches of the ruins. You must learn effective ways of dealing with different monsters as you explore. Don't be ashamed to run away if you feel that you can't handle a given encounter or are already seriously injured from previous meetings. Strategic withdrawals (running for your life) allow you to heal injuries gained in other fights and thus equip you to better face a new opponent. Be aware, however, that as you progress farther and farther into Xah Tsaroth, the party's presence will begin to draw more and more monsters. To delay is to allow your enemies an advantage. It is not wise to start a fight with a badly injured party unless there is no other option. Although you will have to fight many times, your real purpose is to recover the Disks of Mishakal which will restore the worship of the old gods - the true gods of Krynn. You may fail many times before succeeding and even then you can try this quest again and again for there is more than one way to success. Every new game is different. However, if you save and restore a game it will still be the same game with already explored areas unchanged.

LOST AND FOUND - OBJECTS IN THE RUINS

The City was abandoned in blind panic as the Cataclysm struck. People fled in terror leaving things behind. While the more obvious items have been looted over the following centuries, there remain many useful things simply overlooked lost or abandoned by looters or later inhabitants of the ruins. While you have the ability to find magic items,

remember that even detect spells use energy which may be more useful elsewhere. Using too many detect spells may attract magic sensitive monsters. Also, searching for things takes time and may allow you to be found by things you'd rather not meet. You must balance your actions accordingly.

SCROLLS

These items contain pre-prepared spells that are ready for instant use by Raistlin. Any character may pick up a scroll but only Raistlin can use it. You must select the required scroll from the USE sub menu and, the next time Raistlin enters Ranged Combat mode, it will be the first spell to be used.

WORDS

Although the characters cannot use weapons found within the ruins, they can gain experience points from picking up such items to improve their standing at the end of the game. Acquired weapons cannot be used as they are unfamiliar to the characters, who would lose their skill bonuses for their normal weapons.

OTHER WEAPONS AND AMMUNITION

Other weaponry that may be located by characters includes quivers of arrows and pouches of bullets for the sling user. These should be picked up whenever they are found as combat uses up large quantities of such things. Where possible, try to use single shots in ranged combat rather than rapid fire as it will considerably reduce the expenditure of arrows and bullets. A bullet is a small lead pellet that can inflict damage when fired by an experienced sling user.

There are some other items around such as bows and daggers but they are subject to the same usage limitation as swords.

POTIONS

There are many potions to be found in the ruins, mostly concealed by magic. Many date back to the time of the Cataclysm as few people took the time to recover concealed items while fleeing for their lives. They are not all the same and can help in a variety of ways. The only way to find out the effect of a potion is to try it. While they are different colors, each type is the same color. If you try one and discover its effect, then another of the same color has the same effect.

Any character can pick up a potion but you may have to transfer it to another character to use it. To drink a potion, it must be in the inventory of the character you wish to drink it. If this is the case, select USE from the main menu and the potion from the sub menu listing usable items. The potion is drunk and its effect applied to the character. If you see no change, the potion may be unsuitable for that character or you may be in the wrong location for its effect.

Healing potions cause a permanent change by healing wounds. They are not all of the same strength and their effect varies. They only restore damage taken and cannot increase a character's Hit Points beyond the starting value. These potions can be drunk by anyone.

Strength and Invulnerability potions both last for a certain amount of time (variable) and only affect Tanis, Riverwind, Caramon, Sturm, and Flint. While their effects last, they can be very useful in dangerous situations.

Strength potions increase the amount of damage inflicted by the character every time a successful hit is inflicted on an opponent. The amount of this extra damage can vary as some potions are stronger than others.

Invulnerability potions give immunity to non-magical attacks, make it more difficult to be hit by magical attacks and increase resistance to the effects of a magical hit. The minimum length of time for both to be effective is the same, but invulnerability potions are capable of lasting much longer.

If you are very lucky, you may even find potions that

allow you to control monsters for a short time or until you attempt to kill them. Unfortunately, it is very difficult to discover the effect of this type of potion as it apparently does nothing unless your characters are in the presence of the target monster types. However, if you do discover the purpose of such a potion then it will usually allow you to walk right up to a monster and attack it with no initial attempt at defense until a character hits it.

RINGS

There are several magic rings which may be used by any character. Selecting a ring from the USE sub menu means that it will then be worn until it is given away, dropped or the character is killed. Rings can have many effects but the types you are likely to find will make the wearer more difficult for monsters to hit. Some are more effective than others and once put on, all work indefinitely. Until selected as above, they do nothing and are regarded as being carried around in a pouch or pocket rather than being worn.

WANDS

Only usable by Raistlin, wands provide a device to fire

a spell. Each one has a limited number of charges and when used, the wand crumbles to dust. If you are lucky enough to find a wand, once it is in Raistlin's possession it can be used by selecting USE from the sub menu and will stay as the active ranged combat weapon until discharged or changed by another selection.

MISCELLANEOUS

There are various other items such as jewellery or other treasure but these, like much of the above, are not just lying around unguarded. They may have monsters with them or your efforts to search for things may attract their attentions. Another possibility is a trap - some items and areas are protected by traps which you may trigger. There may be some indication of a trap, either something obvious or maybe a situation too tempting to be true. Such traps can be triggered from a distance or can be avoided if a suitable character finds them. You will learn about these and many other things as you experience the world of the "Heroes of the Lance". Good luck...you'll need it!

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INTRODUCTION TO HILLSFAR

After weeks of hard campaigning, your supplies and rations are all but exhausted. Your party sets up camp just outside of Hillsfar. You had thought to make a quick stop at the city to gather supplies, maybe drop into your guild to see what things are like. You had no idea what you were getting into as you stepped through the gates...

No weapons allowed inside the gates! Magic? Only His Excellency the First Lord's magic is allowed in Hillsfar! Also His Excellency does not allow training up levels within Hillsfar. The dreaded Red Plumes see all and tolerate no threat to the enforced law and order of the region!

Welcome to HILLSFAR! A FORGOTTEN REALMS™ game adventure, and part of TSR's latest ADVANCED DUNGEONS & DRAGONS gaming system, HILLSFAR promises adventure and intrigue that will challenge any potential hero. There are several different quests to complete for each of the four character classes.

Hillsfar was the most open city on the Moonsea until the Council was overthrown. The merchant-mage Maalthiir, self-proclaimed First Lord of Hillsfar, now rules the region with an iron fist. Shrewd, ruthless, and independent, he hasn't made many allies, and Hillsfar struggles to hold its own against the surrounding power lords who eye the wealthy port city with greedy interest. Law and order are maintained by the dreaded Red Plumes, Maalthiir's mercenary guard, who stalk the city night and day, watching all.

Ah! But a city under tight control is a city of opportunity to any worthwhile adventurer. With no weapons and little magic, your wits and agility are your best chance to overcome the puzzles and mysteries surrounding Hillsfar. Your welfare will depend on how well you can figure out

mazes, pick a lock, ride a horse (and not get thrown), squeeze information from the pub, and overcome the countless obstacles yet to be unearthed. Despite the recent revolution, Hillsfar remains the Jewel of the Moonsea. Wealth and adventure await you in the city's pubs, the guilds for each class, the cemetery, the archery range, the sewers, the haunted mansion, the magic-user's tower, Maalthiir's castle, and most of all, the Arena. If you're lucky, you'll only be roughed up for crossing a Plume. If not, you'll be thrown into the Arena, fighting for your life and for Maalthiir's amusement. With staves and poles, you must rely on ingenuity and quick reflexes to get you out of this mess.

Have you the right tools to pick that complicated lock? Think you can hold your own in the Arena? Glancing up at the scowling Red Plumes guarding the gate, you certainly hope so. No one ever said that adventuring was easy, and stepping through the gates to enter Hillsfar, you begin to realize why.

GETTING SET UP

For the Commodore 64/128:

1. Set up your Commodore 64/128 computer as shown in the owner's manual.
2. Plug your joystick into Port #2.
3. Turn the disk drive on first, then turn on your computer.
4. Insert your HILLSFAR disk into the disk drive with the label facing up.
5. Type LOAD "H",8,1 and press the return key.

For the IBM PC, XT, AT, PS/2, Tandy:

1. Set up your IBM PC or compatible computer as shown in the user's manual.
2. Turn on your computer.
3. Boot your copy of DOS (2.1 or greater).
4. Format a blank disk on which to save your progress. Label this:

5. "HILLSFAR Save Game Disk"
5. Insert Disk #1 into drive A, label side up.
6. Set your disk drive to drive A by typing A: and pressing the enter key.
7. Type HILLSFAR and press the enter key.
8. You will be asked to choose a graphics mode. Choose your mode by typing the number associated with it. If you are unsure of which mode you have, consult your hardware documentation. Tandy mode is for Tandy 1000 series computers.

Note: The numeric keypad may be used instead of the arrow keys. In this manual, whenever you are referred to the return key, use the enter key.

If you have a Hard Drive:

1. Insert Disk #1 into drive A, label side up.
2. Set your disk drive to drive A by typing A: and pressing the enter key.
3. Type "INSTALLH" (without the quotes) and press enter.
4. You will be asked to type the letter of the hard drive you wish to use; for example C, D, E etc.
5. All of the files will be copied from drive A to the drive you specified in a sub directory called HILLSFAR. After all files have been copied, if you are copying 5 1/4" disks you will be asked to insert Disk #2 and press enter. All of the files from this disk will be copied as well.
6. To play on the hard drive, type the letter of the drive you specified (C, D, E etc.) followed by a colon and press enter. Then type CD HILLSFAR and press enter. Don't forget to put a space between CD and HILLSFAR. Then type HILLSFAR and press enter.

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Your game will now be running.

STARTING PLAY

When the HILLSFAR title screen appears, press the return* key. The Camp Options screen will appear next. To make a selection, use the up and down arrow keys or the joystick until the option you desire is highlighted, then press the return key.

Load a character to ride to HILLSFAR:

You'll be asked to put your save game disk into the drive and then press the return key. You can use the joystick or arrow keys to highlight the character you wish to take into Hillsfar. Press the return key or select exit to return to the camp options.

Once you have made your selection, you will find yourself on a horse riding toward the city of Hillsfar. You will encounter many obstacles along the way. For more information on horsemanship, read the section RIDING A HORSE.

Create a HILLSFAR character:

Use this option to make a new character. For more information on this option, read the section CREATING A CHARACTER.

Save your current HILLSFAR character:

It is a good idea to save your character's status frequently. If your character dies, you may load him back into the game by selecting the "Load a character to ride to Hillsfar" option.

Remove a HILLSFAR character from disk:

Use this command to remove any undesirable characters. Remember, once you remove these characters they are gone forever!

Transfer a character:†

Using this option you may make a save game disk. Any information that is on the disk will be destroyed. Label the disk "HILLSFAR Save Game Disk" when the process is completed.

* On the Commodore you may press the joystick button instead of the return key, except when asked to type in words or numbers or while picking locks.

† Only offered on certain computer formats.

CREATING A CHARACTER

You must create a character to seek adventure and accomplish quests in HILLSFAR. Characters are differentiated by their race, ability scores, and class.

1. SELECTING YOUR CHARACTER'S RACE

A list of races will appear. Use the joystick or arrow keys to highlight your choice and then press the space bar or fire button to make your selection.

Dwarf. This is a cunning race of sturdy workers and craftsmen. They can be fighters and thieves at the same time.

Elf. As tall as humans but slimmer, they can be fighters, magic-users, thieves, fighter/magic-users, fighter/thieves, magic-user/thieves, and fighter/magic-user/thieves. Elves also have a better chance of finding hidden objects.

Gnome. Members of this race are shorter and slimmer than their cousins the dwarves. They can be fighters, thieves, or fighter/thieves.

Half-Elf. These hybrids have many of the virtues of both humans and elves. Like elves, they can be more than one class at once.

Halfling. These folk are about half the size of a human, hence their name. They have little ability with magic, but are resistant to its influences. They can be fighters, thieves, and fighter/thieves.

Humans. This is the most common player-race in the

Forgotten Realms. They have unlimited progression as fighters, magic-users, clerics, and thieves.

2. SELECTING YOUR CHARACTER'S GENDER

You will have to select whether your character will be male or female. As with race selection, highlight your choice and press the space bar or fire button when ready.

3. SELECTING YOUR CHARACTER'S CLASS

A description of the classes is listed below. Do not be alarmed if all of the classes listed below do not appear on your screen. Some races cannot be certain classes. A human adventurer can only be one class while non-humans can combine classes. A character with combined classes has more options, but he advances more slowly. Highlight the desired class and press the space bar or fire button to continue.

Cleric. The cleric is a holy crusader who fights for the causes of his religion. Due to religious restrictions, he cannot use a cutting weapon that draws blood, such as a sword or an arrow, but can use any form of armor and use crushing weapons, such as a mace.

Fighter. The fighter can use any form of armor or weapon including magic ones, but most other magical items, and all magical spells, are beyond him.

Magic-User. The magic-user is potentially the most powerful character class, but he starts out weak. Initially, he has very few Hit Points. In addition, he cannot memorize many spells, and must carefully husband his few spells until he gains more through advancement in level.

Magic-users cannot use any form of armor or any weapon other than a dagger, dart or staff. However, there are magic items only a magic-user can use.

Thief. The thief uses trickery and misdirection - instead of brute force - to win his objective. This is the only profession in which demi-humans may climb as far as any human. Indeed, halflings and elves are especially adept in this craft. To be a proficient thief, a character must have a high dexterity.

Thieves must stick to leather-based armor and have a restricted list of weapons.

Multiple Classes. Non-human races can sometimes be a combination of classes. When a character is more than one class, his Hit Points per level are averaged among the classes involved. However, his experience is split between the two classes even when he cannot advance further in one of them. He gains all the benefits of both classes in regard to weapons and equipment.

4. CHOOSING AN ALIGNMENT

Alignment is the philosophy a character lives by. While the actions of a character are under your control, the character's alignment can affect how NPCs in the game view him. The computer will provide all the possible alignments for you to choose from.

5. YOUR CHARACTER'S ABILITY SCORES

After you have selected your character's gender, the computer will automatically generate the ability scores that every adventurer has. Ability scores are based on a range from 3 (low) to 19 (high). You will have the option of either re-rolling your character's scores or keeping them. Keep re-rolling your character until you have the ability scores you desire. A description of the ability scores follows:

Strength (Str). This is the measure of how much a character can carry and how much damage he can do in

a fight. Strength is a fighter's most important attribute. **Intelligence (Int).** This is the measure of how much a character can ultimately memorize. Intelligence is a magic-user's most important attribute.

Wisdom (Wis). This is the measure of a character's ability to understand the ways of the world and interact with it. Wisdom is a cleric's most important attribute.

Dexterity (Dex). This is the measure of the manual dexterity and agility of the character. Dexterity is a thief's most important attribute.

Constitution (Con). This is the measure of the overall health of a character. It has a major effect on how many hit points a character receives.

Charisma (Cha). This is the measure of how well the character interacts with other characters. It is sometimes a factor when the character has an encounter with a Non-Player Character, usually called an NPC.

6. SELECTING A NAME

This is the last step in creating your character. Your character's name may have up to 15 letters in it. You will not be able to change your character's name, so choose it wisely. Press return once you have entered a name and a summary screen will appear. This screen contains all of the information about your character. Examine this information closely and decide whether you wish to save your character.

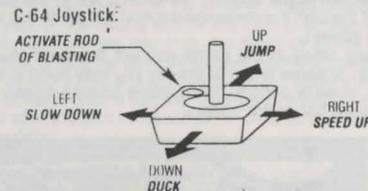
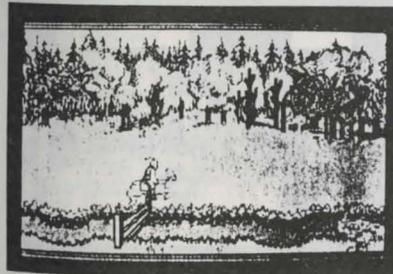
Two additional character attributes which will appear in the summary screen are explained below:

Hit Points (HP). This attribute is derived from a character's constitution, his level, and his character class (see below). Every time a character is hit he loses Hit Points. A character with many Hit Points can survive far longer than one with few Hit Points. When a character reaches 0 Hit Points he is dead.

Experience Points (EX). As a character adventures and accumulates treasure, he gains Experience Points. The more experience points, the more proficient the character is in his class.

RIDING A HORSE

From the camp you will be given a horse to ride to Hillsfar and other points of interest outside of the city. A map of the outskirts of the city is used for selection of your destination. You may highlight the possible routes to travel by pressing the arrow keys. Press the space bar to ride on the path you selected. From certain points, like the camp, your selection may be limited to only one path.



Occasionally, a question mark will appear where your horse is. When this happens, you will have the option of attempting to ride on a forgotten trail. If you wish to try an unmarked trail, press the space bar when the question mark appears. It has been said that some of these trails lead to fame, fortune and danger.

The horse and rider are controlled as shown above. Move the joystick or arrow keys right to speed up and left to slow down. Moving the joystick up or hitting the up arrow key commands the horse to jump, and down on the joystick or arrow keys will cause the rider to duck flying birds or arrows.

If you find a Rod of Blasting, you may use it to destroy obstacles on the riding path. To use the Rod of Blasting, press the fire button on the joystick or press the space bar. All Rods have a specified number of charges and when used up, they will disappear.

Beware! The footpaths and roads are treacherous indeed! You will have to jump and duck obstacles along these paths lest you be thrown from your horse. Some of the objects you will have to avoid include bales of hay, ditches and holes, puddles, fences, bushes and tree stumps. Every time you misjudge an obstacle, you will run the risk of losing your horse. Although certain horses are more loyal than others, any horse will abandon its owner when pushed to its limits. If this happens, a list of options will appear:

Walk on ahead: This option may let you walk to the destination you selected.

Look for a horse: Search for a horse. If you find one, you will continue onward.

Wait for passerby: Wait for someone to pass by who will take you to the trading post.

Start walking back: This option returns you to your starting location.

Keep in mind that whenever your steed gallops away, you will be in danger of being robbed or worse.

ADVENTURING IN HILLSFAR

Once you have successfully reached Hillsfar, you will find yourself in the upper right-hand corner of the city, represented by a flashing arrow. This is where the stables are and where you must go in order to leave the city.

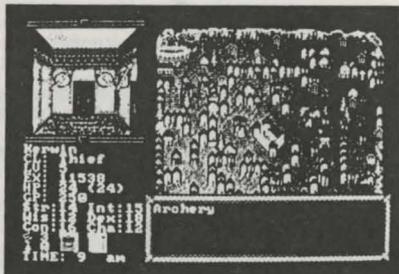
On the left side of the screen, you will see a 3-D view of buildings in front of you. To turn, use the left and right arrow keys. To move forward use the up arrow. To turn around 180 degrees, use the down arrow. Move the joystick in the same directions to move forward, right, left, and to turn 180 degrees.

On the lower left side of the screen you will see the status of your character and what he is carrying. Always watch your character's Hit Points. If you run out of these, your character will die. Also displayed are the number of knock rings and healing potions in your possession.

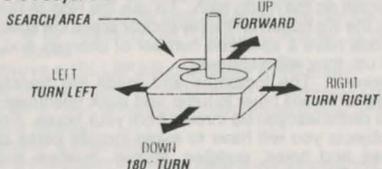
Depending on your character's class, you will want to find a pub or guild. Take time and become acquainted with the city. You will notice that the message window will move between two positions on the screen. When you are in the northern part of the city, the message window will be on the

bottom half of the screen. When you are in the southern part of the city, the message window will be on the top half of the screen.

Many times in the game you will be given clues and quests. In some areas of the city you may need to look for items, clues or people. To examine an area closely, press the space bar or fire button.



C-64 Joystick:



ADDITIONAL COMMANDS:

- R - Recall the last clue given.
- S - Toggle the sound on or off.
- P - Use a healing potion.
- ← or ESC - Pause the game.

TANNA'S TARGET RANGE

For practice or for gold you can set your sights at Tanna's Target Range. For a small fee, Tanna will allow you to compete against other marksmen for fame and gold.

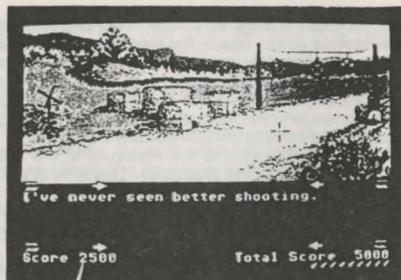
Upon entering the range, you will see a list of scores and the amount of the purse you will receive if you exceed them. You will be told the entrance fee and asked if you wish to participate.

If you want to participate, you will be asked if you want to practice first. The only differences between practice and competition is that you are not charged a fee for practice, and you cannot collect any awards or have your score added to the list.

Once you have made your choice, you will be asked to choose the weapon you wish to rent. You may rent a sling, daggers, darts, or a bow and some arrows.

- Sling - the only weapon that is usable by a cleric.
- Dagger - the heaviest weapon available.
- Darts - faster and lighter than daggers.
- Arrow - the fastest weapon.
- Wand - for mages only.

Once you have selected a weapon, it will be time to show what you're made of. The targets will vary in value depending on their difficulty. The joystick or keypad controls the motion of the cross hairs. Use the space bar or button to fire. You will notice as you aim your weapon that it seems to drift. The higher the dexterity you have, the less drift there will be.



Keep your eye on the windmill. It will tell you how fast the wind is blowing. To make an accurate shot, you must adjust for windage. The lighter the weapon is, the more it will be affected by the wind.

Be accurate! You have only ten shots to beat the scores on the list. Once you have fired your last shot of ammunition, you will be given your rating and awarded any prizes you may have won. Don't be discouraged if you don't do well in the first few rounds; even William Tell had to practice.

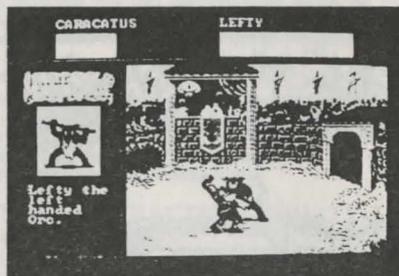
THE ARENA

In the course of your travels in Hillsfar, you will sooner or later end up at the arena. In the arena you may fight for wealth, fame, honor, or perhaps to pay for a crime you've committed. While the arena is generally favored by fighters, anyone is allowed to compete. Most arena battles are fought until one of the combatants is knocked senseless. When fighting as a result of serious crimes, death becomes a distinct possibility.

Each opponent you meet in the arena will have his own fighting style. To defeat your opponent study his fighting style. Exploit his weaknesses; beware of his strengths.

When you fight in the arena, you will be armed with a staff. The first person to knock his opponent unconscious is the victor.

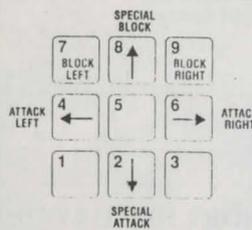
The illustration on the previous page is a sample battle screen. The left bar represents the percentage of Hit Points you have remaining. The right bar represents your opponent's Hit Points. For example, when you have only half your Hit Points left, the bar will be colored halfway. Until you hit your opponent a few times, you may not be able to accurately gauge how strong he is.



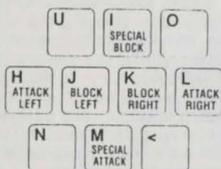
The left-hand window features an ongoing commentary of your match. Be careful not to pay too much attention to what the critics are saying - after all, your battle is not with them.

The illustration shows the different techniques you can use during combat. If you do not block your opponents

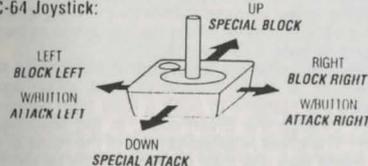
IBM Keypad:



C-64 Keyboard:



C-64 Joystick:



Hit the return key to try it on the tumbler. If you choose the wrong pick or the wrong end of the right pick, you might break it. Sometimes you may not have all of the picks necessary to open a lock. When this happens, press the 'E' key before trying any picks and you will leave the lock.

It is possible that a tumbler may be jammed. You will have to stick the pick in more than once to force a jammed tumbler down.

Note: There is a greater chance of breaking a pick when trying to force a jammed tumbler. Keep in mind that while broken picks are displayed, they cannot be used until you have them fixed. Some locks are tougher than other locks and some locks are trapped. Putting the wrong pick into a trapped lock is almost certain to set it off.

If you successfully put the correct pick into the lock, the tumbler will fall, giving you access to the next one. When you pick the last tumbler, the chest or door will open. You will only have a short amount of time in which to pick a lock. Should you fail to pick the lock within the time limit, any traps it has are almost certain to go off.

Once you become familiar with your picks, you should have no trouble opening any lock - as long as you have the right picks. If you have trouble picking a lock, you may use the "F" key to attempt to force the lock or the "Z" key to use a knock ring (if you have one).

OPENING DOORS AND CHESTS

If you are not a thief and don't have a thief NPC with you or if you don't have a set of picks, you can still try to open locks. When you find a locked door or chest, you will be asked if you want to open it. If you do, you will be provided with the list of options below. Some of the options may not be available.

OPTIONS:

LEAVE! DO NOT TRY THIS LOCK: This option will only be available until you attempt some other form of opening the lock.

USE PHYSICAL STRENGTH TO FORCE IT: Attempt to use brute force to open the lock. Be careful, if the lock is trapped you may set it off.

PICK THE LOCK WITH A SMALL OBJECT: By using this option, you will be attempting to pick the lock with a small stick or a straight piece of metal. Be careful, if the lock is trapped you may set it off.

USE A KNOCK RING: If you have a knock ring, you may use it to attempt to open a lock. Knock rings are available to all character classes within HILLSFAR. Knock rings will only open one lock per ring because a knock ring is consumed by the energy required to unlock the lock.

USE THE CHIME OF OPENING: This is a magical item that can be used to force all of the tumblers down. Of course, you have to find a chime of opening first ...

You will only have a short period of time to open the lock and when the time runs out, you are returned to where you came from.

BUILDINGS AND MAZES

As part of your adventuring in Hillsfar, you will have many opportunities to enter the buildings in the city, as well as sewers, hedge mazes and other labyrinths. It is important that you investigate many of these thoroughly. Valuable items, information, and gold can be found in these places.

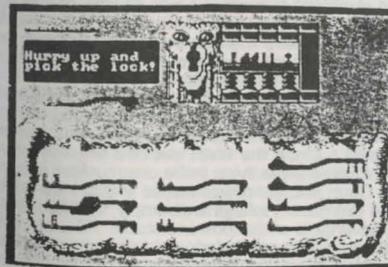
Be warned, many of these places are protected by guardians or the Red Plume Guards themselves. In many cases, you will only have a limited amount of time to collect whatever you can. In most cases you will want to collect as much as you can and then find the exit, which appears as a stairway leading down, before the guards find you. Every time a guard or guardian touches you, the total time

attacks, you will take damage. Remember, practice makes perfect. Since most battles are not to the death, there may be a chance for a rematch.

LOCK PICKING

Whether you are a thief or not, there will come a time when someone has locked up something you want. If you're not a thief, you may have to resort to bashing down a door, or smashing a treasure chest. But if you are a thief, or you have hired an NPC thief and you have a set of picks, other options may be open to you.

When you come upon a locked door or chest with your trusty set of picks in hand, you will be asked if you wish to pick the lock. If you do, the lock picking screen, shown below, will be displayed.



Locks must be picked one tumbler at a time, from left to right. To pick the lock, use the arrow keys or the joystick to select the pick which matches the tumbler. Use the fire buttons or the space bar to flip the pick over if necessary.

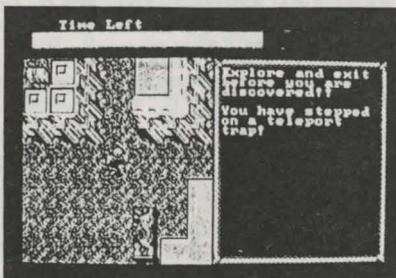
remaining, which is displayed at the top of the screen, will decrease. Once there is no time remaining, the first guard who touches you will capture you. If this happens, you will lose all of the items you have collected, and possibly be sentenced to a fight to the death in the arena. If you are caught within the castle, you will always wind up in the arena.

Moving through the maze is accomplished by using the arrow keys or the joystick. Move as quickly as you can and be wary of traps.

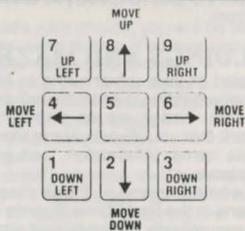
HOURS SPECIAL BUILDINGS ARE OPEN:

Building	Hours
1. Arena	8am - 11pm
2. Archery	8am - 3pm
3. Bank	8am - 3pm
4. Book Store	8am - 3pm
5. Castle	Never open
6. Cemetery	12am - 7am
7. Temple of Tempus	Always open
8. Stables	Always open
9. Fighters' Guild	Always open
10. Haunted Mansion	Never open
11. Healer Shops	8am - 3pm
12. Jail	Never open
13. Mages' Guild	Always open
14. Mages' Shops	8am - 3pm
15. Mages' Tower	8am - 3pm
16. Pubs	4pm - 7am
17. Sewers	Always open
18. Rogues' Guild	Always open

Note: The guilds are always open to their own class, and always closed to all other classes.



IBM Keypad:



C-64 Keyboard:



A SHORT HISTORY OF HILLSFAR AND THE ELVEN COURT

Hillsfar is one of the great walled cities ringing the Moonsea. Its history concerns both humans and elves and its condition reflects the rust and betrayal of both races.

1357 years ago humans moving north encountered the Elven Court, a huge outcropping of forest just south of the Moonsea. These humans sought and received permission to settle the dales around the forest. Thus, the various Dalelands were born. The Standing Stone was erected to commemorate the occasion.

To the south and east of the Elven Court lay the expansionist human kingdom of Sembia. The Sembians cut at the forest to make planks for their ships. The elves put a stop to this by crushing the Sembians at the battle of Singing Arrows, 473 years ago.

After the battle the Sembians and the elves made an agreement to trade instead of fight. The agreement allowed the humans to push a road from Sembia in the south, through the Elven court, to the Moonsea in the north. The elves retained control of the route of the road and made sure the road passed directly by the Standing Stone. That way, humans would be reminded of their earlier, less hostile dealings with the elves.

At the northern end of the road the elves built a trading center on the shores of the Moonsea. Humans and elves traded in the bazaar. Humans and elves learned of each others ways in the taverns and training halls. Humans and elves even shared in the administration of the trading center. This trading center expanded into a town, then into a walled city, and then into a city state. This city state is now known as Hillsfar.

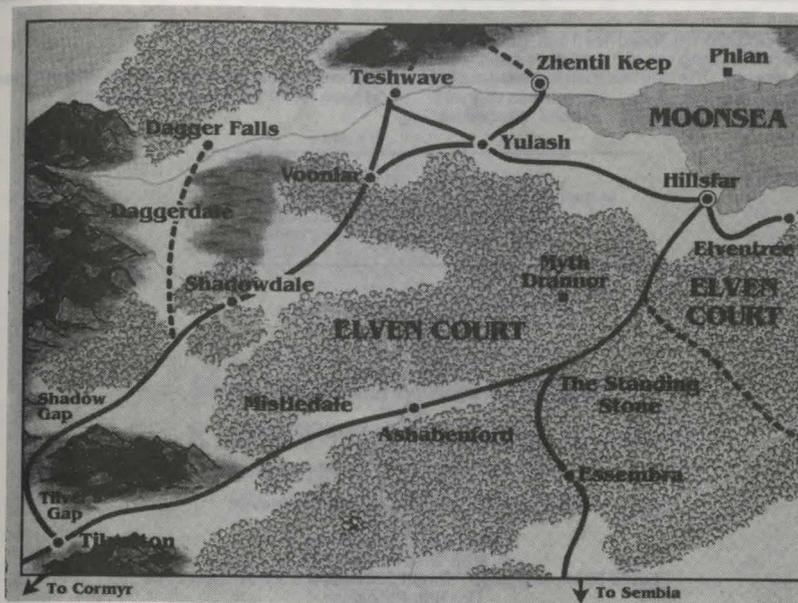
Hillsfar prospered in spite of competition from other major cities around the Moonsea. Phlan and Zhentil Keep rose to power and fell from grace, while Hillsfar prospered by trading between the Moonsea reaches and the Elven Court.

But, the Battle of Singing Arrows and the road from Sembia to Hillsfar started a great debate among the elves. Could elves and humans live side by side, or was human expansion a threat to the lifestyle of the Elven Court? For hundreds of years the elves secretly debated among themselves. Scant years ago they made their decision. The elves began The Retreat.

The Retreat caught the humans around the Elven Court by surprise. Almost overnight, the inhabitants of the court and the magnificent city of Myth Drannor seemed to disappear. Once the elves decided to leave, they left swiftly. Some elves living in the communities outside the Elven Court left, but others stayed in their new homes.

The Retreat left a huge area empty. Evil forces quickly took advantage of the power vacuum. The bright elven forests quickly became dark and foreboding. The fabled city of Myth Drannor fell into ruins and was overrun by evil creatures. And the road from Sembia to Hillsfar was no longer a safe trek for prosperous merchants, but a dangerous gauntlet for the adventurous traveller.

The Retreat hit Hillsfar hard. The Council of Hillsfar became corrupt and self serving. The openness of the city



allowed foreign enemies free access into the corridors of power. Then, with the bickering council at its weakest, the government was overthrown by Maalthir, a powerful merchant and mage.

Hillsfar has changed under Maalthir's administration. On one hand, his rule has brought order to a chaotic and corrupt city. On the other, he has destroyed the elven heritage that made Hillsfar a special place.

Maalthir multiplied the army by expanding the merciless Red Plume mercenaries. He used the Red Plumes in campaigns against Zhentil Keep. He raised new trading ships to travel the Moonsea and new war ships to protect the trade.

With Maalthir at the helm, Hillsfar has become more human, more repressive, and more expansionist. It is now but an unfortunate mirror of its ancient rivals that also ring the Moonsea.

AFTER LEAVING HILLSFAR, BEWARE THE CURSE OF THE AZURE BONDS

Overheard from a caravan guide who was in a tavern just outside Hillsfar.

"Hillsfar isn't real civilization, lad. Cormyr, that's a real civilized kingdom. It's far to the south and west, but the trip is worth every step.

There are two main routes to civilization, the southern route and the western route. Both are perilous. You need powerful friends if you want to make a trip like that. Powerful friends, or a knowledgeable guide.

"Or the southern route the traveller must move through the forests of the Elven court down the long road to the Standing Stone. The stone was a monument to the cooperation of elves and men. Now it's just a warning that you're too near the ruined remains of Myth Drannor.

"Once Myth Drannor was a beautiful elven city; now it's nothing but crumbling ruins that are overrun with unspeakable beasties. We can be thankful that the Knights of Myth

Drannor guard the remains of the city.

"Once past the Standing Stone, and outside the forests of the Elven Court, things get easier. The tilled fields of Mistedale and the open town of Ashabenford are a welcome relief from the cold and wary road. From Mistedale the road winds through the hills at Tilver's Gap and on to the gateway of civilization, to Tilverton, the northernmost city of the great kingdom of Cormyr.

"Travellers who do not want to brave the dark forests of the Elven Court can take the west road out of Hillsfar. This leads to the ruined city of Yulash, where the troops of Zhentil Keep battle Hillsfar's Red Plume mercenaries. The smart traveller will slip around the southern side of Ulash, avoiding both armies. This also avoids the cities of Zhentil Keep and Teshwave.

"After slipping south around Yulash, the traveller will gain the road leading southwest from Yulash to Voonlar and then south from Voonlar to Shadowdale. Many adventurers make Shadowdale their home, and the town is friendly to those hearty souls who engage in brave deeds.

"Shadowdale is also the home of the renowned sage Elminster. But don't try to see him, his man will give you nothing but the run around. Elminster is said to be a member of that mysterious group, the Harpers. Many powerful beings are said to belong to the Harpers. I'd sure like to have a group like that on my side the next time I'm in trouble.

"The road south from Shadowdale is well travelled and leads through the Shadow Gap to Tilverton. Careful travellers will note a path leading northwest towards Daggerdale and Dagger Falls. Avoid this path; the inhabitants of Daggerdale are not at all friendly to outsiders.

"Once the traveller crosses Shadow Gap the road leads directly to Tilverton. All the civilized services are available in Tilverton, though these services demand civilized prices. From Tilverton all of Cormyr opens up to the south.

"If you're traveling to Tilverton you may be interested in this story. King Azoun's youngest daughter, the Princess Nacacia, ran away from the royal household almost a year ago. Rumor has it she fled an arranged marriage and ran

off with a cleric from Tilverton. Word has it that Nacacia and the cleric have had a falling out and that she's been seen near Tilverton recently. The king has a large reward out for her return. A smart group of adventurers could do very well for themselves if they found the princess and returned her

to the king.

"Good luck lad, no matter which way you travel. And you have fun in the civilized southlands."

Look forward to more adventuring in the upcoming AD&D® FORGOTTEN REALMS™ CURSE OF THE AZURE BONDS computer fantasy role-playing game.

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David Boudreau & Peter Gascoyne
- Printing
A&a Printers and Lithographers

DATA CARD - IBM

TO TRANSFER POOL OF RADIANCE or CURSE OF THE AZURE BONDS CHARACTERS TO HILLSFAR BEFORE YOUR TRANSFER CHARACTERS:

In the Pool of Radiance or Curse of the Azure Bonds game, go to any training area and use the "Remove characters from party" option. Repeat this step for each character you wish to use in Hillstar.

TRANSFER CHARACTERS TO A HILLSFAR SAVE GAME DISK:

If you have already played Hillstar and saved Hillstar characters to a disk, then use this disk to save the Pool of Radiance or Curse of the Azure Bonds characters on. Otherwise, simply use a blank formatted disk as your Hillstar Save Game disk.

In order to transfer Pool of Radiance or Curse of the Azure Bonds characters to a Hillstar Save Game disk, you will need to run the COPYHILL utility according to the following steps:

1. Boot your computer.
2. If you are using 5 1/4" disks, then insert disk #2. If you are using a 3 1/2" disk, then insert the disk.
3. Type the following at the DOS prompt: COPYHILL
4. A short menu will appear on the screen listing some copy choices. Make the appropriate choice for what you want to do, and follow the on-screen instructions.
5. The Hillstar Save Game disk will contain the characters you wish to use in Hillstar after completing the copy process.

USING TRANSFERRED CHARACTERS:

Simply follow the load instructions and the transfer character instructions as described in the rulebook.

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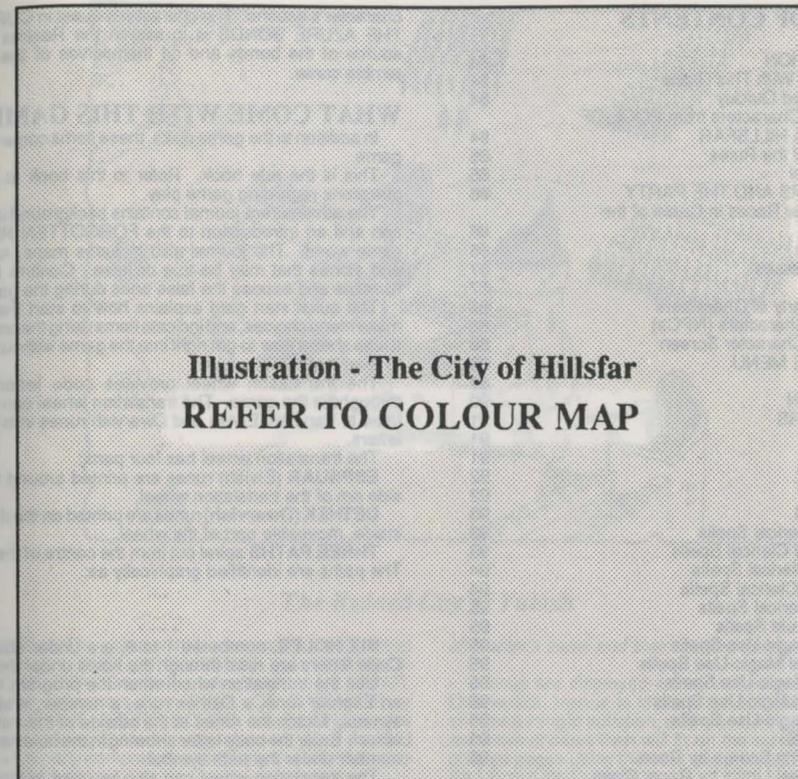


Illustration - The City of Hillstar
REFER TO COLOUR MAP

Enter the names of the buildings as you discover them...

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

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INTRODUCTION

Welcome to the official ADVANCED DUNGEONS & DRAGONS computer product, CURSE OF THE AZURE BONDS, a FORGOTTEN REALMS fantasy role playing epic. This adventure game is based on the rules and background created by TSR, Inc. and a story line created especially for this game.

The CURSE OF THE AZURE BONDS adventure begins in the frontier city of Tilverton on the border between the great kingdom of Cormyr and the scattered settlements of the Dalelands. The characters begin as experienced adventurers who have been ambushed, captured, and cursed with five magical bonds.

Each bond is an azure-blue symbol imprinted just under the skin of each character's sword arm. These bonds have dangerous magical powers that can take control of the

character's actions. The character's quest in CURSE OF THE AZURE BONDS is to search the Realms for the source of the bonds and rid themselves of the bonds' terrible curse.

WHAT COME WITH THIS GAME

In addition to the game disks, these items come with the game.

This is the rule book. Refer to this book to answer questions regarding game play.

The adventurers journal contains background information and an introduction to the FORGOTTEN REALMS game world. The journal also includes maps, rumours, and stories that may be true or false. Confirm the true rumours and expose the false ones during the game.

The quick start card explains how to start the game, make menu choices, and indicate items using the computer. It also shows how to get right into the game without having to read through the rules.

The translation wheel provides code letters used throughout the game. The translation wheel can also be used to translate Elvish and Dwarvish runes into English letters.

The translation wheel has four parts: **ESPRUAR** (Elvish) runes are printed around the outside rim of the translation wheel.

DETHEK (Dwarvish) runes are printed on the rim of the inside, moveable part of the wheel.

THREE PATHS spiral out from the centre of the wheel. The paths are identified graphically as:



SIX HOLES, numbered 1 to 6, are under each path. Code letters are read through the holes under the paths. Use the translation wheel when the program displays an Espruar rune, a Dethek rune, a number, and a path symbol. Match the runes at the outside of the translation wheel. Enter the code letter showing in the hole next to the number under the path symbol.

The translation wheel can also be used to translate a Dethek or Espruar rune to an English letter. Match the rune to an English letter. Match the rune with the tab that says 'Translate From Dethek' or 'Translate From Espruar' on one of the outer rings of the wheel. Read the English letter on the inside ring under the path where it says 'To English'.

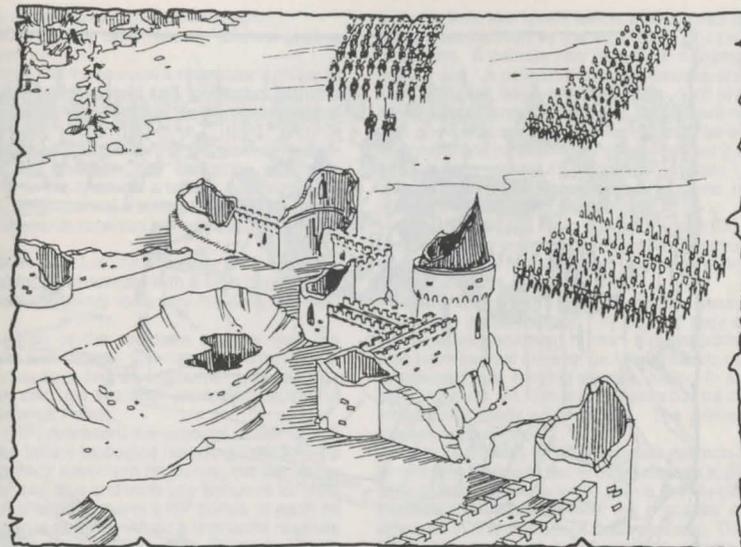
GETTING STARTED QUICKLY

Use the instructions on the quick start card and the saved game provided to begin playing CURSE OF THE AZURE BONDS. Use these rules to answer any questions during play.

The party has two main objectives at the beginning of the game: to equip itself for action and to find out about the azure bonds. **DIAGRAM** Read the first journal entry in the adventurers journal. Go to the shop to buy equipment. Go to the hall and train any characters from POOL OF RADIANCE or HILLSFAR who have enough experience to go up a level. Talk to the high priest of the temple, the sage, and the bartender to get information. Then move through the town and check for clues to the source of the party's curse.

TRANSFERRING CHARACTERS FROM POOL OF RADIANCE AND HILLSFAR

CURSE OF THE AZURE BONDS will accept characters that were created in POOL OF RADIANCE and in



The Ruined City of Yulash

HILLSFAR. The game will also accept characters that were created in POOL OF RADIANCE or in CURSE OF THE AZURE BONDS and who adventured in HILLSFAR.

Remove characters from POOL OF RADIANCE or CURSE OF THE AZURE BONDS adventuring parties before transferring them between games. Use the add character to party command on the Party Creation Menu to transfer the character.

To transfer a character that was originally generated in POOL OF RADIANCE or in CURSE OF THE AZURE BONDS, and then adventured in HILLSFAR, requires saved game files from both the original game and from HILLSFAR. Refer to the quick start card for additional information.

THE LAYOUT OF THE RULES

Each section of the rules describes how to manipulate the game using the menus on the screen. Choose commands from the menus according to the instructions on the quick start card.

The concept of the "active character" is central to the game. The active character is highlighted on the display. Commands that affect a single character affect only the active character. Commands that affect the whole party do not require an active character.

In combat the active character is chosen automatically according to the character's initiative. At other menus, the active character may be changed before choosing any commands.

All commands are menu based. If a command affects the whole party, choose the command as listed in the quick start card. If the command affects one character, make that character active and then choose the command.

Example: To look at a character's items, indicate the character, choose the view command, and then choose the items command. The computer displays a list of the

character's items and their readied status for combat.

Menus are displayed either vertically or horizontally. Use vertical menus to choose the active character or to choose a thing to act upon, such as an item or spell. If there are more choices than will fit on the screen at one time, change pages using the next and prev commands (or the Pg Up and Pg Dn keys.)

Horizontal menus list commands that the character can do or that can be done to the character. When space permits, each horizontal menu is preceded by the menu title. This is set off by a colon and is not an option the menu. In the rules, menus are shown with their title and each command. As an example, the Camp Menu contains commands for save, view, magic, rest, alter, fix, and exit. It is shown as:

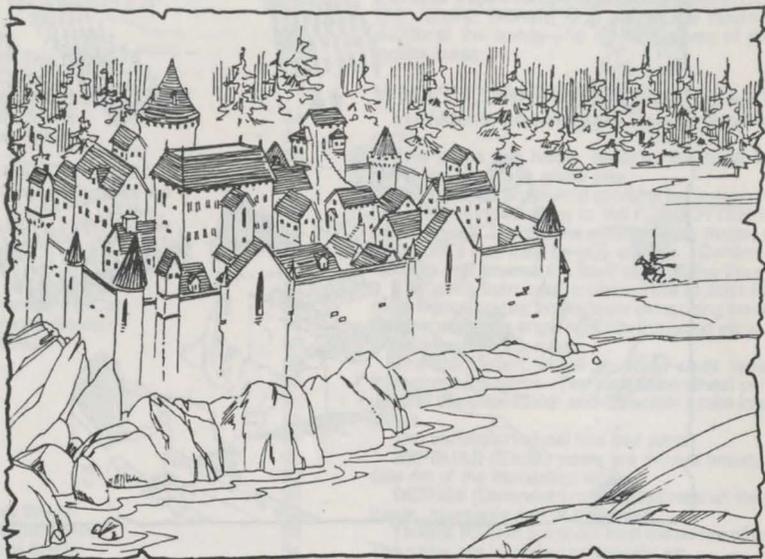
CAMP MENU:
CAMP: SAVE VIEW MAGIC REST ALTER FIX EXIT

POINTS OF VIEW
CURSE OF THE AZURE BONDS uses four different points of view: 3-D, area, overland, and combat.

3-D appears in town, underground, or in any other built-up area. This view shows the surrounding area in the direction the party is facing. Rotate the party's facing using the directional controls. The screen displays N,S,W,E (North, South, West, and East) to represent the direction the party is facing. Many 3-D areas are 16 squares by 16 squares in size.

AREA provides an overhead view of the party's surroundings. Choose the area command from the Adventure Menu to view the surrounding. The view shows the position of major obstructions such as walls, trees and water. A cursor shows the party's position. The area view can only be accessed while in 3-D.

OVERLAND displays a map of the area of the FORGOTTEN REALMS where CURSE OF THE AZURE BONDS takes place. A cursor shows the party's current



The Great Walled City of Zhentil Keep

location. The map on the back cover shows the same map with the major locations named. To move in the overland, choose a destination and choose how the party will travel.

COMBAT occurs any time the party fights monsters. In combat, each character and monster is displayed with an individual icon. The battlefield terrain is based on the area the party was in before combat begins. See the combat section for details on how combat operates.

CHARACTERS AND THE PARTY

Characters accomplish quests in the Forgotten Realms. The characters are differentiated by their race, ability scores, and class. A party of several characters is needed to accomplish the quests in CURSE OF THE AZURE BONDS. A party should have a balanced mix of characters with different classes and races.

THE SIX PLAYER RACES IN CURSE OF THE AZURE BONDS

The *Range of Ability Scores by Race* chart lists each player race's limits on ability scores. The *Maximum Level Limits by Race, Class, and Prime Requisite* chart lists each player race's limits on available character classes and maximum level. Non-human characters can combine character classes. Non-human characters may also have additional special abilities. Human characters can be dual-class characters.

DWARVES are a cunning race of sturdy workers and craftsmen. They are especially resistant to magic and poison and can see in the dark using infravision. During combat, Dwarves receive bonuses when attacking man-sized giant-class creatures and are adept at dodging the attacks of larger 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, can see in the dark using infravision, and are adept at finding hidden objects. During combat, Elves receive bonuses when attacking with

swords and bows. They can not 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.

GNOMES are shorter and slimmer than their cousins the dwarves. They are especially resistant to magic and can see in the dark using infravision. During combat, Gnomes receive bonuses when attacking man-sized giant-class creatures and are adept at dodging the attacks of larger giant-class creatures. Gnomes can be fighters, thieves, and fighter/thieves.

HALF-ELVES are hybrids with many of the virtues of both humans and elves. They are resistant to sleep and charm spells, can see in the dark using infravision, 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.

HALFLINGS are about half the size of a human, hence their name. They are especially resistant to magic and poison and can see in the dark using infravision. They can be fighters, thieves, and fighter/thieves.

HUMANS are the most common player-race in the Forgotten Realms. They can be fighters, magic-users, clerics, thieves, rangers, paladins, and dual-class characters.

ABILITY SCORES

Every character has six randomly generated ability scores. Ability scores range from 3 (low) to 18 (high). Each character class has a prime requisite ability score. A prime requisite of 15 or more increases the experience the character receives from adventures.

STRENGTH (Str) is the measure of how well a character can carry. A character with a high strength does bonus damage in combat. Fighters, rangers, and paladins with an 18 strength also have a percent value from 1 to 100

(listed as 01-00), denoting exceptional strength.

INTELLIGENCE (Int) is the measure of how well a character can learn.

WISDOM (Wis) is the measure of a character's ability to understand the ways of the world and to interact with the world. A cleric with a high wisdom can memorize additional clerical spells.

DEXTERITY (Dex) is the measure of the manual dexterity and agility of the character. A character with high dexterity is harder to hit, receives a bonus attacking with missile weapons, and receives a bonus to his armor class. A thief with high dexterity receives bonuses with his thieving skills.

CONSTITUTION (Con) is the measure of the overall health of a character. A character with a high constitution receives additional hit points for every hit die (see next page).

CHARISMA (Cha) is the measure of how well the character interacts with others. Charisma is sometimes a factor when the character has an encounter with NPC's.

Each character also has two other important values: Hit Points and Experience Points.

HIT POINTS (HP) represent the amount of damage a character can take before he begins bleeding to death. To calculate a character's maximum hit points, the computer rolls the character's hit dice and adds any bonuses for level or constitution. A character gains a HP bonus to each hit die if his constitution is over 14. When a character reaches 0 HP, he is Unconscious and may be Dying or Dead, depending on how much damage he has taken.

EXPERIENCE POINTS (XP) are a measure of what the character has learned on his adventures. When the character has enough XP he can increase in level and become more proficient in his class. The computer keeps track of XP. New characters begin with 25,000 XP and the corresponding level. Multi-class characters have their XP shared among their classes. See the Table of Experience Per Level for each class' XP requirements.

CHARACTER CLASSES

A character must belong to at least one character class. A human character can begin as one class and later change to another. Non-human characters can have one or more classes at the same time. A non-human character with multiple classes has more playing options, but he increases in level more slowly because his XP is divided among his classes.

Characters receive hit points, spells the character can memorize.

CLERICS have spells bestowed on them by their deity and can fight with armor and crushing weapons. The prime requisite for clerics is wisdom.

FIGHTERS can fight with any armor or weapons, but they cannot cast magic spells. Fighters can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. The prime requisite for fighters is strength.

RANGERS can fight with any armor or weapons and can cast a few druid and magic-user spells at high levels. Rangers can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. They do additional damage in combat when fighting giant-class creatures. No more than three Rangers can be in a party at one time. Rangers 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. The prime requisites for rangers are strength, intelligence, and wisdom.

PALADINS can fight with any armor or weapons and can cast a few clerical spells at high levels. Paladins can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. They are more resistant to spells and poison, can turn undead creatures as if they

were a cleric two levels below their current level and are always surrounded by the equivalent of a protection from evil spells. A paladin may heal 2 HP of damage per level once a day. A paladin may cure disease once a week at 1st - 5th level, twice a week at 6th - 10th level and three times a week and 11th level. A paladin will not adventure with any evil characters. Paladins must be of lawful good alignment and 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.

MAGIC-USERS have powerful spells, but can use no armor and few weapons. They can only memorize those spells available in their magic books. The prime requisite for magic-users is intelligence.

THIEVES can fight with one-handed swords and slings and wear leather armor. In combat they do additional damage 'back stabbing' human-sized opponents. Thieves also have special skills for picking pockets, opening locks, removing traps, moving silently, hiding in shadows, and climbing walls. At 10th level, thieves have a chance to cast magic-user spells off of scrolls. The prime requisite for thieves is dexterity.

MULTI-CLASS STATUS constitutes non-human characters who belong to two or more classes at the same time. The character's experience points are divided among the classes involved, even after the character can no longer advance in one or more of those classes. The character's hit points per level are averaged among the classes involved. The multi-class character gains all the benefits of all classes with regard to weapons and equipment.

DUAL-CLASS STATUS constitutes a human character who had one class for the first part of his life, and then changed into a new class for the remainder of his life. Once a character changes classes, he cannot advance in his old class. While the character's level in his new class is less than or equal to his level in his old class, the character does not gain hit points and cannot use the abilities of the old class. 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 may not cast magic-user spells while they have readied armor.

ALIGNMENT

Alignment is the philosophy a character lives by. A character's alignment can affect how NPC's and some magic items in the game react to the character.

LAWFUL GOOD CHARACTERS believe in the rule of law for the good of all.

LAWFUL NEUTRAL CHARACTERS believe the rule of law is more important than any objective good or evil outcome.

LAWFUL EVIL CHARACTERS believe in the rule of law as a tool to achieve evil ends.

NEUTRAL GOOD CHARACTERS believe that the triumph of good is more important than the rule of either law or chaos.

TRUE NEUTRAL CHARACTERS believe that there must be a balance between good and evil, and law and chaos.

NEUTRAL EVIL CHARACTERS believe that evil ends are more important than the methods used to achieve those ends.

CHAOTIC GOOD CHARACTERS believe in creating good outcomes unfettered by the rules of law.

CHAOTIC NEUTRAL CHARACTERS believe that the freedom to act is more important than any objective good or evil outcome.

CHAOTIC EVIL CHARACTERS believe that chaos is the best environment for creating evil acts.

CREATING A PARTY OF CHARACTERS

A party is a group of characters composed of up to 6 player characters (called PCs) and 2 non-player characters (called NPCs). The Party Creation Menu shows the characters currently in your party and lists the commands for creating and modifying the party.

PARTY CREATION MENU

Create New Character
Drop Character
Modify Character
Train Character
View Character
Add Character To Party
Remove Character From Party
Load Saved Game
Save Current Game
Human Change Class
Begin Adventuring
Exit to DOS

CREATE NEW CHARACTER is used to build a character. This command displays the following menus to define the character.

:Pick race lists the choice of the six races a player-character can be in the FORGOTTEN REALMS.

:Pick gender lists the gender the character can be. Gender affects the character's *maximum* strength.

The computer randomly generates the character's ability scores. Choose roll again to generate a new set of scores. Accept the rolls to take the character as generated. Use the modify character command on the Party Creation Menu to change the character's ability scores and hit points after the character has been generated.

:Pick character class lists the class or classes the character is qualified for based on his race and ability scores.

:Pick alignment lists all the possible alignments for the character based on character class.

:Name character provides a 15 character space to type in the character's name.

The computer displays the complete character screen. Choose the weapon, head and colours for the character's combat icon (the figure that represents the character in combat) Save the character to disk so that it can be added to the party later. Refer to the Camp section for details on how to select and alter combat icons.

:Exit, from any of these menus, displays the party creation menu.

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

MODIFY CHARACTER can change the character's ability scores and hit points. Use modify character to change a character generated in CURSE OF THE AZURE BONDS to match a favourite AD & D character. Characters who have been adventuring may not be modified.

TRAIN CHARACTER increases a character's level when he has gained enough experience points. Training costs 1000 gold pieces (GP) per level. Choose the character to train. If the character has sufficient experience points and money the character advances a level. This takes no game time. See the Maximum Level Limits by Race, Class and Prime Requisite chart for level limits.

VIEW CHARACTER displays a character as described under that heading below.

ADD CHARACTER TO PARTY transfers characters from the saved game disk into the party. Select the last game the character adventured in from the From Where Menu.

FROM WHERE MENU:

FROM WHERE:CURSE POOL HILLSFAR EXIT

:Curse adds a character whose last adventure was in CURSE OF THE AZURE BONDS.

:Pool adds a character whose last adventure was in POOL OF RADIANCE.

:HILLSFAR adds a character whose last adventure was in HILLSFAR. If the character was originally generated in POOL OF RADIANCE or CURSE OF THE AZURE BONDS then both the original and HILLSFAR saved game files are required. Refer to the quick start card for additional information.

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

LOAD SAVED GAME reads a previous adventuring party from the save game disk

SAVE CURRENT GAME writes the current game to the save game disk.

HUMAN CHANGE CLASS allows a human character with appropriate attributes to become a dual-class character.

BEGIN ADVENTURING restarts the game.

EXIT TO DOS ends the game.

NON-PLAYER CHARACTERS (NPCS)

During the game the party will encounter NPCS. They may talk to the party, attack the party, and even offer to join the party. There are two kinds of NPCS: those who volunteer to join the party and those who will only give information or fight the party.

NPCs that join the party are treated like player characters, with a few differences. The computer commands NPCS in battle. They have morale. If things are going badly for the party, they may run. Items can be traded to 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 Item Menu to take his items.

VIEWING THE CHARACTER SCREEN

The view command displays the character screen. This screen displays the character's name, sex, race, and age. It also displays his alignment, character class or classes, ability scores and current wealth.

Each character begins the game with 300 platinum pieces, which he can use to buy equipment. Later, as the character accumulates wealth, the character screen shows how many copper pieces (cp), silver pieces (sp), electrum pieces (ep), gold pieces (gp), platinum pieces (pp), gems, and jewellery the character is carrying. The value of each gem or piece of jewellery varies and is found when the item is appraised. The relative value of each kind of coin is:

1pp=5 gp=10ep=100sp=1000cp

The character screen shows the character's current level or levels and his earned XP. A character with more than one class has his levels listed in the same order as his classes. For example, if a character is a Fighter/Thief with 25,000 XP, his levels are listed as 5/6. A dual-class human character only displays his experience points in this current class.

The bottom of the character display lists combat information. The character's Armor Class is shown as AC; the lower the AC number, the harder it is for opponents to hit the character. The character's To Hit AC 0 (or THAC0) is also listed; the lower the THAC0 number the better the character's chance to hit opponents.

The character's current HP and damage are listed. If the HP is highlighted, the character is wounded and the HP is less than its maximum value. Damage is how many dice of HP the character inflicts when he hits an opponent in combat. Damage depends on the character's strength and readied weapon.

The encumbrance, or total weight the character is carrying, is listed along with the character's combat move. The character's combat move is based on his readied

armor, strength and total encumbrance.

The screen then lists the character's readied weapon and armor. Finally, the screen lists the character's status, an indication of the current health of the character. The character status can be:

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

UNCONSCIOUS status means that the character has died. Non-elf characters have a chance of being resurrected with a raise dead spell. The character's chance of being resurrected depends on his constitution.

DEAD status means that the character has died. Non-elf characters have a chance of being resurrected with a raise dead spell. The character's chance of being resurrected depends on his constitution.

FLED status means that the character fled from the previous battle. After the battle he will rejoin the party and regain his previous status.

STONE status means that the character has been turned to stone by a monster or a spell.

GONE status means that the character has been totally destroyed. Nothing can bring the character back to life.

Choose the view command to display the View Menu and to inspect the active character choose the view command. Not all view commands are available at all times.

VIEW MENU:

ITEMS SPELLS TRADE DROP HEAL CURE EXIT

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

ITEM MENU:

READY USE TRADE DROP HALVE JOIN SELL ID EXIT

:Ready is used to change the status of a weapon, armor, or other item. Only readied weapons can be used in combat. A character cannot ready more than two hand-held items at once. Arrows and crossbow quarrels are assumed to be in a quiver and can be readied at all times.

:Use activates an item. Choose the item and then indicate a target.

:Trade is used to transfer an item from one character to another. Choose the character to trade to and then choose the item or items to trade. Remember that a conscious NPC will not give up an item once he has it.

:Drop permanently removes items from a character. Dropped items may not be recovered.

:Halve turns many items combined on the same line into two lines each with half as many items. Halve would turn one line of 42 Arrows into two lines each with 21 Arrows.

:Join combines all similar items into one line. No more than 250 similar items can be joined on one line. Some items cannot be joined.

:Sell is available under the Shop Menu and is described there.

:ID is available under the Shop Menu and is described there.

SPELLS is a listing of the spells a character has memorized and can cast (see Magic Menu)

TRADE is used to transfer money from one character to another. Indicate which character to trade with, and then indicate which coins and how much are traded to the other character.

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

HEAL is displayed only when viewing a paladin. A paladin may heal 2 HP of damage per level once a day. Select the heal command and then choose the character to be healed. The heal command will not be displayed until the paladin can heal again.

CURE is displayed only when viewing a paladin. A paladin may cure disease once a week at 1st - 5th level,

twice a week at 6th - 10th level, and three times a week at 11th level. Select the cure command and then choose the character to be cured. The cure command will not be displayed until the paladin can cure again.

The newly created party appears in an Inn on a side street in Tilverton. The party is ready to begin adventuring.

ADVENTURE MENU

The Adventure Menu allows access to all of the main functions in CURSE OF THE AZURE BONDS. When this menu is displayed the screen shows the 3-D view in front of the party and the party's status. If any party members are injured, their hit points are highlighted for easy recognition.

ADVENTURE MENU:

MOVE VIEW CAST AREA ENCAMP SEARCH LOOK

MOVE is used in the 3-D view to change the party's facing or to move forward. In 3-D the party can turn right, turn left, turn around, or move forward. Normally, each move forward takes 1 minute. If the party has search on, each move forward takes 10 minutes. Refer to the quick start card for computer-specific details on how to move without choosing this command.

VIEW displays the character screen and the View Menu.

CAST displays the Cast Menu so the active character can throw a magic spell. See the section on Magic for a description of how to cast spells and their effect.

AREA shows an overhead view of the area around the party. If the party is lost or in unfamiliar territory this command may not be available.

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

SEARCH turns searching on and off. A party moving with search off takes 1 minute per move forward, has a normal chance of meeting random encounters and finding secret doors, and is taking normal precautions against traps and surprise. A party moving with search on takes 10 minutes per move forward, has an increased chance of meeting random encounters and finding secret doors and is taking special precautions against traps and surprise. With search on, the party is checking for secret doors, mapping, moving as silently as possible, hiding in any available shadows, and generally being as careful as possible.

LOOK is used to search an individual square. Executing a look command acts as if the party moved into the current square with search on.

CAMP

The commands on the Camp Menu include day-to-day functions such as saving the game, resting to heal, memorizing spells, and changing game items such as game speed or party order.

CAMP MENU:

CAMP:SAVE VIEW MAGIC REST ALTER FIX EXIT

SAVE writes the state of the characters and the game to the save game disk. Prepare a save game disk according to the instructions on the quick start card.

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

MAGIC is a very important part of CURSE OF THE AZURE BONDS and is described under its own heading. Magical Spells can only be memorized while the party is camped.

REST allows characters to memorize spells and to heal naturally. Characters catch their normal sleep without having to camp. The initial rest time is established by the time necessary to memorize any spells selected from



The Myth Drannor Burial Glen

such as inns or cleared locations.

REST MENU:
REST ADD SUBTRACT EXIT

:Rest starts the clock running after all the memorized spells have been chosen.

:Add increases the time that the party will attempt to rest.
:Subtract decreases the time the party will attempt to rest. This may keep characters from memorizing all of their chosen spells.

ALTER is used to change the characters in the party and the parameters of the game. The Alter Menu includes:

ALTER MENU:
ALTER: ORDER DROP SPEED ICON PICS 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 in the front line in combat.

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

:Speed controls the rate messages are printed on screen. If the game is running too slowly, use the faster command to speed up the displays.

SPEED MENU:
SPEED: SLOWER FASTER EXIT

:Icon is used to change a character's combat icon. Customize this icon to represent the character's favourite weapons, armor, and colours. Different computers and graphic adapters have different capabilities; experiment to create the best icon for each character.

:Pics governs when encounter pictures will be displayed.

PICS MENU:
PICS: MONSTERS ON/OFF ANIMATIONS ON/OFF EXIT

Monsters On/Off toggles the close-up pictures of encounters on and off. Turning the pictures off speeds up the game.

Animations On/Off toggles the animation of the close-up

pictures on and off.

Turning the animation off speeds up the game. This command is not available on some computer versions.

FIX is used to cast a large number of cure light wounds spells with a single command. All characters with first level clerical spells will memorize as many cure light wounds as they can, cast them on the party, and then memorize their previously memorized spells. Fix takes game time and may be interrupted by an encounter.

CIVILIZATION

Civilization provides many features for the adventurer. Many towns and cities contain Inns, Shops, Halls, Temples and Bars.

INNS provide a safe place to rest using the Camp Menu. While the characters rest they can memorize spells and regain hit points.

SHOPS provide a place to buy and sell equipment using the Shop Menu.

SHOP MENU:
BUY VIEW TAKE POOL SHARE APPRAISE EXIT
:Buy displays the items available in the shop. Select the items that the active character will buy.

:View displays the character screen with the addition of the appraise command in the View Menu, and the sell and ID commands 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 200 gp for the service.

:Take is used to pick up coins from the party's money pool. Indicate the type and amount of coins to take.

:Pool places all of the party member's coins into a money pool. All purchases at the shop come out of the money pool. Use the take or share commands to pick up coins from the money pool.

:Share picks up the coins in the money pool, divides the coins into shares and distributes the shares among the party.

Appraise is used in shops to receive an appraisal of any gems and jewellery the character has. Choose gems or jewellery to be appraised. The shopkeeper makes an offer for the item. Accept the offer and the item is sold. Reject the offer and the gem or piece of jewellery becomes an item on the character's item list.

HALLS are where the characters can advance levels and change classes using the Party Creation Menu.

TEMPLES cast healing spells using the Temple Menu. The commands on the Temple Menu are the same as those on the Shop Menu with the addition of the heal command.

TEMPLE MENU:
HEAL VIEW TAKE POOL SHARE APPRAISE EXIT
:Heal displays a list of the temples healing spells. Indicate the spell to cast and confirm that the character is willing to pay the cost. The cost may vary depending on the recipient and circumstances.

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

ENCOUNTERS

When a party comes across monsters or NPCs an encounter occurs. If the party surprises the monsters the party can attack by choosing Combat from the Encounter Menu. If the party attacks immediately they receive a bonus to their initiative in combat. If the monsters surprise the party, the monsters can attack immediately and get a bonus to their initiative in combat. If the party or the monsters do not attack immediately, surprise is lost. If the monsters do not attack immediately in an encounter the party can react by choosing from the Encounter Menu.

ENCOUNTER MENU:
ENCOUNTER: COMBAT WAIT FLEE ADVANCE/ PARLAY

COMBAT causes the party to attack the monsters. Fighting is explained in the Combat section.

WAIT allows the monsters to decide what to do. They may combat, wait, flee, advance (if they are far away) or parlay (if they are adjacent).

FLEE causes the party to run away. If the monsters try to attack, and are faster than the party, combat will occur. If the party flees successfully, it may be retreated a square.

ADVANCE reduces the range to the monsters. When the monsters are adjacent to the party the advance command is replaced by the parlay command.

PARLAY allows the party to speak with willing monsters. Choose a speaker (or make the speaker the active character) and then choose a conversation tactic from the Parlay Menu.

PARLAY MENU:
PARLAY: HAUGHTY SLY MEEK NICE ABUSIVE
:Haughty means that the speaker is trying to demonstrate his superiority over the monsters.

:Sly means that the speaker is trying to get information out of the monsters without their realizing.

:Meek means that the speaker is trying to convince the monsters that the party is not worth attacking.

:Nice means that the speaker is trying to be nice to the monsters.

:Abusive means that the speaker is trying to browbeat information out of the monsters.

COMBAT

In combat, the computer determines the order in which each character and monster becomes active. The player controls the actions of PCs. The computer controls the

actions of monsters, NPCs, and PCs set to quick combat.

Each character's ability in combat is defined by his THAC0 and AC. The attacker's THAC0 represents his ability to hit in melee or with missile fire. The lower the THAC0 the better the chance to hit the target. A target's defences are represented by his AC. The lower the AC the harder it is to hit the target. An attack is successful if a random number from 1-20 is greater than or equal to the attacker's THAC0 minus the target's AC. Range, attacks from the rear, magic weapons, magic spells, and other circumstances may affect this chance.

In combat, the first and second attackers strike at the front of a target. The third attacker strikes at the target's rear, unless all the attackers are adjacent. The fourth and any additional attackers strike at the target's rear. The target's AC is substantially reduced against rear attacks.

A thief's back stab is an exception to the facing rules. 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 or if the target is larger than man sized. A back stab has a better chance of hitting the defender, and does additional damage.

A character may not attack an adjacent target with a missile weapon. A character may attack an adjacent target with a thrown weapon.

FIGHTING

In combat the computer chooses the active character. Characters with higher dexterity will tend to go before characters with lower dexterity. A character may hold his action until later with the delay command.

The screen begins centred on the active character. The character's name, HP, AC, and current weapon are displayed. The Combat Menu lists the character's options.

COMBAT MENU:
MOVE VIEW AIM USE CAST TURN QUICK DONE
MOVE is used to move a character and to attack. Attack by moving the character into an enemy's square. If the character moves away from an enemy, the enemy gets a free attack at the character's back.

Bows can attack twice per turn. Thrown darts can attack three times per turn. Fighters and paladins of 7th level or greater can attack twice every other turn. Rangers of 8th level or greater can attack twice every other turn. All of character's attacks are taken against his first target. If the first target goes down with the first attack, aim the remaining attack at another target. Fighters, paladins, and rangers may sweep several weak targets with one mighty blow.

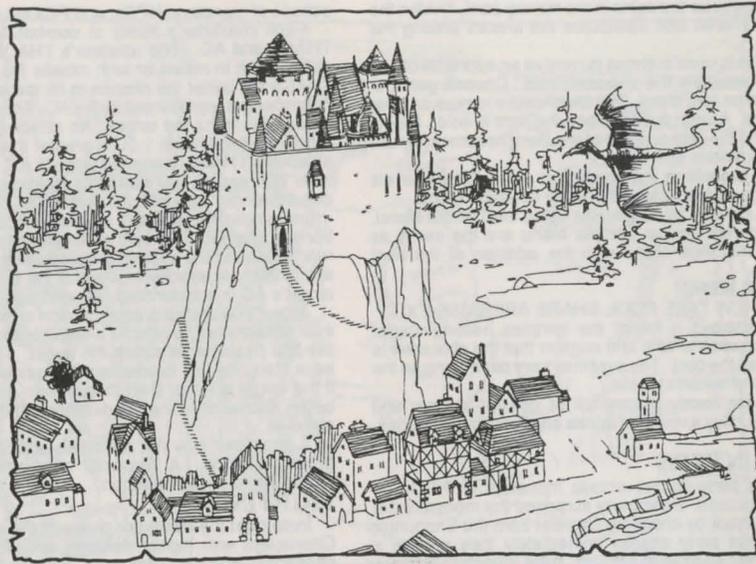
Refer to the quick start card to find out how to move the character with the computer. The number of spaces a character can move is reduced by the weight he's carrying and the kind of armor he has readied.

A character may flee from combat by moving off the battlefield. A character may move off the battlefield if he can move faster than all enemy monsters. A character may not move off the battlefield if he moves slower than any enemy monsters. A character has a 50% chance to move off the battlefield if he can move as fast as the fastest enemy monster. A character that moves off the battlefield returns to the party after the fight is over. If all active characters flee combat then any dead characters are lost.

VIEW displays the character screen and View Menu. Some options, such as trade, are not available in the middle of combat. The use command appears on the Item Menu and permits the use of an item, such as a wand, in combat.

AIM is used to aim an attack using the following options.

AIM MENU:
AIM: NEXT PREV MANUAL TARGET EXIT
:Next is used to look at all possible targets, starting with



The Village of Hap

the closest target and then going to the next closest. 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.

MANUAL permits the player to aim anywhere on the map.

TARGET is used to fire where the cursor is located. **USE** allows a character to activate an item. Indicate the target with the Aim Menu and choose target to use it.

CAST is only available to spell-casters when they have spells available. This command displays the cast options of the Magic Menu (see the description in the Magic Rules) if the character has been hit recently his concentration may be broken and the cast option will not appear.

TURN allows clerics and paladins to destroy undead monsters or turn them away from the party. This has no effect on any other form of monster.

QUICK turns control of the character over to the computer. See the quick start card for instructions on how to gain manual control of a character. Under computer control, a fighting character with readied arrows will tend to hang back and fire arrows. If the character has no readied arrows, he will ready a melee weapon and charge.

DONE is used when a character has finished his turn.

DONE MENU:
GUARD DELAY QUIT BANDAGE SPEED EXIT
GUARD sets a character attack the first enemy that moves adjacent.

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

QUIT ends a character's turn.

BANDAGE only appears if a party member is bleeding to death. The bandage command will stop the bleeding and keep the character from dying.

SPEED changes the game speed and is described

under the alter command in the Camp Menu.

AFTER COMBAT

If one or more characters survive on the battlefield at the end of combat, the bodies of 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.

When combat is over the Treasure Menu is displayed. Most of the Treasure Menu commands work like the commands in the Temple and Shop Menus.

TREASURE MENU:
VIEW TAKE POOL SHARE DETECT EXIT
VIEW displays the character screen and View Menu.

TAKE is used to pick up treasure. A character carrying a large number of coins and heavy equipment can be slowed in combat.

TAKE MENU:
TAKE: ITEMS MONEY EXIT
ITEMS lists the equipment in the treasure. Frequently, the weapons and armor used by monsters are not listed because they are substandard and not worth taking.

MONEY displays the number and type of coins in the treasure. Indicate the type and number of coins the active character takes.

POOL drops all of the party members' coins into the treasure. Use the take or share command to pick up coins from the treasure.

SHARE picks up the coins in the treasure, divides the coins into shares, and distributes the coins among the party.

DETECT casts a Detect Magic spell from the currently active character.

EXIT leaves the scene of the battle. If treasure remains, then the option to return to the Treasure Menu is displayed.

MAGIC

Magic is integral to CURSE OF THE AZURE BONDS.

Magic-users, clerics, high level paladins, and high-level rangers can use magical spells.

A spell can exist in one of three forms: in a character's memory, in a character's spell book, and on a scroll.

A spell-caster with a spell in memory has memorized the spell and can cast the spell using the cast command.

Magic-users and high-level rangers write magic-user spells in a spell book. They may only memorize spells that are in their spell book.

Each time a magic-user or high-level ranger increases a level, they can add one new spell to their spell book. They can also scribe a spell from an identified scroll into their spell book. Clerical spells are all available at the appropriate level and are not listed in spell books.

A clerical scroll can be used immediately by a cleric. A magic-user or ranger must cast the read magic spell and ready the magic-user scroll. Any identified magic-user spell that a character can cast can be scribed from the scroll into his spell book. Only magic-users can cast identified magic-user spells off scrolls. A 10th level or greater thief has a 75% chance to cast a spell from any magic-user scroll. A spell disappears after it has been scribed or cast.

A beginning 1st-level magic-user's spell book contains four 1st-level spells. A beginning 5th-level magic-user's spell book contains six 1st-level spells, two 2nd-level spells, and one 3rd-level spell. Each time a magic-user or high level ranger gains a level of experience, he gains a new spell in his spell book, even though the rise in level may give him the ability to memorize more than one new spell at a time. To gain additional spells, the magic-user or high-level ranger must find scrolls in treasures and copy spells he is capable of casting into his spell book, using the scribe command in the Magic Menu.

Clerical and druidic magic requires no spell books. All clerical and druidic spells of the appropriate level are always available to a cleric, paladin, or ranger. The character need only memorize them. When a cleric finds a clerical scroll, he can use the spells directly from the scroll; he does not need to scribe the spells into a spell book.

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

The spell caster is the current character. Spell casters can get a list of the memorized spells from the cast option of the Magic Menu or from the spells option of the View Menu. They can get a list of their spells on scrolls from the scribe option of the Magic menu.

MAGIC MENU:
CAST MEMORIZE SCRIBE DISPLAY REST EXIT
CAST displays the Cast Menu and the character's list of memorized spells. Indicate 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.

CAST MENU:
CAST NEXT PREV EXIT

MEMORIZE displays the Memorize Menu and the character's spell book or clerical spell list. Indicate the spells to memorize. Once all characters have indicated the spells they want to memorize, choose the rest command to take the time to actually memorize the spells. Memorizing any spell takes a minimum of four hours. Third and fourth level spells take a minimum of six hours; fifth level spells take a minimum of eight hours to memorize. Remember that a spell-caster can have the same spell memorized multiple times.

MEMORIZE MENU:
MEMORIZE NEXT PREV EXIT

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. Memorizing a spell takes 15 minutes of game time per spell level, plus a minimum period of preparation. 1st and 2nd level spells take a minimum preparation of 4 hours. 3rd and 4th level spells take a minimum preparation of 6 hours. 5th level spells take a minimum preparation of 8 hours. If the preparation or learning time is interrupted, some or none of the spells may be memorized.

SCRIBE displays the Scribe Menu and a list of all of the spells on identified magic-user scrolls. Indicate the spells to be scribed into the character's spell book. Once all characters have indicated the spells they want to scribe, choose the rest command to take the time to actually scribe the spells. Scribing a spell takes the same amount of time as memorizing the spell.

SCRIBE MENU:
SCRIBE NEXT PREV EXIT

DISPLAY lists the magic that currently affect the party. These include spells like bless or invisibility and effects like disease.

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

THE SPELLS

Spells are defined by when they can be thrown, their range, their area, their duration, and their effect. The Spell Parameters List summarizes where each spell can be thrown, its range, area, and duration. When using spells from the Camp Menu or the Adventure Menu (such as a find traps), remember that one round equals one minute of game time and one turn equals 10 minutes of game time.

FIRST LEVEL CLERICAL SPELLS

Bless improves the THACO of friendly characters by 1. The bless spell does not affect character who are adjacent to monsters when the spell is cast.

Curse reduces the THACO of monsters by 1. The curse spell does not affect monsters who are adjacent to friendly characters when the spell is cast. The target gets no saving throw.

Cure light wound heals 1-8HP
Cause light wounds causes 1-8HP. The target gets no saving throw.

Detect magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an asterisk (*) is magical.

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

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

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

SECOND LEVEL CLERICAL SPELLS

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

Hold person paralyzes targets of roughly human size and shape. You may aim a hold person spell at up to 3 targets.

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

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

Slow poison revives a poisoned person for the duration of the spell. The character dies when the spell wears off.

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

Spiritual hammer creates a temporary magic hammer that is automatically Readied. It can strike at range and

does normal hammer damage.

THIRD LEVEL CLERICAL SPELLS

Cure blindness removes the effect of the cause blindness spell.

Cause blindness reduces the target's THACO, Armor Class and Saving Throws by 4.

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

Cause disease give the target a disease that saps his Strength and HP.

Dispel magic removes the effects of spells that do not have specific counter spells.

Prayer improves the THACO and saving throws of friendly characters by 1 and reduces the THACO and saving throw of monsters by 1.

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

Bestow curse reduces the target's THACO and saving throw by 4.

FOURTH LEVEL CLERICAL SPELLS

Cure serious wounds heals 3-17 HP.

Cause serious wounds causes 3-17 HP.

The target gets no saving throw

Neutralize poison revives a poisoned person.

Poison forces the target to make a saving throw versus poison or die.

Protection from evil 10' radius must be cast on a character or a monster. It improves the AC and saving throws of the target and all adjacent friendly characters by 2 against evil attackers.

Sticks to snakes causes snakes to harass the target. The target is unable to attack, move or cast spells for the duration of the spell.

FIFTH LEVEL CLERICAL SPELLS.

Cure critical wounds heals 6-27 HP.

Cause critical wounds causes 6-27 HP. The target gets no saving throw.

Dispel evil improves the target's AC by 7 versus summoned evil creatures for the duration of the spell or until the target successfully hits a summoned evil creature. When the creature is hit, it must save versus spells or be dispelled.

Flame strike does 6-48 HP to the target. If the target makes its save versus magic, it takes half damage.

Raise dead allows the cleric to return any non-elf player character to life.

Slay living causes the target to save versus death or die. If the target makes the saving throw he still takes 3-17 HP.

FIRST LEVEL DRUID SPELLS

Detect magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an asterisk (*) is magical.

Entangle reduces the target's movement to 0. Entangle can only be cast outdoors.

Faerie fire illuminates the enemy and reduces their AC by 2.

Invisibility to animals reduces all attacking animal's THACOs by 4. It does not affect intelligent targets or enchanted beasts.

FIRST LEVEL MAGIC-USER SPELLS

Burning hands causes 1 HP of fire damage per level of the caster. There is no saving throw.

Charm person changes the target's allegiance in a combat. It only affects targets of roughly human size and shape.

Detect magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded marked by an asterisk (*) is magical.

Enlarge makes the target larger and stronger. The

higher the caster's level, the larger and stronger the target gets. If the caster is 6th level the target becomes as strong as an Ogre. If the caster is 10th level the target becomes as strong as a Fire Giant. A target can only be under the effect of 1 enlarge spell at a time. Unwilling targets get a saving throw against this effect.

Reduce negates the effect of an enlarge spell.

Friends raises the caster's charisma 2-8 points. It is often cast just before an encounter.

Magic missile does 2-5HP per missile with no saving throw. A magic-user throws 1 missile at 1st-2nd level, 2 missiles at 3rd-4th level, 3 missiles at 5th-6th level, 4 missiles at 7th-8th level, 5 missiles at 9th-10th level, and 6 missiles at 11th.

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

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

Read magic allows a magic-user to ready a scroll and identify it. A magic-user may use the spells on a scroll after it has been identified.

Shield negates the magic missile spell, improves the magic-user's saving throw, and increases his AC.

Shocking grasp does electrical damage of 1-8 HP, + 1 HP per level of caster.

Sleep puts 1-16 targets to sleep with no saving throw. Up to sixteen 1 hit-die targets are affected. One 4 hit-die target is affected. Targets of 5 or more hit-dice are unaffected.

SECOND LEVEL MAGIC-USER SPELLS

Detect invisibility allows the target to spot invisible targets.

Invisibility makes the target invisible. The THACO of melee attacks against invisible targets is reduced by 4. It is impossible to target ranged attacks against invisible targets. Invisibility is dispelled when the target attacks.

Knock is used to open locks. It can be cast from the door-opening menu if the active character has a memorized knock spell.

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

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

Stinking cloud paralyzes those in its area for 2-5 rounds. If the target saves, it is not paralyzed, but is nauseous and has its AC reduces 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. The magic-user may be physically attacked before he acts each round, but he may not be physically attacked after he acts.

Dispel magic removes the effects of spells that do not have specific counter spells.

Fireball does 1-6 HP per level of the caster to all targets within its area. If the target makes its saving throw, the damage is halved. A fireball has a 2" radius outdoors and a 3" radius indoors.

Haste doubles the target's movement and number of melee attacks per round.

Hold person paralyzes targets of roughly human size and shape. You may aim a hold person spell at up to 4 targets.

Invisibility, 10 radius makes all target adjacent to the caster invisible. The THACO of melee attacks against invisible targets is reduced by 4. It is impossible to target ranged attacks against invisible targets. Invisibility is dispelled when a target attacks.

Lightning bolt does 1-6 HP per level of the caster to all

targets within its area. If the target makes its saving throw, the damage is halved. A lightning bolt is 4 or 8 squares long in a line away from the caster. The bolt will rebound off walls to reach its full length.

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 evil attackers.

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 good attackers.

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

Slow affects 1 target per level of caster. The spell halves the target's movement and number of melee attacks per round. Slow can be used to negate a haste spell.

FOURTH LEVEL MAGIC-USER SPELLS

Charm monster changes the target's allegiance in combat. It will work on any living creature. The spell affects 2-8 1st-level targets, 1-4 2nd-level targets, 1-2 3rd level targets, or 1 target of 4th-level or above.

Confusion affects 2-16 targets. Each target must make a saving throw each round or stand confused, become enraged, flee in terror or go berserk.

Dimension door allows the magic-user to teleport himself to another point on the battlefield.

Fear causes all within its area to flee.

Fire shield protects the magic-user so that any creature who hits the magic-user in melee does normal damage, but takes twice that damage in return. The shield may be

APPENDICES

RANGE OF ABILITY SCORES BY RACE

ABILITY SCORE	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Strength (Male)	8-18(99)	3-18(75)	6-18(50)	3-18(90)	6-17	3-18(00)
Strength (Female)	8-17	3-16	6-15	3-17	6-14	3-18(50)
Intelligence	3-18	8-18	7-18	4-18	6-18	3-18
Wisdom	3-18	3-18	3-18	3-18	3-17	3-18
Dexterity	3-17	7-19	3-18	6-18	8-18	3-18
Constitution	12-19	6-18	8-18	6-18	10-19	3-18
Charisma	3-16	8-18	3-18	3-18	3-18	3-18
Minimum Ability Score - Maximum Ability Score						
(xx) - maximum percentage for an 18 strength						

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	10"
	STR 16-	7	5	5	6	4	12"
	STR 17	8	6	5	7	5	12"
Fighter	STR 18+	9	7	6	8	no	12"
	Any	no	no	no	no	no	11"
	STR 16-	no	no	no	6	no	11"
Paladin	STR 17	no	no	no	7	no	11"
	STR 18+	no	no	no	8	no	11"
	Any	no	9	no	6	no	11"
Ranger	INT 16-	no	10	no	7	no	11"
	INT 17	no	11	no	8	no	11"
	Any	12"	12"	12"	12"	12"	12"

no: Characters of this race cannot be of this class.
 -: Highest Level Available in CURSE OF THE AZURE BONDS. Normal AD & D Characters have unlimited level advancement in these classes.

ARMOR AND WEAPONS PERMITTED BY CHARACTER CLASS

CLASS	MAX ARMOR	SHIELD	WEAPONS
Cleric	any	any	club, flail, hammer, mace, staff, sling
Fighter	any	any	any
Paladin	any	any	any
Ranger	any	any	any
Magic-User	none	none	dagger, dart, staff
Thief	leather	none	club, dagger, dart, sling, short bow, one-handed swords

SPELL PARAMETERS LIST

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

- Cmbt = Combat only spell
- Camp = Camp only spell
- Both = Camp or Combat spell
- T = Touch Range
- dia = diameter
- rad = radius
- All = All characters in combat
- r = combat rounds
- t = turns
- /lvl = per level of caster
- targets = aim at each target

1ST LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RING	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

2ND LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RING	AREA	DURATION
Find Traps	Camp	3	1	3t
Hold Person	Cmbt	6	1-3targets	4r+1/lvl
Resist Fire	Both	T	1	1t/lvl
Silence 15' Radius	Cmbt	12	3 dia	2r/lvl
Slow Poison	Camp	T	1	1 hour/lvl
Snake Charm	Cmbt	3	all	5-8r
Spiritual Hammer	Cmbt	3	1	1r/lvl

3RD LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RING	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	Cmbt	0	all	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

4TH LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RING	AREA	DURATION
Cure Serious Wounds	Both	T	1	-
Cause Serious Wounds	Cmbt	T	1	-
Neutralize Poison	Camp	T	1	-
Poison	Cmbt	T	1	-
Protection from Evil 10' Radius	Both	T	2dia	1t/lvl
Sticks to Snakes	Cmbt	3	1	1t/lvl

5TH LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RING	AREA	DURATION
Cure Critical Wounds	Both	T	1	-
Cause Critical Wounds	Cmbt	T	1	-
Dispel Evil	Both	T	1	1r/lvl
Flame Strike	Cmbt	6	1	-
Raise Dead	Camp	3	1	-
Stay Living	Cmbt	3	1	-

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

SPELL NAME	WHEN	RING	AREA	DURATION
Detect Magic	Both	0	1	12r
Entangle	Cmbt	8	4dia	1t
Faerie Fire	Cmbt	8	8dia	4r/lvl
Invisibility to Animals	Both	T	1	1t+1r/lvl

1ST LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RING	AREA	DURATION
Burning Hands	Cmbt	T	1	-
Charm Person	Cmbt	12	1	-
Detect Magic	Both	0	1	2r/lvl
Enlarge	Both	.5/lvl	1	1t/lvl
Reduce	Both	.5/lvl	1	1t/lvl
Friends	Camp	0	all	1t/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	Both	0	1	5r/lvl
Shocking Grasp	Cmbt	T	1	-
Sleep	Cmbt	3+lvl	1-16	5r/lvl

2ND LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RING	AREA	DURATION
Detect Invisibility	Both	0	all	5r/lvl
Invisibility	Both	T	1	-

Knock Mirror Image	Camp	6	1/lvl	-
Ray of Enfeeblement	Both	0	1	2r/lvl
Stinking Cloud	Cmbt	1+25lvl	1	1r/lvl
Strength	Cmbt	3	2x2	1r/lvl
	Camp	T	1	6t/lvl

3RD LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RING	AREA	DURATION
Blink	Both	0	1	1r/lvl
Dispel Magic	Cmbt	12	3x3	-
Fireball	Cmbt	10+lvl	2or3 rad	-
Haste	Both	6	5 dia	3r+1/lvl
Hold Person	Cmbt	12	1-4	2r/lvl
Invisibility 10' Radius	Both	T	2 dia	-
Lightning Bolt	Cmbt	4-lvl	4,8	-
Protection from Evil 10' Rad	Both	T	2 dia	2r/lvl
Protection from Good 10' Rad	Both	T	2 dia	2r/lvl
Normal Missile	Both	T	1	1t/lvl
Slow	Cmbt	9+lvl	5 dia	3r+1/lvl

4TH LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RING	AREA	DURATION
Charm Monster	Cmbt	6	1+	-
Confusion	Cmbt	12	2-16,3rad	2r+1/lvl
Dimension Door	Cmbt	0	1	-
Fear	Cmbt	0	6x3cone	1r/lvl
Fire Shield (2 Types)	Both	0	1	2r+1/lvl
Fumble	Cmbt	1/lvl	1	1r/lvl
Ice Storm (Dmg only)	Cmbt	1/lvl	5 dia	-
Min Globe of Invulnerability	Both	0	1	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

5TH LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RING	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	1-4targets	1r/lvl

WEAPON LIST

NAME	DAMAGE VS. MAN SIZED	DAMAGE VS. LARGER THAN NUMBER		CLASS
		MAN SIZED	OF HANDS	
Axe, Hand	1-6	1-4	1	f
Bardiche+	2-8	3-12	2	f
Barstard	2-8	2-16	2	f
Sword	1-8	1-8	1	f
Battleaxe	1-8	1-8	1	f
Bec de Corbin+	1-8	1-6	2	f
Bill.	1-8	1-6	2	f
Guisarme+	2-8	1-10	2	f
Bo Stick	1-6	1-3	2	f
Broad Sword	2-8	2-7	1	f,th
Club	1-6	1-3	1	f,cl,th
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Fauchard+	1-6	1-8	2	f
Fauchard-Fork+	1-8	1-10	2	f

Flail	2-7	2-8	1	f,cl
Fork, Military+	1-8	2-8	2	f
Glaive+	1-6	1-10	2	f
Glaive,	2-8	2-12	2	f
Guisarme+	2-8	1-8	2	f
Guisarme-	2-8	2-8	2	f
Voulge+	2-8	2-12	2	f
Halberd+	1-10	2-12	2	f
Lucern	2-8	1-6	2	f
Hammer+	2-8	1-4	1	f,cl
Hammer	2-5	1-6	1	f
Javelin	1-6	1-4	1	f
Jo Stick	1-6	1-12	1	f,th
Hold Sword	1-8	1-6	1	f,cl
Mace	2-7	2-7	1	f
Morning Star	2-8	2-7	2	f
Partisan+	1-6	1-4	1	f
Pick, Military	2-5	2-12	1	f
Pike, Awl+	1-6	1-6	2	f,cl,mu
Quarterstaff	1-6	2-8	2	f
Ranseur+	2-8	1-8	1	f,th
Scimitar	1-8	1-8	1	f,th
Short Sword	1-6	1-8	1	f
Spear	1-6	2-12	2	f
Spectrum+	2-7	3-12	1	f
Trident	2-7	3-18	2	f
Two Handed Sword	1-10	2-8	2	f
Voulge+	2-8	2-8	2	f
Composite Long Bow*	1-6	1-6	2	f
Composite Short Bow*	1-6	1-6	2	f
Long Bow*	1-6	1-6	2	f
Light Crossbow#	1-4	1-4	2	f
Short Bow*	1-6	1-6	2	f,th
Sling	2-5	2-7	1	f,th
Staff Sling	2-5	2-7	2	f,cl

Notes for Weapon List:

- + Polearm
- * Must have ready arrows to fire. Two Attacks per round.
- # Must have ready quarrels to fire. One Attack per round.
- f=fighter, cl=cleric, th=thief, mu=magic-user

ARMOR LIST

ARMOR TYPE	WEIGHT IN GP.	AC.	MAXIMUM MOVEMENT
None	0	10	-
Shield, Small#	50	9	-
Leather	150	8	12 squares
Padded	100	8	9 squares
Studded	200	7	9 squares
Ring	250	7	9 squares
Scale	400	6	6 squares
Chain	300	5	9 squares
Splint	400	4	6 squares
Banded	350	4	9 squares
Plate	450	3	6 squares

* A character carrying many objects, including a large number of coins, can be limited in movement to a minimum of 3 squares per turn.

A Shield subtracts 1 AC from any armor its used with.

TABLE OF EXPERIENCE PER LEVEL

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.

CLERIC

LEVEL EXPERIENCE	HIT DICE	NUMBER OF SPELLS	
		CLERICAL SPELL	
		LEVEL	LEVEL TITLE
		1 2 3 4 5	
1 0-1,500	1d8	1 - - - -	Acolyte
2 1,501-3,000	2d8	2 - - - -	Adept
3 3,001-6,000	3d8	2 1 1 - -	Priest
4 6,001-13,000	4d8	3 2 - - -	Curate
5 13,001-27,500	5d8	3 3 1 - -	
6 27,501-55,000	6d8	3 3 2 - -	Canon
7 55,001-110,000	7d8	3 3 2 1 -	Lama
8 110,001-225,000	8d8	3 3 3 2 -	Patriarch
9 225,001-450,000	9d8	4 4 3 2 1	High Priest
10 450,001-675,000	9d8+	4 4 3 3 2	

*Bonus Spells For Clerics with High Wisdom Ability Score

CLERICS WISDOM

	BONUS SPELLS				
	1	2	3	4	5
9-12	-	-	-	-	-
13	+1	-	-	-	-
14	+2	-	-	-	-
15	+2	+1	-	-	-
16	+2	+2	-	-	-
17	+2	+2	+1	-	-
18	+2	+2	+1	+1	-

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

6th Level Cleric with 18 Wisdom	NUMBER OF SPELLS				
	1	2	3	4	5
	5	5	3	-	-

FIGHTER

HIT LEVEL EXPERIENCE	DICE	LEVEL TITLE
1 0-2,000	1d10	Veteran
2 2,001-4,000	2d10	Warrior
3 4,001-8,000	3d10	Swordsman
4 8,001-18,000	4d10	Hero
5 18,001-35,000	5d10	Swashbuckler
6 35,001-70,000	6d10	Myrmidon
7 70,001-125,000	7d10	Champion
8 125,001-250,000	8d10	Superhero
9 250,001-500,000	9d10	Lord

10 500,001-750,000	9d10+3	-
11 750,001-1,000,000	9d10+6	-
12 1,000,001-1,250,000	9d10+9	-

PALADIN

LEVEL EXPERIENCE	HIT DICE	NUMBER OF SPELLS	
		CLERICAL SPELL	
		LEVEL	LEVEL TITLE
		1 2	
1 0-2,750	1d10	- -	Gallant
2 2,751-5,500	2d10	- -	Keeper
3 5,501-12,000	3d10	- -	Protector
4 12,001-24,000	4d10	- -	Defender
5 24,001-45,000	5d10	- -	Warder
6 45,001-95,000	6d10	- -	Guardian
7 95,001-175,000	7d10	- -	Chevalier
8 175,001-350,000	8d10	- -	Justiciar
9 350,001-700,000	9d10	1 -	Paladin
10 700,001-1,050,000	9d10+3	2 -	
11 1,050,001-1,400,000	9d10+6	2 1	

RANGER

LEVEL EXPERIENCE	HIT DICE	NUMBER OF SPELLS	
		DRUIDIC & MAGIC USER	
		LEVEL	LEVEL TITLE
		1 2	
1 0-2,250	2d8	- -	Runner
2 2,251-4,500	3d8	- -	Strider
3 4,501-10,000	4d8	- -	Scout
4 10,001-20,000	5d8	- -	Courser
5 20,001-40,000	6d8	- -	Tracker
6 40,001-90,000	7d8	- -	Guide
7 90,001-150,000	8d8	- -	Pathfinder
8 150,001-225,000	9d8	1 -	Ranger
9 225,001-325,000	10d8	1 1	Ranger Knight
10 325,001-650,000	11d8	2 1	Ranger Lord
11 650,001-975,000	11d8+2	2 2	

MAGIC-USER

LEVEL EXPERIENCE	HIT DICE	NUMBER OF SPELLS	
		CLERICAL SPELL	
		LEVEL	LEVEL TITLE
		1 2 3 4 5	
1 0-2,500	1d4	1 - - - -	Prestidigitator
2 2,501-5,000	2d4	2 - - - -	Evoker
3 5,001-10,000	3d4	2 1 - - -	Conjurer
4 10,001-22,500	4d4	3 2 - - -	Theurgist
5 22,501-40,000	5d4	4 2 1 - -	Thaumaturgist
6 40,001-60,000	6d4	4 2 2 - -	Magician
7 60,001-90,000	7d4	4 3 2 1 -	Enchanter
8 90,001-135,000	8d4	4 3 3 2 -	Warlock
9 135,001-250,000	9d4	4 3 3 2 1	Sorcerer
10 250,001-375,000	10d4	4 4 3 2 2	
Necromancer			
11 375,001-750,000	11d4	4 4 4 3 3	Wizard

THIEF

HIT LEVEL EXPERIENCE	DICE	LEVEL TITLE
1 0-1,250	1d6	Rogue
2 1,251-2,500	2d6	Footpad

3 2,501-5,000	3d6	Cutpurse
4 5,001-10,000	4d6	Robber
5 10,001-20,000	5d6	Burglar
6 20,001-42,500	6d6	Filcher
7 42,501-70,000	7d6	Sharper
8 70,001-110,000	8d6	Magsman
9 110,001-160,000	9d6	Thief
10 160,001-220,000	10d6	Master Thief
11 220,001-440,000	10d6+2	-
12 440,001-660,000	10d6+4	-

GLOSSARY OF AD & D GAME TERMS AND COMPUTER TERMS

Ability Scores. These are numbers that describe the attributes of the characters. There are six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Ability scores range from 3 to 18, the higher the better.

Adventurer. This is a term for one of the characters you play in this game.

Alignment. This is the basic philosophy of a character. See Alignment of page 7.

Character. This is another name for one of the persons you play in the game. A party consists of several characters.

Command. A one or two-word option in a menu. Activating that command allows you either to view another menu or have your characters perform an action.

Dual-Class Character. This is a human character who had one class for the first part of his life, and then changed into a new class for the remainder of his life. Once a character changes classes he cannot advance in his old class. If the character's level in his new class does not exceed his level in his old class then the character cannot use the abilities of the old class. Once the character's level in his new class exceeds his level in his old class, he may use abilities from both classes.

Encounter. This is what happens when a party meets a monster. You are given a menu of choices of how you want to handle the situation.

Enter. The act of giving a command to the computer. This is done varies depending on the computer.

Experience Points (XP). Every encounter the characters have yields experience points for every character depending on how successful the encounter was for the party. A character who gains enough XP can advance a level if he has enough gold for training.

Facing. In combat, a character faces a certain direction. An attack from the direction he is not facing has a greater chance of doing damage. A character will always face an opponent if he has only one opponent.

Hit Points (HP). This is a measure of how healthy a character is. Damage from weapons subtracts hit points from the character's total. When he has lost all of his hit points, he is unconscious and dying. If his wounds are bound by another party member, he is simply unconscious.

Icon. This is the small picture of a monster or a character seen in the initial stages of an encounter and during combat. Character icons can be altered using the Alter command in the Camp menu.

Initiative. This is a semi-random determination of which character in a combat acts first. The characters with higher dexterities have a better chance for a higher initiative.

Level. This describes the power of a number of different items. The power of characters, dungeons, monsters, and spells are all described with levels.

Character Level. This is a determination of how much experience a character has. The higher the level, the more experienced and important the character is. High-level spellcasters can cast high-level spells.

Dungeon Level. This is a measure of how far down in the earth a dungeon is. For the most part, the further down one is, the more ferocious the monsters. Thus, a high-level dungeon refers either to how deep it goes or the relative toughness of the monsters' Monster Level. This is a measure of how powerful monsters are. The higher the level, the more powerful the monster.

Spell Level. Spells come in degrees of difficulty. The higher the level of the spell, the greater the difficulty. Only very experienced magic-users and clerics can learn high-level spells.

Magic. This term covers spellcasting, enchanted items, and any other application of the supernatural.

Melee Combat. This is hand-to-hand combat with weapons such as swords, spears, and fists.

Missile Combat. This is ranged combat with weapons such as bows and arrows, crossbows and quarrels, and slings and slingstones.

Monster. This term actually includes human and other player races as well as ogres and dragons. In general, if it isn't part of your party, it's a monster. Monsters are not necessarily hostile; some may be helpful. That's what the Parlay command in the Encounter Menu is for.

Multi-Class Characters. Non-human characters may belong to two or three classes at the same time. Such multi-class characters split their experience among all their classes, even if they have reached their racial maximum class.

Non-Player character (NPC). This is a member of a player race who is not controlled by the player. Some NPCs can be brought into a party.

Party. The group of adventurers you form to perform the missions you are given. A party can be reformed for each adventure, and even altered during the course of an adventure.

Player Character (PC). This is a member of a player race who is controlled by the player. The characters in your adventuring party are PC's.

Spell. This is a magic incantation that can alter the nature of reality. Magic-users, clerics, and high-level paladins and rangers can cast spells after memorizing them. If the spell is cast, it is gone from the user's mind and must be re-memorized.

Spell Book. The book a magic-user carries his spells in. If he doesn't have a magic book, he has no spells to memorize.

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REFER TO COLOUR MAP

The Dalelands Area of the Forgotten Realms

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INTRODUCTION

-OR-

WHAT ARE WE DOING IN TILVERTON, ANYWAY?

Journal Entry 1

"I am beginning a new journal. My old journal is gone, along with all of the party's equipment. I write here to try to make some sense out of our spotty memories.

"We had all agreed to come south to Tilverton to seek the lost princess, Nacacia of Cormyr. Tilverton is on the border between the Dalelands and Cormyr, and was the last place the princess had been spotted.

"Rumour was that King Azown's youngest daughter, the Princess Nacacia, ran away from the royal household Of Cormyr almost a year ago. She fled an arranged marriage and ran off with a cleric from Tilverton named Gharri of Gond.

"The latest word was that Nacacia and Gharri had a falling out and that she was seen near Tilverton recently. The king had a large reward out for Nacacia's return. A smart group of adventurers like ourselves could make some powerful friend if they found the princess and returned her to the king.

"Somewhere along the road to Tilverton we were attacked. The brigands must have been invisible, because some of our party went down before we knew what was going on. I vaguely remember dark faces in evil looking helmets firing crossbows into our midst. The crossbow hits were not fatal, but every hit seemed to drop its target. I remember getting hit in the arm. The wound blazed like fire. My head swan. Just before I blacked out, I thought that this was a bad end for such experienced adventurers

"Now we awake in Tilverton with our wounds healed. Our equipment is gone, but we have found a stash of coins. One of our first priorities must be to buy new equipment.

"I overheard a servant mention the date, but I'm not sure I believe it. If the servant speaks true it is almost a month since the ambush. Almost anything could have happened in that time.

"It seems that almost anything did. Each of us awoke with five azure blue symbols imprinted on our sword arm. The symbols are not tattoos, they seem to exist below the skin. They occasionally feel like they're moving.

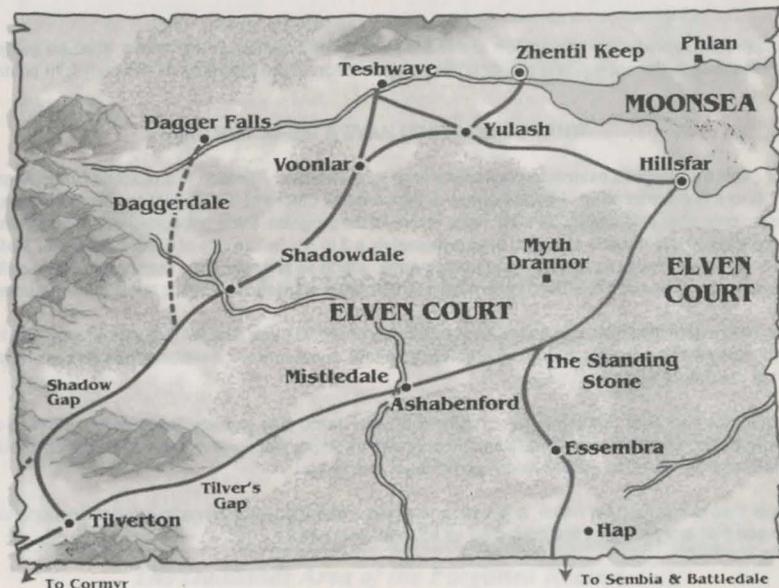
"We have devised a plan of attack. Our spell-casters will prepare their spells. We will purchase some new arms and armor. Then we are going out into Tilverton and find out what is going on. Someone must know. And I don't care if we have to roast every sage, priest, and bartender in this town to find out.

"These are some random printed notes I have collected. Their information may be important on our journey. My journal notes continue on page 10.

IMPORTANT DALELANDS GEOGRAPHIC REFERENCES

The area shown on the map stretches from Tilverton in the southwest to Phlan in the northeast. It includes the centre of Elven Court, the western shores of the Moonsea, and several of the dales surrounding the Elven Court. The area is sparsely populated, with major concentrations in the cities and towns and farms covering the intervening dales. Each location on the map is described below.

Cormyr is a large civilized nation to the south and west of the Dalelands. The forces of Cormyr have extended their northern border by annexing the city of Tilverton. Cormyr has no known plans to continue its expansion towards the Dalelands



Dagger Falls is a farming community on the River Tesh and the largest settlement in Daggerdale. The inhabitants of Dagger Falls dislike outsiders of any kind. They fear the expansion of Zhentil Keep may destroy their independence.

The Dalelands include the fertile areas surrounding the vast Elven Court. There are many dales around the Court, including: Shadowdale, Mistedale, Battledale, and Daggerdale.

The Elven Court is a vast forest that was the centre of Elven civilization in the areas near the Moonsea. When the elves left in The Retreat, the Elven court was left empty. Without the elves to control them, evil creatures have begun to multiply deep within the forests. Some fear that these creatures will become a threat to the surrounding Dalelands.

Essemбра is the trading centre for Battledale. Battledale has seen many conflicts: many bitter enemies find it convenient to hold their wars in Battledale, rather than risk ravishing their own lands. Battledale has lost some of its former power with the retreat of the elves.

Hillsfar was formerly the major trading centre between the Elves of the Elven Court and the Humans of the Moonsea reaches. With the retreat of the elves, Hillsfar has been taken over by a ruthless dictator. He has expanded the Red Plume mercenaries and is engaged in a successful military campaign against Zhentil Keep in the ruins of Yulash.

Mistedale is a quiet farming community. Its largest town is Ashabenford, where the River Ashaba crosses the road from Hillsfar to Tilverton.

Myth Drannor was a huge ancient city of elves at the centre of the Elven Court, the city was left deserted. Evil creatures, drawn by the Elven places of power quickly rushed into the city and turned it into a foreboding ruin.

Shadowdale is the name of both a town and its surrounding area located where the River Ashaba crosses the road from Tilverton to Voonlar. Shadowdale is a haven for adventurers and happily opens its arms to the power, protection, and riches that successful adventurers bring. Shadowdale is also home to the famous sage Elminster.

The Standing Stone is a large marker commemorating the signing of the agreement whereby the elves allowed humans to settle the Dalelands. The marker is also the closest marker to the ruined city of Myth Drannor.

Teshwave is a medium-sized city that has been recently occupied by the forces of Zhentil Keep. So far the occupation has been a calm affair and the forces of Zhentil Keep think that the people of Teshwave have been cowed.

Tilverton is a small city on the southwestern border of the kingdom of Cormyr near the Dalelands. Tilverton was recently taken over by the Cormyr Protection forces and is currently occupied by the 7th division. However, the occupation is going peacefully and the people of Tilverton actually seem relieved to be under the protection of the kingdom of Cormyr.

Voonlar is an evil city which has allied with Zhentil Keep. Troops from Voonlar have attempted to invade Shadowdale many times but have always been turned back.

Yulash is a ruined city that sits on the only trade route from Zhentil Keep to the civilized southlands. The city is currently controlled by the Red Plume mercenaries of Hillsfar after a bitter struggle with the forces of Zhentil Keep. Both sides are preparing themselves for another

round of battle.

Zhentil Keep is a major city politically controlled by the evil Zhentrim. The city has been expanding its influence both west and south and many fear any further expansion of its power.

IMPORTANT DALELAND'S POWER GROUPS

The Army of Zhentil Keep is not so much a tool of the city state, as it is a tool of the evil group, the Zhentrim. The army has recently taken the city of Teshwave, patrols the route to Voonlar, and is fighting with the army of Hillsfar over the ruins of Yulash. The army of Zhentil Keep excels in the close cooperation of fighters, mages, and clerics. It also employs Terror Teams of intermediate level clerics, mages, and fighter to sneak behind enemy lines and wreak havoc.

The Cultists of Moander worship a dark evil god whose power was centred in Yulash. Long ago, the elves of the Elven Court banished Moander to another plane and barred much of his power from the realms.

Since then, Moander worship has been reduced to a few fanatic cultists. These cultists were central in creating the first azure bonds and temporarily brought Moander back into the realms. But, Moander was reborn after a vicious magical combat over Westgate. After Moander's rebirth, his remaining cultists faithfully began yet another plot to return their master to the realms. Moander's symbol is a black hand with a mouth in its palm.

Elminster the Sage is the most famous resident of Shadowdale. He is a powerful magician of indeterminate age. Elminster no longer tutors or works for hire, but he investigates items and issues of great import to the safety of the realms.

The Fire Knives, also known as the Flame Knives, are an organization of thieves and assassins that formerly flourished throughout Cormyr. King Azown IV of Cormyr drove the Fire Knives from their comfortable niche, and they have been unable to find a new home ever since. The Fire Knives have sworn to assassinate King Azown IV and joined the first bonding project as a means to that end. After the fiasco of the first bonding project, the remains of the Fire Knives have moved into the outer edges of the country of Cormyr. They are rumoured to be engaged in another plot against the king. The symbol of the Fire Knives is a dagger surrounded by flame.

The Harpers are a secretive group consisting mostly of high level bards and rangers. The overall aims of the Harpers are a mystery, but they are known to support good causes, and to oppose evil groups such as the Zhentrim. The Harpers mostly work behind the scenes, applying as little force as necessary to unravel the plots of evil.

The Knights of Myth Drannor guard the realms from the tremendous powers and unending perils of the ruins of Myth Drannor. They keep the unspeakable monsters inside the city from escaping. They also keep naive adventurers from entering the city and getting hurt.

The Red Plumes of Hillsfar is the generic name for all troops fighting for the city of Hillsfar. The city hires mercenaries of many companies. These companies all fight under the banner of the Red Plumes. Recently, the Red Plumes have expanded greatly. They have just taken control of the ruins of Yulash from the army of Zhentil Keep.

The Red Wizards of Thay are the powerful, paranoid spell-casters who rule the kingdom of Thay. They are an evil kingdom, far to the east of the Dalelands. The Red Wizards gain influence in Thay by showing up their fellow



Gauntlet of Moander

wizards, by gaining magical or political power, or by causing great strife among the enemies of Thay. As far as the Red Wizards are concerned, the enemies of Thay include everyone else in the realms. Each Red Wizard has his own symbol.

The Royal Family of Cormyr rules the Kingdom of Cormyr. The royal family is headed by King Azown IV, a powerful warrior and a just king. Azown's advisor, and former tutor, is Vangerdahast a powerful magic-user. One of Azown's daughters, the princess Nacacia, disappeared almost one year ago. It is rumoured that Nacacia fled the royal family with a priest named Ghari of Gond, a member of the temple of Gond in Tilverton. The King has put out a large reward for the return of the Princess. It is rumoured that he is personally searching for Nacacia incognito.

Tyranthraxus is an evil spirit who flourished until recently in and around the ruined city of Phlan. He controlled Phlan with legions of humanoid monsters, and hoped to make it a base for the conquest of the Moonsea reaches. He was reported to draw power from a gateway between the planes called the Pool of Radiance. His main power was the ability to possess powerful creatures and escape even after the creatures body had died. A band of adventurers freed Phlan and defeated Tyranthraxus just in the last year. His spirit was sucked back through the Pool of Radiance and the pool dried up.

The Worshipers of Bane are centred on the Moonsea, but its influence spreads throughout the realms. Bane is the evil god of strife, hatred, and tyranny. The largest temple of Bane is The Black Lord's Altar in Mulmaster. The second largest temple is The Dark Shrine in Zhentil Keep. Bane's symbol is a black left hand on a field of red.

A DALELANDS BESTIARY

This is a list of some of the monsters found in and around the Dalelands and the western shores of the Moonsea. Most monsters can strike fear into the hearts of men, but some are more powerful than others.

The monster's reputation is reflected in its monster level, listed as a Roman numeral after its name. Level 1 monsters are less powerful than a well-equipped beginning fighter. A Level X monster may be more powerful than several heroes. The power of the monsters raises substantially between level VI and level VII.

Ankhneg (VI): Large burrowing insects with great mandibles. These creatures have been known to spit a powerful acid.

Beholder (X): These powerful spherical monsters have ten eye stalks, each with a deadly attack. A Beholder's attacks are most deadly at short range. Their powerful central eye can negate spells. Beholders are among the most powerful creatures in the realms.

Black Dragon (VII): These powerful dragons breathe streams of acid and have powerful claw and bit attacks.

Bugbear (IV): Hideous, giant-sized goblins who stand over seven feet in height. Bugbears look clumsy but are strong, quick fighters with great stealth.

Crocodile (III): Large reptilian animals with powerful jaws.

Centaur (IV): These good creatures are half men and half horse. They are capable fighters and can be valuable allies.

Displacer Beast (VI): These creatures are large, black puma-like creatures with two tentacles sprouting from their backs. These creatures can appear to be several feet from their actual location.

Dog (II): These faithful servants of man are often trained

to be vicious fighters.

Dracolich (X): A reported creation of the "Cult of the Dragon", a Dracolich is a powerful undead dragon. It has powers from both types of creatures. A dracolich's attacks include a breath weapon and a paralyzing touch.

Efreeti (VII): These large powerful creatures are from the Elemental Plane of Fire. They are very arrogant and will only serve a powerful master.

Ettin (VII): These creatures look like giant two-headed Orcs. They have great strength and can wield two spiked clubs that inflict terrible damage in combat.

Gas Spore (II): These floating spheres resemble Beholders, but are actually benign. If a Gas Spore is attacked it can explode.

Giant Slug (VII): These giant creatures can spit a very powerful acid and are resistant to blunt weapon attacks.

Giant Spider (V): These giant creatures have a poisonous bite.

Griffin (VI): These winged beasts have large claws and a razor-sharp beak.

Hell Hound (VI): These other-planar creatures resemble wolves, but they can breathe fire and detect invisible enemies.

Hippogriff (III): These magnificent creatures have the forelimbs and head of an eagle and the body and hind legs of a horse.

Lizardman (III): These are lizard-like humanoids. They are omnivorous but they have a particular fancy for human flesh.

Manticore (VI): These are a winged beast that can fire volleys of spikes from its tail. Each spike hits as hard a crossbow bolt.

Margoyles (V): These stony monsters are immune to normal weapons and can attack many times with their sharp claws and spikes.

Medusa (VI): These are hideous women with snakes for hair. They can turn a man

to stone with their gaze.

Minotaur (VI): These are strong bull-headed humanoids. They are cruel man eaters, commonly found in mazes.

Monkey (II): These beasts are sometimes trained to execute specialized tasks by thieves.

Neo-Otyugh (VII): This is a more powerful form of Otyugh. These disgusting scavengers have several vicious attacks and a heavily armoured body.

Ogre (IV): These are large, foul-tempered, ugly humanoids. They are strong fighters.

Otyugh (VI): These scavengers have long tentacles that they use to scoop trash into their cavernous mouths.

Owl Bear (V): These large creatures have razor-sharp beaks. They can grab and hug targets for great damage.

Phase Spider (VI): These are giant, poisonous spiders with the ability to phase in and out of this dimension. They are "phased in" until they attack and are "phased out" afterwards.

Rakshasa (VII): These evil spirits use illusion and false civility to take their prey off guard. Once combat is joined, Rakshasa are powerful fighter/magic-users and are immune to much magic. They have been slain by a blessed bolt from a cross bow.

Salamander (VII): These fiery creatures prefer temperatures of 300 degrees or above and use super heated metal weapons.

Shambling Mount (VII): These huge creatures resemble animated piles of moss and slime. They attack with their club-like arms and can smother opponents in their slime. Their slimy forms are immune to fire and

strengthened by lightning bolts.

Storm Giant (IX): These are the most powerful and respected of the true giants. They are intelligent, physically imposing and highly magical. They throw powerful bolts of lightning.

Thri-keen (VI): These are intelligent, carnivorous insect-men who live in burrows. They have four arms and a poisonous bit paralyzes their foes. They are adept at dodging missile attacks.

Troll (VI): These are large, strong, ugly humanoids. They know no fear and can regenerate wounds. They cannot regenerate wounds caused by fire.

Vegepygmie (III-IV): These semi-intelligent animated plants come in various sizes and often use simple weapons.

Worg (IV): These are evil natured, semi-intelligent wolves. They often cooperate with other creatures in packs.

Wyvern (VII): These creatures are distant relatives of dragons. They attack by biting and using the poisonous sting in their tail.

A SHORT HISTORY OF THE DALELANDS AND THE ELVEN COURT.

One thousand three hundred and fifty seven years ago, humans moving north encountered the Elven Court, a huge outcropping of forest just south of the Moonsea. These humans sought and received permission from the Elven rulers to settle the dales around the forest. The Standing Stone was erected to commemorate the occasion.

Out of the agreement, the various human settlements of the Dalelands were born. These settlements included Shadowdale, Mistledale, Daggerdale, and Battledale. The settlements grew around their population centres: Shadowdale, Ashabenford, Dagger Falls, and Essembr.

South and East of the Elven Court lay the human kingdom of Sembia. The Sembians cut at the forest to make planks for their ships. The elves put a stop to this by crushing the Sembians at the battle of Singing Arrows, 473 years ago. The elves and humans then made an agreement that allowed the humans to push a road from Sembia, past the standing stone, to the Moonsea. Where the road met the Moonsea the city of Hillsfar grew.

South and West of the Elven Court lay the human Kingdom of Cormyr. The forces of Cormyr have recently taken over the border town of Tilverton, but any further expansion is hindered by the southern tip of the Desertsouth Mountains. Shadow Gap and Tilver's Gap lead through the mountains, but the king of Cormyr has not yet risked his armies through the treacherous mountain passes.

Around the Moonsea, Hillsfar and other cities prospered. Zhentil Keep rose to power, fell from grace, and rose again under the power of the Zhentrim. Phlan rose to prominence, was devastated by a blight, ruined by the dragon flight and then rescued from permanent enslavement by a band of adventurers.

North of the Elven Court, cities outside the Dalelands arose. Yulash prospered as the centre of the worship of Moander, until the elves banished Moander from the realms. Teshwave grew as a river town, until it was occupied by the forces of Zhentil Keep. Voonlar grew on the edge of the Elven Court, and continued to grow even though its attacks

toward Shadowdale were repulsed again and again. All around the Elven Court humans bustled about, building towns, clearing the wild, and remaking the land in their own image.

But, the battle of Singing Arrows and the road from Sembia to Hillsfar started a great debate among the elves. Could elves and humans live side by side, or was human expansion a threat to the lifestyle of the Elven Court? For hundreds of years the elves secretly debated among themselves. Scant years ago they made their decision. The elves began The Retreat.

The Retreat caught the humans around the Elven Court by surprise. Almost overnight, the inhabitants of the court and the magnificent city of Myth Drannor seemed to disappear. Once the elves decided to leave, they left swiftly. Some elves living in the communities outside the Elven Court left, but others stayed in their new homes.

The Retreat left a huge area empty. Evil forces quickly took advantage of the power vacuum. The bright Elven forests quickly became dark and foreboding. The fabled city of Myth Drannor fell into ruins and was overrun by evil

creatures. And the road from Sembia to Hillsfar was no longer a safe track for fatmerchants, but a dangerous gauntlet for the adventurous traveller.

After the retreat came the Flight of the Dragons. Hundreds of dragons flew out of the north to devastate cities and towns all around the Dalelands. The dragons were driven off or destroyed, but at tremendous cost. The port in Hillsfar was closed for weeks by the huge body of a fallen dragon. The battle between the witch Sylune and a giant dragon left nothing but a crater of one corner of Shadowdale. But, the flight ended as swiftly as it had come. Once the dragons were gone, the settlements picked up the pieces and went on with their lives.

By now, the inhabitants of the Dalelands have gotten used to the absence of the elves after The Retreat,

and the damage from the Flight of the Dragons is old news. They look toward the future where another harvest ripens in the fields, battles between armies rage, and children grow up dreaming of becoming adventurers.

A BARD'S NOTES ON PHLAN AND THE POOL OF RADIANCE.

The City of Phlan had risen to prominence, and then fell beneath an overwhelming tide of evil monsters. The ruined city was controlled by a powerful entity, known only as "The Boss".

While "The Boss" looked outward toward even greater conquests, human settlers landed and created a foothold on the edge of Phlan.

Adventurers flocked to the city in hopes of claiming a portion of the Phlan's fabled wealth.

The battle to cleanse Phlan was an epic struggle. First, adventurers cleared the city, block by block. Then, they found and defeated concentrations of evil monsters and men in the wilderness around the city. Finally, adventurers assaulted the castle where the evil leader held sway.

When the adventurers finally battled their way into the deepest chamber of the castle, they discovered that the infamous "Boss" of Phlan was an evil spirit named Tyranthraxus the Flamed One.

Tyranthraxus has possessed the body of a great bronze dragon and had transported the mystical "Pool of Radiance" into his lair. The pool was an extra-dimensional portal



Amulet of Lathander



Helm of Dragons

which gave Tyranthraxus access to information and power from beings on other planes.

Tyranthraxus used his power to augment the dragon's already fearsome combat capabilities. He was also protected by a squad of powerful fighters with magical arms and armor. The adventurers triumphed over Tyranthraxus and his minions only after the most heroic of combats.

When Tyranthraxus was defeated he did not die. His naked spirit rose from the body of the dragon and was

Journal Entries

These entries include items which adventurers might copy of file in their journal as they travel. During the game these entries are referred to by number. When the game refers to a Journal Entry, read the specific entry and place a checkmark in the box to keep track of which entries have come up in the game. Do not read ahead to other Journal Entries; some tales are false and may lead your adventurers astray.

JOURNAL ENTRY 2

The assembled dragons glare down upon the party, three ancient dragons of each colour: red, green, blue, black, and white. In a booming voice you hear one say, "Mortals, you have chosen a very bad time to confront us. Flee for your miserable lives now and we shall consider letting you live".

As you consider their magnanimous offer, you hear a great beating of wings. Several dragons quickly push you to the rear, trying to hide you from view. These bow their heads in supplication. The gigantic, queen of evil dragons lands amidst the assembled throng. Her five heads scan the gathering - Tiamat has arrived.

JOURNAL ENTRY 3

"I'm afraid that I know all too well what those bonds signify. I was bonded once as well.

"The story began when a Master Harper wanted to make sure that his work would be preserved in pristine form. He was revolted at the thought of his songs and stories being corrupted and changed over time, as all performing arts eventually are. He attempted an experiment to create a kind of flesh golem, a simulacrum of human being, that would be an immortal vessel for all of his work. In this way he hoped to cheat the effect of time.

"Unfortunately, the Master Bard made a mistake during the creation of the vessel and one of his assistants was killed. When the Conclave of Harpers found out about the experiment, and the reasons behind it, they were appalled. The Conclave stripped the Master Bard of his powers. His magical objects, and his name. They wiped his songs and stories from the collective memories of the entire Realm. It was as if he had never existed. Then, they trapped him in

drawn back through the Pool of Radiance. The pool drained away and the power of Tyranthraxus was broken. Phlan was free.

Like most heroes, however, the adventurers who freed Phlan did not stay around. It is known that they took a boat from Phlan to the City of Hillsfar across the Moonsea. From there it is rumoured that they travelled south and west in search of further adventure.

a pocket dimension, and left him there. The Conclave thought the now nameless bard was effectively banished.

"However, a powerful group of magicians and monsters re-created some of the nameless bard's experiment. They tracked the nameless one to his dimensional prison and offered to help him build his vessel. In exchange, the group would have a hand in defining the vessel's "instructions". The nameless bard's obsession with his work blinded him to the evil intent of the group. He agreed to build another vessel.

"I was the result of their efforts. In order to bring me to true life, they needed to sacrifice a being of truth and goodness. The demon Phalse kidnapped my companion, Dragonbait, from another dimension. Dragonbait is a Saurian; he is the otherworldly equivalent of a Paladin.

"However, with the aid of the nameless bard, Dragonbait was able to thwart the evil ones by gifting me with a portion of his spirit. The nameless one sacrificed himself and engineered Dragonbait and my escape from the evil ones.

"After our escape, I woke up in a strange place, with manufactured memories and symbols such as yours on my arm. Don't worry. My bonds are gone, and I am now fully my own person.

"In order to remove my symbols, I had to overcome the compulsion of the bonds. Each bond is like a magical gear put on you by the person or group represented by the symbol.

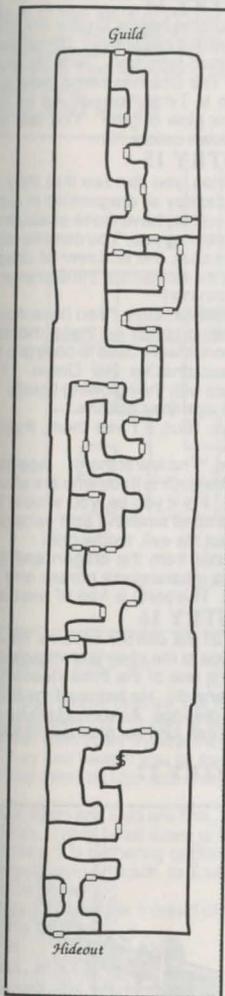
"Your only hope is to destroy the person or group that was involved in creating your bonds. I see the "mouth in hand" symbol of Moander on your arm. Perhaps we can cooperate.

"I am here because of the rumours that Moander is threatening to return again. The cultist of Moander were some of the evil ones involved in my bonding. Since you are here and carry his bond, I assume that he has managed to gather enough power to attempt his return.

"I know that the new altar of Moander is somewhere in this ruined temple. This is his original holy place on our Plane. Let Dragonbait and I help you. We have battled this evil before".

JOURNAL ENTRY 4

A map marked Sewers.



KEY:

□ Door

and hid, but my son was not quick enough. I have been begging for money to heal him since then. Could you help?"

JOURNAL ENTRY 7

"I am Fzoul Chembryl, high lord of the Dark Shrine. My "precious mages", as you call them, have allowed me to follow your minion. Dexam, you overstep your authority. My mark is on these people, and the Imperceptor will know of my work in due time.

"It is I who work for the greater glory of Bane. The powers granted us by Bane, combined with the power of the secular magic-users, will bring about a Banite hegemony in the Realms, and these bonded tools are central to the consolidation of our power. With them I hope to be able to control and avoid the traps set in magical items by the lawful and the good. The bonded ones are under my control and authority and will remain so for as long as I live."

JOURNAL ENTRY 8



JOURNAL ENTRY 9



1. Flaming aura
2. Can possess other bodies.
3. Involved with the Pool of Radiance.

JOURNAL ENTRY 10

"I have been laughed at and abused since I first came to Phlan, but now my true genius shall be seen. In the caverns beneath us are the nucleus of my fanatical army. In the river are my dragon navy and soon the gargoyles shall arrive to control the air. I shall let you live long enough to see my victory over the Flamed One. Then you shall be sacrificed to my greater glory." He laughs maniacally as you are led away.

JOURNAL ENTRY 11

"Your arrival is well timed. We expect the king to fall into our backup trap. It is unfortunate that you attacked the wrong target. But let me introduce the man you tried to kill." He gestures over to two prisoners, tied up against the wall. One is a thin bearded man and the other is a young woman, with a tattered purple sash.

"The man you tried to kill is Giogi Wyvernspur, an excellent mimic. "Turning to Giogi, "Perhaps you could give us another rendition of the King's voice. "Giogi looks at you and blanches.

"Also, let me introduce the woman who made the King's arrival possible, Princess Nacacia"

JOURNAL ENTRY 5

"We Rakshasa are very fond of gambling. I had been having a streak of bad luck and gone through most of my possessions. Recently, I discovered that Birsheya had been cheating in those games. However, the Clan Lord will not act without proof. Birsheya guards the clan storehouse and I know that there is evidence hidden there. If you help me break in, you may select whatever you want from the storehouse, I just want the proof of Birsheya's cheating".

JOURNAL ENTRY 6

"The statue in my wheelbarrow was my son. We were west of Teshwave when we spotted a Beholder. We ran

At this point, the princess slips her bonds, sweeps up a handy club and brains the leader. "Quick," she yells, "dispose of his guards before the leader can evoke your bonds!"

JOURNAL ENTRY 12

Dimswart says, "My name is Dimswart the Sage. I am happy to meet you, though I wish it were under better circumstances.

"I knew some other people who had bonds similar to yours and have spent some time studying them. I see that some of the symbols are missing, however, I would suppose that originally there were five.

"Essentially, the symbols are power signs of five powerful factions that have banded together.

"Needless to say, they are all extremely evil. Their common purpose is to enhance their collective power. However, if this bonding follows the previous pattern, and with Moander and the Fire Knives involved I have little doubt that it will, each of the evil powers has it's own use for you, to the detriment of the others. That is your greatest advantage.

"I have personal knowledge of one of your bonds. The hand with a mouth is the symbol of Moander. His aspect was destroyed that last time he tried to enter this plane. It's probable that Mogion, his surviving High Priestess, has placed the symbol on you as part of her attempt to bring him back.

"I know little more than the identity and some rumours about the other symbols. The Z encased in a circle on a triangular field is the symbol of the Zhentrim, our hosts I'm afraid. It is said that they have a great hoard of lawful good weapons and magical items hidden somewhere. I was attempting to find out where it is when I was captured. I have determined that the hoard is not at Zhenzil Keep. It is rumoured that Fzoul Chembril, the leader of the Zhentrim, is attempting to bring persons of good alignment under his power so that he can use these devices.

"The half moon with three bars is the sign of Dracandros. He is a mighty Red Wizard of Thay, but he has been banished for having an overweening ambition untempered with any sense of tact or timing. It is said he has an obsession with dragons, hence his name. His symbol also resembles that of 'Elminster of Shadowdale. Dracandros obviously hopes that he can be as powerful as Elminster someday.

"Finally, the claws of flame are the symbol of Tyranthraxus, the flamed one. I thought that it would take him much longer to recover after the recent events in Phlan. His is the greatest threat, as his ambition is the domination of the entire Prime Material Plane, and he controls the Pool of Radiance, which must still exist if he is back.

"To finish off Tyranthraxus you will need three magical artifacts. I know that they have been distributed amongst three of the powers that have bonded you. One of the artifacts, the amulet of Lathander, is somewhere here in Zhenzil Keep.

Dracandros has the Helm of Dragons near Haptooth and Mogion controls the Gauntlet of Moander at Yulash. None of these items are of any use except when they are in the vicinity of the Pool of Radiance. Unfortunately, I don't know how their magic works.

"I'm afraid I won't be of much use to you in terms of fighting power. However, I have been adventuring before and know how to stay out of the way".

JOURNAL ENTRY 13

"It has been deemed necessary to call upon the Mulmaster Beholder Corps to counter the dragons now infesting the River Tesh. Because of the corps destructive impulses, all Zhentrim operative between Teshwade and

Dagger Falls are ordered to withdraw from the area. No benefits will be paid to the widows and orphans of those who ignore this order.

JOURNAL ENTRY 14

The man with no name begins to glow and change. His features become evil and calculating. Nameless opposed me as you do," the man-form says. "Now his shell protects my fiery essence. The time has come, bow to your new master - bow down to Tyranthraxus!" As he laughs, the bonds on your arms glow brightly. You feel your knees bend as you bow down before him.

JOURNAL ENTRY 15

"There, Great Ones, you can see that they are part of Elminster's plot to destroy all dragonkind in retaliation for the Dragonflight. You may have these assassins as a sign of my good faith in warning you. You can see on their arms the sign of Tyranthraxus, the enslaver of dragons. This sign marks them as the servants of the enslaver, as well as being pawns of Elminster!"

One Dragon, however, says, "You have not convinced me. I see the glowing bonds on these mortals. I have heard that similar bonds were used to control a warrior that attacked Mistinaperadnacles Hai Draco. I think you control these mortals with their glowing bonds. Free them and then we may judge their actions."

Dracandros says, "But, if I free them, they will attack you!"

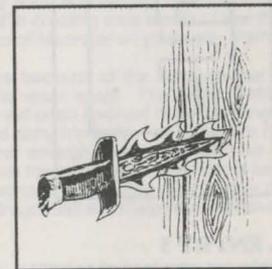
The Dragon says, "The few of them against the many of us! We are not afraid. Or is it you who are afraid of them? You should not be. For if you lie, you should be afraid of me!" With that a drop of smoking acid escapes from the dragon's mouth past his evil, toothy grin!

Dracandros recoils from the dragon and turns to the party. He speaks a meaningless phrase and his symbol slowly disappears. The party is free of another bond.

JOURNAL ENTRY 16

"The creatures of the deeper caverns have begun to awake. In deference to me, they have made a present of a great artifact. It is one of the three needed to slay the Flamed One permanently. He betrayed me back in Phlan, but now I shall gain revenge. As soon as we have disposed of the Zhentrim we can turn our attention to Myth Drannor and my enemy."

JOURNAL ENTRY 17



JOURNAL ENTRY 18

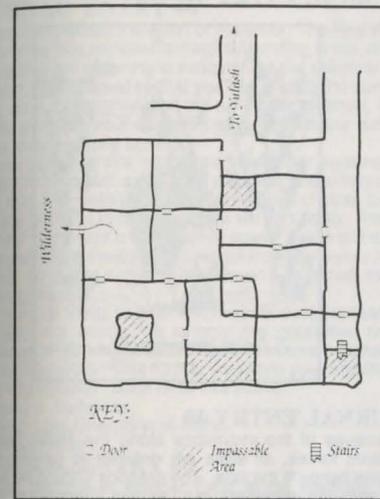
"That bond you wear - the one with the crescent moon - bears a very close similarity to Elminster's symbol. Now Elminster is not the type of man to take kindly to someone claiming that they'd been bonded by him. So, if I were you, I'd slip out of Shadowdale and sail down to Ashabenford. Then I'd work my way south until I found a certain red wizard's tower. After that I'd get him to remove the bond.

Or you could hang around here and get turned into a newt by Elminster."

JOURNAL ENTRY 19

As the cleric casts the spell, the bonds begin to glow brightly. Arcs of blue flame shoot out from them and strike about the room. The characters begin to writhe in extreme pain. The cleric ceases the spell, "These bonds fight my powers, removing them is beyond me. I wish you better luck. Go with Gond."

JOURNAL ENTRY 20



JOURNAL ENTRY 21

Alaterian, Hey, you may be my brother, but if I don't get that 300 gold pieces you owe me I'm gonna come after you with a bastard sword. I don't care if you are a member of the Black Network. They can't watch you all the time. I've still got a few tricks of my own that I can use on a slime ridden, ottyugh like you.

Otherwise, Mom and Dad are fine. Sis is getting too big for her britches. I may head down to the village of Hap to look into rumors of a gathering of Black Dragons.

When're you coming back to Essembra? Your wife Lillian wants to know.

By the way, I'll take her instead of the money. Your loving brother, Myrixelets

JOURNAL ENTRY 22

"I don't know why you're crazy enough to want to go down the Pit of Moander, but I can give you free passage through the city. I can guarantee that Red Plumes not molest you, but this is still a city under siege and I can't be nurse-maiding you around. It has been reported that Zhenzil Keep has sent some terror teams to annoy us. Some shambling mounds have also been spotted somewhere to the east.

Here's a map to the Pit and the locations of our checkpoints. (See Journal Entry 52) You are welcome to rest in the barracks and eat in the trooper mess. I've indicated them on the map as well. Oh, be careful, the walls and pavement in Yulash have endured some great strains recently, I can't vouch for their stability in most areas of the

city."

JOURNAL ENTRY 23

"OK, here's the scoop. Ya got yer condemned prisoners, them's as admitted they was guilty. They has ta fight the monsters with out no weapons - we give ya three to one if ya choose the prisoners, straight even if ya choose the monsters. On the other hand, ya got yer accused criminals, them's as said they was guilt; they gets ta keep their weapons as they're fightin' to see if Bane will judge them as worthy. We give ya two to one on either side. Just set yerself and pays yer money. Only need one platinum piece to play."

JOURNAL ENTRY 24

The letter reads, "Hail Harper's Friend, we must warn you that Dracandros of Thay seeks to use you against dragonkind. To protect yourself you should seek a deadly blade that he has secreted in the caves below his tower. Still avoid the dragons if possible, they are quite deadly"

JOURNAL ENTRY 25

"We spirits of Myth Drannor have grown weak over the centuries. We can now do little but observe. We ask for your help. In return let me reveal to you a secret power of the Thri-Kreen. Within this building is a glowing red web. If you speak the word "Krrrik" while standing before it, then walk into it, you will gain great strength. I have seen many of the Thri-kreen do this."

JOURNAL ENTRY 26

"the men had been paralysed by a spell cast by an invading cleric. He was after the prisoners held in the leader's room to the south. Luckily he had finally been overcome in this room."

JOURNAL ENTRY 27

The wounded men moan in terror about a hammer wielding maniac and a room suddenly filled with flashing blades. They hope the leaders two prisoners are worth their trouble.

JOURNAL ENTRY 28

Zhentrim troops that have tried to reach Dagger Falls via the River Tesh have been consumed by a dragon lying beneath the waves. It was awakened by someone from Phlan who was betrayed by Zhenzil Keep. He must still be somewhere near Dagger Falls, since the attacks have been recent.

JOURNAL ENTRY 29

The unburned part reads, "... our ally can control flame, skip from body to body and exhibits an array of extra-dimensional powers. It is my conclusion that the Flamed One can be none other than Tyrcon..."

JOURNAL ENTRY 30

"So, these are Fzoul's little secret. Very interesting. As the representative of the TRUE priests of Bane, I shall deliver you to Mulmaster and to the grand Imperceptor.

"Once in Mulmaster, I will examine these bonds in my laboratory, to your extreme discomfort I'm afraid. But, you may be comforted that during the final procedure, the one that will result in your death, the pain will not go on for more than two, or perhaps three weeks.

"Once I have uncovered the secret of these bonds, the Imperceptor will be most angry with his dear little Fzoul, and we may finally rid ourselves of this heretic and his precious mages."

JOURNAL ENTRY 31

"You were brought in by a group in red robes. They said they'd found you on the road near death. They paid for your rooms in advance, so you can stay as long as you'd like. You had those tattoos when you came in, but I've never seen anything like them. Filani the sage could help

you though, you should go see her, two blocks north."

JOURNAL ENTRY 32

You are rudely questioned by two of the guards and their commander. For every yes answer you give one of the guards sneers knowingly and marks it down. For every no answer the other guard snorts and marks it in a different ledger. The commander writes down all of your party's vital statistics including where you came from and your names. Anytime you ask them about their questioning they all turn, sneer, and the commander says, "We are preparing a file on you, this is strictly routine."

JOURNAL ENTRY 33

"I am Caemir and my ancestors lived and died here in Myth Drannor. I have been plagued recently by evil dreams of my grandfather's tomb being turned into a nest for foul spider things. If you will help my lay his spirit to rest, I will give you this bow which he made." He shows you an exquisitely crafted bow that radiates powerful magic.

JOURNAL ENTRY 34

"Yeah, well, watch yourself because there's lots of holes ya can't see and walls that are about to come down and brain you. The Red Plume's are crawling all over the place - and they have orders to kill any looters they find. You want to know where the Pit is? You're crazy. Its in the north wall of the northeastern quadrant of the city. That place is enough to make you loony though. Some Red Plume's have jumped ship rather than go on guarding the place. Oh, yeah. The Plumies have set up some checkpoints all over the city. These's one just in front of The Pit and one at the commander HQ. Can we go now?"

JOURNAL ENTRY 35

The letter reads, "Friend, we have come upon more news for you. To slay the accursed Flamed One who holds the most powerful of your bonds, you will need three items, the Helm of Dragons, the Gauntlet of Moander and the Amulet of Lathander.

Each is held by one of those controlling your bonds. Without these he will be able to ignore your most powerful attacks."

The letter is unsigned.

JOURNAL ENTRY 36

"We've been here for almost a month whipping these bugbears and wargs into shape. Now you've got the easy part. We can't lead these monsters against Dagger Falls, otherwise they would realize that the Zhentrim were behind this. So you take the beasties to Dagger Falls and attack the city. We'll have a "rescue force" of Zhentil Keep troops arrive soon after and repulse your attack. Then we'll occupy the city as heroes and you'll be paid most handsomely. Well, we're off to Teshwave, good luck."

JOURNAL ENTRY 37

"This passage was used during funerals by those in the temple. They would transport the deceased remains from the temple to the burial glen through the passage. The passage comes up in a back room of the temple.

"If you try to approach the Temple on the path to the north, or through the ruins to the east, Tyranthraxus minions will spot you and he will be waiting. He does not yet know about this tunnel."

JOURNAL ENTRY 38

"You bear the symbol of five different organizations. Three I recognize, one I've never seen and the last causes me some concern. The flame and dagger is the symbol of the Fire Knives, a group of assassins who last operated out of Westgate. That group had been destroyed, so they must have a new base of operation. I fear I do not know where.

"The mouth in the palm is the symbol of the god Moander. This god was banished from the world, but he reappeared briefly as a pile of filth. It laid waste to a section

of the city of Yulash before its defeat. The cult's colour of choice is green.

"The ornate Z in the triangle is the symbol of the Zhentrim, the Black Network. These are an evil alliance of priests, mages and thieves operating out of Zhentil Keep. Some say that they run Zhentil Keep.

"The Flaming symbol I've never seen, so I can give you no information. The last symbol, with the crescent moon, bears a disturbing similarity to a powerful sage in Shadowdale. For my own safety, I'll say no more about it.

JOURNAL ENTRY 39



JOURNAL ENTRY 40

Because of the incursions along the River Tesh by Zhentrim forces, all allies are ordered to gather in the caverns beneath the falls. The dragons should be able to hold back the beholders, but I expect Zhentrim troops to follow up the attack. As pay I pledge the standard portion when we loot Teshwave, Voonlar and Zhentil Keep. The plan is nearly complete, come at once.

Signed,
Lord Porphyrys Cadorna

JOURNAL ENTRY 41

The paper is heavily soiled, but you can make out, "...Knives untrustworthy, cultists unreliable, wizard insane and T seems very dangerous. Expect little reliability from the New Alliance, especially over the bonded subject. Will need to set up our own observation team. Per..."

JOURNAL ENTRY 42

The letter reads, "Friend of the Harpers, we are working to provide you with allies. We have arranged for a rather unusual harp player to meet you in Zhentil Keep. In the village of Hap, the mage Akabar Bel Akash works to counter Dracandros. Finally, two excellent warriors have been sent to the Pit to aid you." The letter is unsigned.

JOURNAL ENTRY 43

An important man from Phlan escaped proper justice. A traitorous Council member, named Cadorna, was raised from the dead and has flown to Dagger Falls.

JOURNAL ENTRY 44

"I am the current leader of the Swanmays, since Kith and Belinda disappeared on the Great Glacier. We need someone to infiltrate the Red Wizard's Tower and we heard that Dracandros was looking for a party bearing those symbols on your arms.

"Dracandros has gathered all the Black Dragons in the area to his tower. We need to get a special piece of one of them. If you accept our mark you will be eligible for a share of our reward. I have influence with several families

that are guarding these caves, so I can get you to the tower. Once there, we would be most happy if you could get us a part of a dragons heart, or, at least get them to leave the tower."

JOURNAL ENTRY 45

The centaurs recently had a brush with spiders and Thri-kreen. These monsters were heading north, apparently on a treasure hunting expedition. They were probably headed for Myth Drannor. The Thri-kreen can avoid arrows and their phase spiders are unhittable after they strike.

JOURNAL ENTRY 46

Most Respectable Mogion of Moander, The Red Wizard Dracandros has provided a magical sending to me, alerting me that you are planning to exterminate the subjects of our little test. While I realise that you are among the survivors of not only a banished god but an earlier alliance, I must protest strongly your intention to eradicate our subjects before they are fully tested.

If you carry out this mad plot and slay our pigeons, then Dracandros, myself, and Lord T will all be forced to hunt you down and slay both you and anything you choose to bring onto this plane. Do not doubt that we can do so. Remember that I represent a more active power that is still at work in this part of the Realms, and will take poorly to your hostile actions. Once the subjects have been fully tested, then we may slay them.

One more thing: I performed the requested research for you, and are wrong. It is only the gauntlets, not the appearance of Moander himself, which can devour the Pool of Radiance. This further weakens your argument to bring "old mouldy" back onto this plane.

Yours in darkness,
Lord Fzoul Chembyrl of Bane,
Zhentil Keep

JOURNAL ENTRY 47

Near the city of Dagger Falls is the waterfall it was named after. Behind it are deep caverns, abandoned until recently. New activity suggests that a man raised from the dead has taken them over. Dark things are beginning to awake in response.

JOURNAL ENTRY 48

"You have done well, my pets. The three artifacts that can do me harm are now in my possession. More importantly, the bonds you wear can act as the Pool of Radiance

does. With them I can transfer into any of your bodies and use it for as long as I need to. Then, should the body be killed I can transfer through the bond and back to the Pool - or to another of your bodies. I must thank you for the great freedom you have afforded me. No come along and we will dispose of those dangerous objects."

JOURNAL ENTRY 49

A Dark Journey: The four dark elves take you down a long sloping corridor. After many hours, you have descended many miles and begin to pass massive black mushroom forests and a few bizarrely shaped buildings.

Finally, you reach a glowing cavern, with a large temple in the centre. The dark elves march you up into the heart of the temple. In an onyx walled room a perfect, silvery web. In the centre of the web is a giant black spider. The spider speaks in a raspy, hollow voice.

"Greetings. I represent the god of the dark elves. You are my prisoners. Your choice is simple, you may be my slaves, or be my lunch."

As you consider retreat, huge stone blocks seal the entrance. A tittering laugh echoes through the room.

JOURNAL ENTRY 50

Olive says, "Well now, aren't we a find bunch of adventurers. My name is Olive Ruskettle and I know a bit about those tattoos on your arms. A pal of mine had some similar marks a while back. I wonder where she is..."

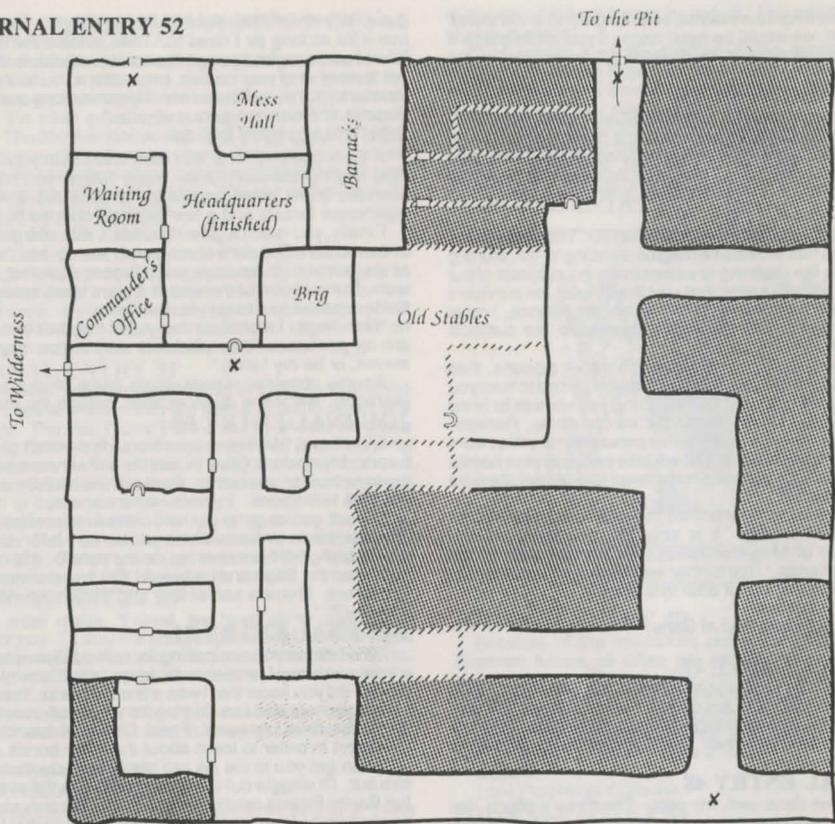
"Listen, you've got to get hold of the Amulet of Lathander. There is a man who could help you but he's been captured and is being held prisoner inside the temple. His name is Dimswart the Sage and he helped that friend of mine I told you about. I have a secret way into the temple. What do you say?"

JOURNAL ENTRY 51

"The human you are looking for named Dimswart. He's a very good sage, and a music lover, which is why we get along - did you know that I was a Bard? Yes sir, I've got my harp right here and I could sing for you - well, maybe now is not the time. Anyway, Fzoul Chembyrl has captured Dimswart in order to learn about the other bonds.

"I can get you to the jail cell but I need your help to get him out. I'll wriggle out in my own way. I can't have any of the Banite Priests catching sight of me. But only someone as slippery as I can squeeze through the route that I know."

JOURNAL ENTRY 52



KEY:

- U Door
- X Checkpoint
- Arched Doorway
- No Recon
- Rubble
- Weak Foundation

JOURNAL ENTRY 53

Suddenly the roof vaporizes and King Azown, his wizard Vangerdahast and a troop of royal guards descend into the room. One of the guards points at your party and says, "Those are the ones who tried to kill you, your highness."

The princess leaps up and stands between you and her father. They were under the Fire Knives' control, they couldn't help themselves. Besides that, they saved me."

The king looks at you and at the princess, "Well, the fact remains that you attempted to kill me. Also, it looks as though you wear more controlling bonds. I will not slay you, but you are banished from all Cormyr lands."

The royal guards come up and begin escorting you out. Suddenly the far door opens and Gharri of Gond steps unsteadily into the room. As you leave the room, you see the princess run over to him and they embrace. Heading out of the hideout you hear the king saying, "Nacacia, time for you to accept the duties of a princess."

The voices fade.

You are taken to the outskirts of town and the guards leave. As you decide on your next move, a horse pounds out of the gate, bearing Gharri and Nacacia. She waves as they race north.

JOURNAL ENTRY 54

The princess has been talking with the slightly recovered leader. With a dagger to his throat he croaks, "All right, I'll release them." He mouths a meaningless syllable and your bonds fade.

JOURNAL ENTRY 55

"Your aid of one of our fellows in Tilverton was much appreciated. In return we must warn you that Fire Knives are watching the forest roads for you. Also the Flamed One, in the ruins of Myth Drannor seems to be taking an interest in you. Finally, something malignant seems to be watching the Standing Stones. Beware and Good Luck."

JOURNAL ENTRY 56

The man says, "Ask me not my name, for names are but labels men apply to that which they do not understand. I

know of your bonds, and of your struggle to free yourself, for I helped create the first bonds what seems now so long ago.

"Your last bond, that of Tyranthraxus the Flamed One, is the most dangerous. Whither you know it or not, you are closer to eternal slavery now than ever, for Tyranthraxus need no longer share his power over you with others, he can turn his full fury to making sure that you do not ever escape.

"Your only hope is to catch the flamed one by surprise and deal with him before he can evoke the power of your bonds.

JOURNAL ENTRY 57

"It is good to speak with those with confidence enough to deal. My clan has taken this spot as a place to rest for a few mortal lifetimes. But, the Flamed one, Tyranthraxus, has stolen our followers and threatened my clan. His power is such that we cannot attack his temple directly, though we hate him with great passion.

"Now to our deal. You wear the Flamed Ones mark, but I have been told you are his enemy. When you attack his temple we will bend our power to reclaim our followers. That may weaken him enough for you to be victorious."

JOURNAL ENTRY 58

The letter is written in a crabbed script, "I have deemed the Displacer Beasts to be too weak for my needs. You are instructed to continue their training in the mountains near Tilverton. It would take too many of them to lay waste to the Dalelands, but I don't want them destroyed when the dragons begin their flight. You will be contacted periodically with new instructions."

The letter is signed with a symbol that matches the crescent moon bond on your arm.

JOURNAL ENTRY 59

TAVERN TALES

These entries include items which adventurers might overhear while travelling and meeting other people. During the game these entries are referred to by number. When the game refers to a Tavern Tale read the specific entry and place a checkmark in the box to keep track of which entries have come up in the game. Do not read ahead to other Tavern Tales; some tales are false, and others are important clues that are based on when and where you read them.

TAVERN TALE 1

Both the Princess and the King are in town disguise.

TAVERN TALE 2

A flame wreathed giant walks the Elven Court. He only fears three ancient artifacts. One may lie below a waterfall to the north.

TAVERN TALE 3

Many soldiers think the Pit is spooky. Some have gone AWOL rather than be put on guard duty there.

TAVERN TALE 4

The city's sewer is among the more dangerous in the Dalelands.

TAVERN TALE 5

Groups of red robed assassins have been patrolling the forest trails.

TAVERN TALE 6

A merchant adventurer named Akabar headed south to investigate Hap. A female adventuring group also headed in that direction.

TAVERN TALE 7

With Teshwave in Zhentrim hands the river has become dangerous to travel.

TAVERN TALE 8

The Princess always has some piece of purple clothing on, that's how to spot her.

TAVERN TALE 9

Someone passed through recently with something he was sure would destroy the plants. He was waving a wand about.

TAVERN TALE 10

There's a trap door in the altar which soldiers use to deposit all magic items from their raids.

TAVERN TALE 11

A mercenary group from the south was slain by river pirates recently.

TAVERN TALE 12

With all the war going on, the rivers are getting dangerous to travel. Dragons and beholders have been seen along the Tesh.

TAVERN TALE 13

I hear there are Zhentil Keep terror teams in the area.

TAVERN TALE 14

Elminster of Shadowdale passed through in disguise, heading for Teshwave. He may be checking on the river dragons.

TAVERN TALE 15

Shamblers will smother you if they can grab you. Have to hack them to pieces quickly.

TAVERN TALE 16

Bane likes beholders. Anyone else who gets close to them will die. Best to keep your distance. If you see more than three, then they're probably scouts for the Mulmaster Beholder Corps - flee for your lives!

TAVERN TALE 17

Plants have a tendency to walk around here. Nastiest are the Shambling Mounds.

TAVERN TALE 18

Buccaneers are raiding the Moonsea again. Ship travel is getting dicey.

TAVERN TALE 19

The city was devastated by troops from Zhentil Keep and now all the roads are heavily patrolled.

TAVERN TALE 20

Watch out for falling buildings and sink holes in the rest of the city.

TAVERN TALE 21

Creatures have been raiding the Dale from the north and west.

TAVERN TALE 22

The Zhentrim mages respect only those who are as smart as they are.

TAVERN TALE 23

Zhentil Keep covets the Daggerdale because its the best land in the Realms.

TAVERN TALE 24

Dragons have been seen flying overhead. They also infest waterfalls along the river Tesh.

TAVERN TALE 25

The city clerk's been depressed ever since Tyranthraxus was defeated. She hasn't had any commissions to hand out.

TAVERN TALE 26

Dragons have been heading south for weeks. Hopefully far to the south.

TAVERN TALE 27

Moander once crawled to the south of here, made a swath called Moander's Road.

TAVERN TALE 28

Two ships have been lost travelling to Shadowdale. The river's gotten very dangerous.

TAVERN TALE 29

A thief in a purple vest has been raiding the rich houses. She's escaped with the help of a hammer-wielding cleric.

TAVERN TALE 30

The Knights of Myth Drannor fear some creatures that can lure people willingly to their deaths.

TAVERN TALE 31

Halfings are all thieves

TAVERN TALE 32

Dark Elves have been passing through town. Their equipment always radiates magic.

TAVERN TALE 33

Zhentil Keep is hiring mercenaries - or rather several factions are each hiring their own forces. They've also had trouble from an ex-councilman from Phlan.

TAVERN TALE 34

Crazy people, with green robes, have been wandering the countryside, especially to the south.

TAVERN TALE 35

Zhentrim forces are gathering in Teshwave, perhaps they will march on Shadowdale or Dagger Falls.

TAVERN TALE 36

A friendly village of centaurs is hidden in the forests to the south.

TAVERN TALE 37

King Azown of Cormyr is hunting for his wayward daughter in Tilverton.

TAVERN TALE 38

I heard that Dimswart the mage has joined the Zhentrim. Who'd of imagined it.

TAVERN TALE 39

Fzoul is sending specially trained terror teams to harass Yulash. I hear that he's looking for mercenaries for special training.

TAVERN TALE 40

Its been lucky that Zhentil Keep is looking westward for expansion. At least they're a check against Hillsfar.

TAVERN TALE 41

Something huge and skeletal has found a lair to the south.

TAVERN TALE 42

If you don't want to get into trouble with the Zhentil Keep soldiers, you have to act real humble.

TAVERN TALE 43

Some walls and floors are dangerously shaky after Moander's rise from The Pit.

TAVERN TALE 44

Red wizards like creatures of fire. Cold attacks are often the best defence.

TAVERN TALE 45

Cultists of Moander are starting to roam the area again.

TAVERN TALE 46

The Elven Court is guarded by a force of knights. They're trying to keep something in, not keep people out.

TAVERN TALE 47

A party of insects was seen heading into the forest,



Mysterious Wand

heading for Myth Drannor.

TAVERN TALE 48

The Temple of Bane employs beholders to discipline their priests. They also have an entire corps of the critters to destroy major enemies.

TAVERN TALE 49

Voonlar's been building up troops again. Glad they have rotten commanders.

TAVERN TALE 50

That crazy halfling running around here thinks she's a bard. She sings OK but she ain't as good as Zazania Swallowtounge.

TAVERN TALE 51

A black ship with a large crate came from Mulmaster - Bane's highest temple. The Inquisitors are probably in town.

TAVERN TALE 52

The release of Moander from the Pit was a plot by Zhentil Keep.

TAVERN TALE 53

If you're polite and respectful to a Bane priest, they have to be respectful back, no matter what they really think.

TAVERN TALE 54

Dragons have been seen flying near Hillsfar. Something's happening in the south. Also creatures have been accumulating near Dagger Falls - some ancient caverns have been reopened.

TAVERN TALE 55

The Cormyr representative was preparing to leave after hearing the king found his daughter, but he was called back because she escaped again.

TAVERN TALE 56

Green robed cultists have been seen around the Pit. They must be pining for Old Moldy.

TAVERN TALE 57

The city guard is pulling out away from the Temple. They don't want to get caught in a crossfire.

TAVERN TALE 58

Voonlar hopes to build an arena for criminals, like Zhentil Keep has.

TAVERN TALE 59

A young woman with a purple sash stole the crown jewels from the ruins of the Yulash palace. Rode through the gate and escaped with a man.

TAVERN TALE 60

Huge shapes have flown over the forest, heading south.

TAVERN TALE 61

The Stojanow River valley is being converted to farms again. The pyramid is now used as part of the irrigation system.

TAVERN TALE 62

The previous high priest of Gond, Gharri, was Princess Nacacia's lover for a while.

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OFFICIAL ADVANCED
DUNGEONS & DRAGONS
COMPUTER PRODUCT
CURSE OF THE AZURE BONDS**

Before Beginning Play: You should back up both sides of all 3 game disks with a commercial copy program. Put the originals away and play off of the copies. Format two blank disks as save game disks. While playing the game you should alternate saving the game first to one disk and then to the other. This way you will always have two backup positions in base your characters get into a particularly nasty situation. Whenever the computer prompts you to change disks, place the correct disk in the drive and press the joystick button or RETURN.

To Start The Game: Connect your computer, monitor, and disk drive. If you use a joystick, plug it into port 2. Remove any cartridges or printer interfaces. Set the Shift Lock key off and do not press shift when typing in text. Turn on the monitor, disk drive, and then the computer. On the C128 hold down the Commodore Key while turning the computer on to put the computer into C64 mode. Put disk side 1 into the disk drive and type:

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LOAD "*"8 <RETURN>
RUN<RETURN>
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Type 'N' to use the built in software fast loader. Press a key to pass the title and credit screens. After the credits, press Return to Play Game.

Curse of the Azure Bonds uses a very quick software fast loader to speed disk access. But, if the game does not load successfully on your computer, or has a disk problem while playing, reboot the game and type "Y" to disable the software fast loader. You can try using cartridge based fast loaders, but with no guarantee that they will work properly.

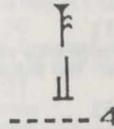
To Transfer Characters From Pool of Radiance or Hillsfar: You will need your Pool of Radiance and/or Hillsfar saved game disks. All characters from Pool of Radiance must be removed from their adventuring party before they can be transferred to another game. Follow the directions in the rules to load characters from Pool of Radiance or Hillsfar.

If you are adding a character who adventured in Hillsfar, the program displays "GAME BEFORE HILLSFAR: CURSE POOL HILLSFAR". Specify which game the character adventured in before he adventured in hillsfar. Choose Hillsfar, if the character was created in Hillsfar.

To Transfer Characters To Hillsfar: You will need your Curse of the Azure Bonds and Hillsfar saved game disks. All characters from Curse of the Azure Bonds must be removed from their adventuring party before they can be transferred to another game. Paladins, Rangers, and dual class humans may not be transferred to Hillsfar. Follow the directions in the Hillsfar rules to load characters from Curse of the Azure Bonds.

Using The Translation Wheel: After choosing Play Game, two symbols, a path, and a number are displayed. Find the first symbol on the outside of the Translation Wheel, and the second symbol on the inside, moveable part of the wheel. Match the two symbols and type the letter shown in the numbered box under the indicated path. Press RETURN/ENTER. For exam-

ple, if the computer displays:



type the letter X and press RETURN/ENTER. The game will load and display the Party Creation Menu.

How To Make Choices: Curse of the Azure Bonds is controlled using menus. One command on each menu is highlighted. Use the joystick or cursor keys to indicate the command you want and press the joystick button or RETURN to select your choice. For example, to look at an overhead view of the surrounding area, highlight the Area command and press the joystick button or RETURN.

Some commands, such as View, act only on a single character. Use the joystick or cursor keys to highlight the character you want to be active and then choose the command. For example, to view a character's ability scores, highlight the character's name in the character list and choose the View Command.

Some commands toggle the program between two states. When you select one of these commands the name on the screen changes to reflect the new state of the program. For example, if you select the Pictures On command in the Pics Menu it will change to Pictures Off. From then on the monster's animated picture is not displayed when you have an encounter.

How To Move Around: In 3D travel the party can move forward, turn right or left, or move backwards. In combat

you can move in any of eight directions. In the overland view the party picks its destination and mode of movement off of a menu. You may use the joystick or keyboard interchangeably to move in any mode. If you have a problem making a diagonal move with a joystick in combat use the 2,4,6,8, keys instead.

To Begin Playing Quickly: A pre-rolled party of adventurers is stored as a saved game on disk side 3. Choose Recall Save Game from the Party Creation Menu. Insert disk side 3 in the drive when the save game disk is requested.

After the saved game is loaded choose Begin Adventuring. Read the Journal Entry on the first page of the Adventurers Journal. Choose the Encamp command from the Adventure menu. Have all of your spell casters memorize spells. Exit camp and choose move from the Adventure Menu.

Move through the city carefully. Listen to what different NPCs have to say. Move West to the weapons shop and buy each of your characters starting equipment. Visit the sage across the street from the temple and listen to what she has to say. Visit the temple and talk to the high priest. Visit the bar and listen to the rumors. When you think you have enough information, leave town to find adventure. Things will begin to happen hot and heavy from then on!

Tips On Successful Adventuring: The first thing you want to do is to memorize spells. Then you will need to equip all your characters. Move to the weapons shop and Pool your money. Buy your fighters banded mail, a shield, a broad sword, a two handed sword, a long composite bow, and many arrows. Buy your thieves leather armor, a broad sword, a short bow, and many arrows. Buy your magic users a dagger, a staff and a bunch of darts. After you have completed your purchases, use the View, Items, and Ready commands to prepare all your characters' equipment for battle. Once you have bought everything you need use the Share command and pick up all the money.

Visit everyone in town and listen to what they have to say. The bonds and their effects are a mystery to your characters, and information can be as useful as a fireball spell (well, almost as useful!) After you have listened to everything that everyone has to say, leave the city to begin your quest.

As your party fights it will use up spells and lose Hit Points. When you find a safe place to rest use Encamp and use the Fix command to regain Hit Points. Then memorize spells to keep your spell-casters at maximum efficiency.

Once your characters have enough experience points and money, look for places to train. Most cities in the overland have training halls, and training halls may also be hidden in other places. Make sure you have 1000 gp worth of coins for each character that wants to train. If your characters need additional Experience Points, search near the cities in the overland or patrol the forest near the Standing Stone.

As you adventure you may hear a dreamlike voice warn you that, 'Great danger lies ahead, be fully prepared!' Heed such warnings by saving your game and putting that save aside. Keep that saved game aside until the party is safely back into the overland. Good luck!

Tips on Successful Combat: The following are useful tips while fighting in Curse of the Azure Bonds.

Identify enemy spell casters at the beginning of each battle. Attack them with spells and missile weapons. Be sure to do damage every round to keep them from casting spells. Concentrate your attacks; it is normally better to eliminate one monster than to wound two monsters. Eliminate helpless monsters before they become active again.

Keep your Paladin near the middle of the front of your party so that his Protection from Evil can improve the AC and Saving Throw of those adjacent. Keep your party

together so that they can concentrate their attacks on the monsters. Protect your party's flanks so that monsters will not be able to get to spell casters and archers.

Learn the range and area of effect of offensive spells like: Magic Missile, Stinking Cloud, Fireball, Cone of Cold, and Cloudkill. Decide where you will throw a spell before you choose Cast. Use the Aim command to check the range and line of sight to your proposed target. Make sure that the spell will attack the monsters and not the party.

Some spells have special effects that make them especially useful. Stinking Clouds can make up to four targets helpless. Fireballs are larger indoors than they are in the overland. Hold spells can be targeted against several different enemies. Lightning Bolts can bounce off walls and attack one target twice with the same spell.

If your party loses a very tough fight, go back to your last saved game. Just before triggering the fight, prepare your party with spells like: Bless, Prayer, Protection from Evil, Protection from Evil 10' radius, Enlarge, Invisibility 10' radius, and Haste. You can also prepare for a fight with magic items such as Potions of Giant Strength, Potions of Invisibility, or Dust of Disappearance. Cast the spells and use the items just before triggering the fight. Use Haste sparingly; it ages your characters 1 year each time it is used.

Differences in the Commodore 64 Version: The Commodore 64 version of Curse of the Azure Bonds is slightly different than the rules. These differences include:

Pressing the <Left Arrow> key is the same as choosing the Exit command in a menu. While moving in combat the <Left Arrow> key will 'take back' your current move, but it will not erase any damage you have taken during the move.

There is no Exit to DOS from the Party Creation Menu. Turn your computer off and then on to run other programs. Some items can only be Readied in combat or in camp. If you try to ready these items in other places the computer responds 'NOT HERE'.

The following commands can be given at the Combat menu or while a party character is moving under computer control. Press the key to execute the command.

- Q: Sets all characters to Quick (computer control)
- <SPC>: Resets all characters to manual control
- M: Toggles magic spell use on or off for characters set to Quick.

Characters set to Quick will use Readied magic items. Characters set to Quick with Readied arrows will use their bows if no enemy is adjacent.

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IBM PC QUICK START CARD
OFFICIAL ADVANCED DUNGEONS & DRAGONS
COMPUTER PRODUCT
CURSE OF THE AZURE BONDS

Before Beginning Play: You should back up game disks A-D with your DOS DISKCOPY command. Put the originals away and play off of the copies. See your DOS manual if you have questions on any DOS commands.

If you save your game to a floppy disk, use the DOS FORMAT command to format a save game disk before you begin the game. Place the formatted save disk in drive A, Type A: and press RETURN/ENTER. Type the DOS command MD:SAVE and press RETURN/ENTER.

You can have several saved games listed identified by letter. As you play the game, save the game to various letters. By keeping multiple saved games, you will always have backup positions in case your characters get into a particularly nasty situation.

When the computer prompts you to change disks, place the indicated disk in the listed drive and press RETURN/ENTER. If you are playing on 3 1/2" disks use the A & B disk whenever disk A or disk B is specified and use the C & D disk whenever disk C or disk D is specified.

To Copy The Game Onto A Hard Disk: If your hard disk is drive C, follow the directions as listed. If your hard disk is identified by some other letter, substitute that letter for the letter C in the following commands.

Put disk A in drive A. Type A: and press RETURN/ENTER. If you have 5 1/4" disks type HD525 C and press RETURN/ENTER. If you have 3 1/2" disks type HD 35 C and press RETURN/ENTER. Follow the on-screen prompts. Put disk C in drive A. Type COPYSAVE C and press RETURN/ENTER. When the copy is completed type C:\CURSE and press RETURN/ENTER.

To Make Mixed 5 1/4" and 3 1/2" Set of Game Disks: Use the DOS FORMAT command to format a disk in Drive B. Place Disk A in Drive A. Place the new formatted disk in drive B. type MAKENEW A B and press RETURN/ENTER. When the copy is complete type B: and Press RETURN/ENTER. Label the new disk as NEW DISK A. Use NEW DISK A whenever the program or the documentation specifies disk A.

To play the game with a mixed set of game disks, put NEWDISK A in Drive B and place Disk B in Drive A. Follow the instructions under To Start The Game, but substitute Drive B whenever the Quick Start card refers to drive A. You should also specify A:\SAVE as the path for your saved games.

To Transfer Characters From Pool of Radiance or Hillsfar: You will need your Pool of Radiance and/or Hillsfar saved game disks or you will need to know the subdirectory on your hard disk where these files are stored. All characters from Pool of Radiance must be removed from their adventuring party before they can be transferred to another game.

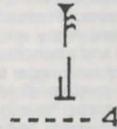
Put Disk C in Drive A. Type A: and press RETURN/ENTER. Type COPYCURS and press RETURN/ENTER. Remove Disk C from Drive A. Use the cursor keys to highlight the required transfer. Indicate the drive you are copying your Curse saved games from and the drive you are copying your Hillsfar saved games to. Use the Other drive specification if your saved games are not on the default path. Follow the on-screen instructions and insert the disks when prompted.

To Start The Game: Boot your computer using DOS 2.1 or greater. If you are playing from floppy disks, insert disk A into Drive A, type A: and press RETURN/ENTER. If you are playing off of your C hard disk, type C:\CURSE and press RETURN/ENTER. Type START, and press RE-

TURN/ENTER. Press a key to pass the title and credit screens. After the credits are displayed, press RETURN/ENTER to Play Game. If you are playing off of floppy disks you must keep disk A in the drive at all times.

Selecting Your Computer Configuration: Set your computer's hardware configuration the first time you start the game. Follow the on-screen prompts to identify your graphics adapter and the type of sound equipment. Then, type in the path to your saved game disk (normally C:\CURSE\SAVE for hard disk users, and B:\SAVE for floppy users.) You may reset these configuration settings outside the program by deleting the file CURSE.CFG using your DOS DELETE command and then starting the program and re-answering the questions.

Using The Translation Wheel: After choosing Play Game, two symbols, a path, and a number are displayed. Find the first symbol on the outside of the Translation Wheel, and the second symbol on the inside, moveable part of the wheel. Match the two symbols and type the letter shown in the numbered box under the indicated path. Press RETURN/ENTER. For example, if the computer displays:



type the letter X and press RETURN/ENTER. The game will load and display the Party Creation Menu.

How To Make Choices: Curse of the Azure Bonds is controlled using menus. One command on each menu is highlighted. Use the < and > keys to indicate the command you want and press RETURN/ENTER to select your choice. You can also choose a command by pressing the highlighted first letter of the command. For example, to look at an overhead view of the surrounding area, you can highlight the Area command and press RETURN/ENTER or press the A key.

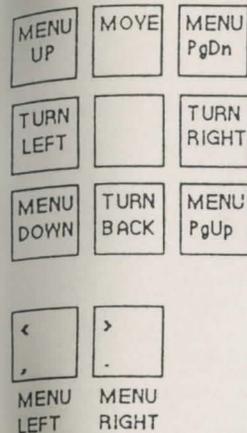
Some commands, such as View, act only on a single character. Use the Pg Up and Pg Dn keys to highlight the character you want to be active and then choose the command. For example, to view a character's ability scores, highlight the character's name in the character list and choose the View Command.

Some commands toggle the program between two states. When you select one of these commands the name on the screen changes to reflect the new state of the program. For example, if you select the Pictures On command in the Pics Menu it will change to Pictures Off. From then on the monster's animated picture is not displayed when you have an encounter.

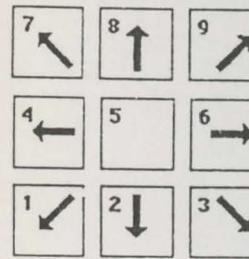
How To Move Around: In 3D travel the party can move forward, turn right or left, or turn around. In combat you can move in any of eight directions. In combat, the cursor keys default to the Move and Manual Aim commands. In the overland view the party picks its destination and mode of movement off of a menu.

To Begin Playing Quickly: A pre-rolled party of adventurers is stored as saved game A on disk C. Choose Recall Save Game from the Party Creation Menu. If you

3D & Any MENU



COMBAT MOYE & AIM



are playing from floppy disks, insert disk C when the save game disk is requested. Choose Saved Game A.

After the saved game is loaded, choose Begin Adventuring. Read the Journal Entry on the first page of the Adventurers Journal. Choose the Encamp command from the Adventure menu. Have all of your spell casters memorize spells. Exit camp.

Move through the city carefully. Listen to what different NPCs have to say. Move West to the weapons shop and buy each of your characters starting equipment. Visit the sage across the street from the temple and listen to what she has to say. Visit the temple and talk to the high priest. Visit the bar and listen to the rumors. When you think you have enough information, leave town to find adventure. Things will get hot and heavy from then on!

Tips On Successful Adventuring: The first thing you want to do is to memorize spells, then you will need to equip all your characters. Move to the weapons shop and Pool your money. Buy your fighters banded mail, a shield, a broad sword, a two handed sword, a long composite bow, and many arrows. Buy your clerics banded mail, a shield, a staff sling, and a flail. Buy your thieves leather armor, a broad sword, a short bow, and many arrows. Buy your magic users a dagger, a staff and a bunch of darts. After you have completed your purchases, use the View, Items, and Ready commands to prepare all your characters' equipment for battle. Once you have bought everything you need use the Share command and pick up all the money.

Visit everyone in town and listen to what they have to say. The bonds and their effects are a mystery to your characters, and information can be as useful as a fireball spell (well, almost as useful!) After you have listened to everything that everyone has to say, leave the city to begin your quest.

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Once you characters have enough experience points and money, look for places to train. Most cities in the overland have training halls, and training halls may also be hidden in other places. Make sure you have 1000 gp worth of coins for each character that wants to train. If your characters need additional Experience Points, search near

the cities in the overland or patrol the forest near the Standing Stone.

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Tips on Successful Combat: The following are useful tips while fighting in Curse of the Azure Bonds.

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Keep your Paladin near the middle of the front of your party so that his Protection from Evil can improve the AC and Saving Throw of those adjacent. Keep your party together so that they can concentrate their attacks on the monsters. Protect your party's flanks so that monsters will not be able to get to spell casters and archers.

Learn the range and area of effect of offensive spells like: Magic Missile, Stinking Cloud, Fireball, Cone of Cold, and Cloudkill. Decide where you will throw a spell before you choose Cast. Use the Aim command to check the range and line of sight to your proposed target. Make sure that the spell will attack the monsters and not the party. Some spells have special effects that make them especially useful. Stinking Clouds last for several rounds and can be used to protect flanks, channel enemy attacks, and to make monsters helpless. Fireballs are larger indoors than they are in the overland. Hold spells can be targeted against several different enemies. Lightning Bolts can bounce off walls and attack targets twice with the same spell.

If your party loses a very tough fight, go back to your last saved game. Just before triggering the fight, prepare your party with spells like: Bless, Prayer, Protection from Evil, Protection from Evil 10' radius, Enlarge, Invisibility 10' radius, and Haste. You can also prepare for a fight with magic items such as Potions of Giant Strength, Potions of Invisibility, or Dust of Disappearance. Cast the spells and use the items just before triggering the fight. Use Haste sparingly; it ages your characters 1 year each time it is used.

Differences In the IBM Version: The IBM version of Curse of the Azure Bonds differs slightly from the rules. These differences include:

While moving in combat the ESC key will 'take back' your current move, but it will not erase any damage you have taken during the move.

You may maintain up to 10 saved games on a disk at a time (depending on space available). Save each game under a letter (A-J). Use that letter when recalling your save.

The following commands can be given at the Combat Menu or while a party character is moving under computer control. Press the key(s) to execute the command.

ALT Q: Sets all characters to Quick (computer control).
 ALT M: Toggles magic spells on/off for characters set to Quick

<Space>: Resets all characters to manual control.
 CTRL S: Toggles sound on and off (may be used at any time).

Characters set to Quick will use Readied magic items. Characters set to Quick with Readied arrows or a sling will use ranged attacks if no enemy is adjacent.

