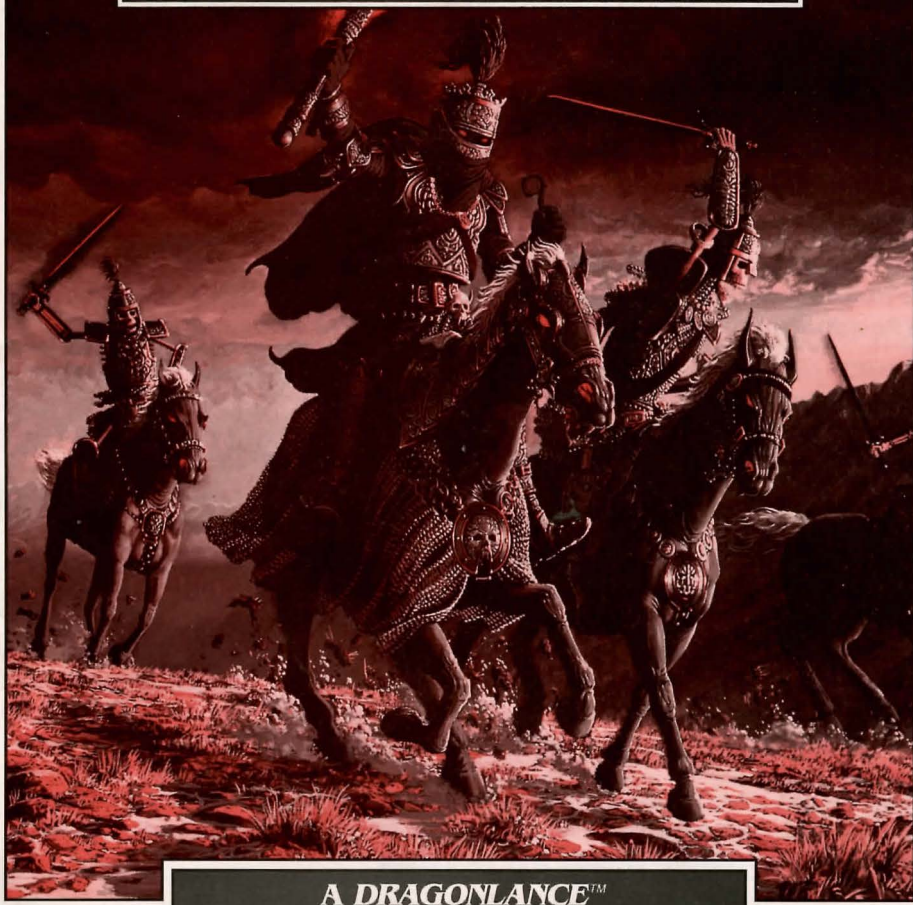


OFFICIAL  
**Advanced  
Dungeons & Dragons®**  
COMPUTER PRODUCT

**DEATH KNIGHTS OF KRYNN  
RULE BOOK**



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

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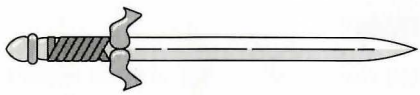
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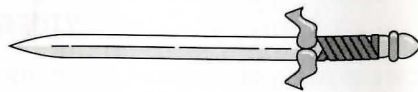
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## INTRODUCTION

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

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

### Your Game Box Should Contain

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

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

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

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

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

### Transferring Characters from CHAMPIONS OF KRYNN

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

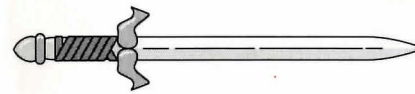
**Note:** If you transfer characters to **DEATH KNIGHTS** before they have completed the **CHAMPIONS** adventure, they may lose some items.

### Before You Play

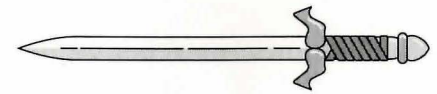
There is no copy protection on your **DEATH KNIGHTS OF KRYNN** disks, so please make backup copies and put the originals away for safekeeping. When you start the game, you will be asked to answer a verification question from this rule book or the *Adventurer's Journal* before you can play. Turn to the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

### Getting Started Quickly

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



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### Using Menus

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

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

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

Menus are displayed either vertically or horizontally.

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

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

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

#### Example:

##### Treasure Menu

VIEW TAKE POOL SHARE DETECT EXIT

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

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

## BEGINNING TO PLAY

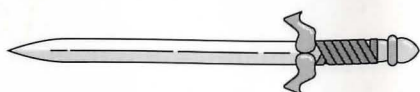
You must load a saved game or generate characters and band them together into a party. This first menu is displayed at the start of a game:

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

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

- **PICK RACE** lists the seven races you can choose for a player-character.
- **PICK GENDER** lists the sex the character can be. Gender affects the character's maximum strength.
- **PICK CLASS** lists the class or classes the character is qualified for based on race.
- **PICK DEITY** (clerics only) lists all of the gods a cleric character can choose to worship. Each deity confers unique powers to its clerics and determines which alignments a character can be. See the *Deities* section in the *Journal* for more details.
- **PICK ALIGNMENT** lists all the possible alignments for the character based on character class.

The computer randomly generates the character's ability scores after you choose alignment. If you are not happy with the character's scores you may roll them again. Remember that you can use the **MODIFY CHARACTER** command on the **Party Creation/Hall Menu** to change the character's ability scores and hit points (HP) after the character has been generated.



• **NAME CHARACTER** provides a 15 letter space to type in the character's name. This name will be automatically saved to disk. On some computer systems the character is named after the abilities scores are generated, on others the name is entered after the combat icon is selected.

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

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

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

### From Where Menu

ADD FROM WHERE: DEATH CHAMPIONS EXIT

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

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

• **EXIT** quits the **ADD CHARACTER** option.

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

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

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

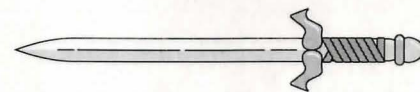
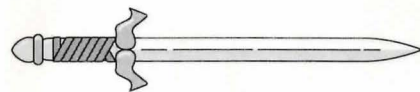
### Modifying Characters and Parties

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

CREATE NEW CHARACTER  
 DROP CHARACTER  
 MODIFY CHARACTER  
 TRAIN CHARACTER (Hall only)  
 KNIGHT CHANGE ORDER (Hall only)  
 VIEW CHARACTER  
 ADD CHARACTER TO PARTY  
 REMOVE CHARACTER FROM PARTY  
 LOAD SAVED GAME  
 SAVE CURRENT GAME  
 BEGIN ADVENTURING  
 EXIT TO DOS (Some computer systems)

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

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



## CHARACTER SUMMARY SCREEN

Moons of Krynn

Name: BEYRINN Alignment: SOLINARI Age: 350 Years Sex: MALE Race: QUALINESTI ELF

Status: OKAY Current Hit Points: 9/50 Maximum Hit Points: 50

CHAOTIC NEUTRAL SHINARE CLERIC/FIGHTER/RED MAGE

LEVEL 6/7/6 EXPERIENCE 71332

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

Ability Scores

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

Combat Movement

LONG SWORD  
 PLATE MAIL

Readied Weapon & Armor

WONS TRADE DROP EXIT

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

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

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

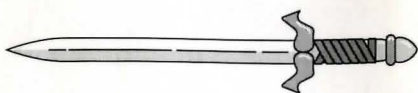
**REMOVE CHARACTER FROM PARTY** transfers a character from the party to the saved game disk or directory.

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

**BEGIN ADVENTURING** starts the game.



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## Non-Player Characters (NPCs)

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

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

## Viewing Characters

The VIEW command displays the character summary screen.

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

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

Encumbrance is the total weight the character is carrying.

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

## Character Status

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

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

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

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

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

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

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

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

### View Menu

ITEMS SPELLS TRADE DROP CURE HEAL EXIT

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

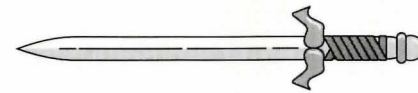
### Items Menu

READY USE TRADE DROP HALVE JOIN SELL ID EXIT

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



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

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

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

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

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

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

- **SELL** is described under the Shops Menu.

- **ID** is described under the Shops Menu.

**SPELLS** lists all of the spells a character has memorized.

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

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

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

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

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

## ADVENTURING

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

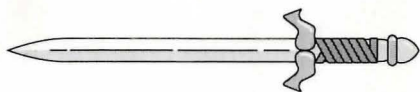
## Display Screens and Points of View

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

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

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

**Area** provides an overhead view of the party's surroundings, replacing the 3-D view. Choose the AREA command from the Adventure Menu. This view is not available in all regions.



In the area display a cursor shows the party's position. On some computer systems the cursor is an arrow that indicates current party facing and allows movement as in the 3-D view. On other systems you cannot move while in this view.

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

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

## Adventuring Options

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

### Adventure Menu

MOVE AREA CAST VIEW ENCAMP SEARCH LOOK

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

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

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

**VIEW** displays the Character Summary Screen and the View Menu.

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

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

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

## Encamp

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

### Encamp Menu

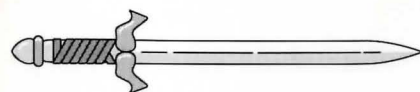
SAVE VIEW MAGIC REST ALTER FIX EXIT

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

**VIEW** displays Character Summary Screen for the active character.

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

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



## Rest Menu

REST DAYS HOURS MINUTES ADD SUBTRACT EXIT

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

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

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

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

## Alter Menu

ORDER DROP SPEED ICON LEVEL EXIT

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

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

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

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

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

## Level Menu

NOVICE SQUIRE VETERAN ADEPT CHAMPION

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

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

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

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

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

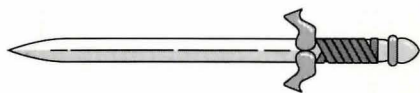
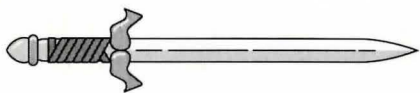
## Magic

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

## Magic Menu

CAST MEMORIZE SCRIBE DISPLAY REST EXIT

**CAST** displays the Cast Menu and the character's list of memorized spells. Select the spell to cast and then indicate the target of the spell.



Once a spell is cast it is gone from memory until it is memorized again. Some spells only work during combat and others only while encamped.

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

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

### Memorize Menu

MEMORIZE NEXT PREV EXIT

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

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

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

### Scribe Menu

SCRIBE NEXT PREV EXIT

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

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

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

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

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

## CIVILIZATION

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

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

### Shops Menu

BUY VIEW TAKE POOL SHARE APP EXIT

**BUY** displays the items available in the shop. Select the item that the active character will buy.



**VIEW** displays the Character Summary Screen with the SELL and ID commands available in the Items Menu.

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

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

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

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

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

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

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

### Temple Menu

HEAL VIEW TAKE POOL SHARE APP EXIT

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

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

### Bank Menu

See your data card for details.

## ENCOUNTERS

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

### Sample Encounter Menu

ATTACK WAIT FLEE TALK

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

## Combat

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

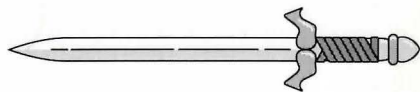
The active character is centered on the screen at the start of his combat segment. The active character's name, HP, AC and readied weapon are displayed. The Combat Menu lists the character's options.

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

### Combat Menu

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

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



enemy, the enemy gets a free attack at the character's back.

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

### Aim Menu

NEXT PREV MANUAL TARGET CENTER EXIT

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

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

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

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

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

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

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

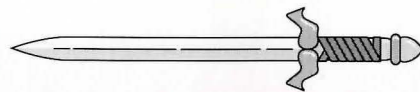
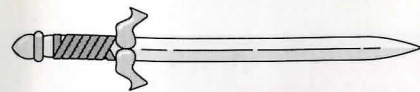
**TURN** is a clerical power that attempts to destroy undead monsters or drive them away from the party. This will not affect the more powerful undead types and has no effect on any other kind of monster. In some places the power of evil is so great that turning is more difficult.

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

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

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

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



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

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

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

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

**END** quits a character's turn.

### After Combat

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

### Treasure Menu

VIEW TAKE POOL SHARE DETECT EXIT

**VIEW** displays the Character Summary Screen and View Menu.

**TAKE** permits the active character to pick up treasure from defeated opponents. This will only appear if the foes had a treasure or the

party pooled its funds. Remember: a character carrying a large number of steel pieces and heavy equipment can be slowed in combat.

### Take Menu

ITEMS MONEY EXIT

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

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

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

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

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

**EXIT** leaves the scene of the battle. If any treasure remains, the option to return to the Treasure Menu is displayed.



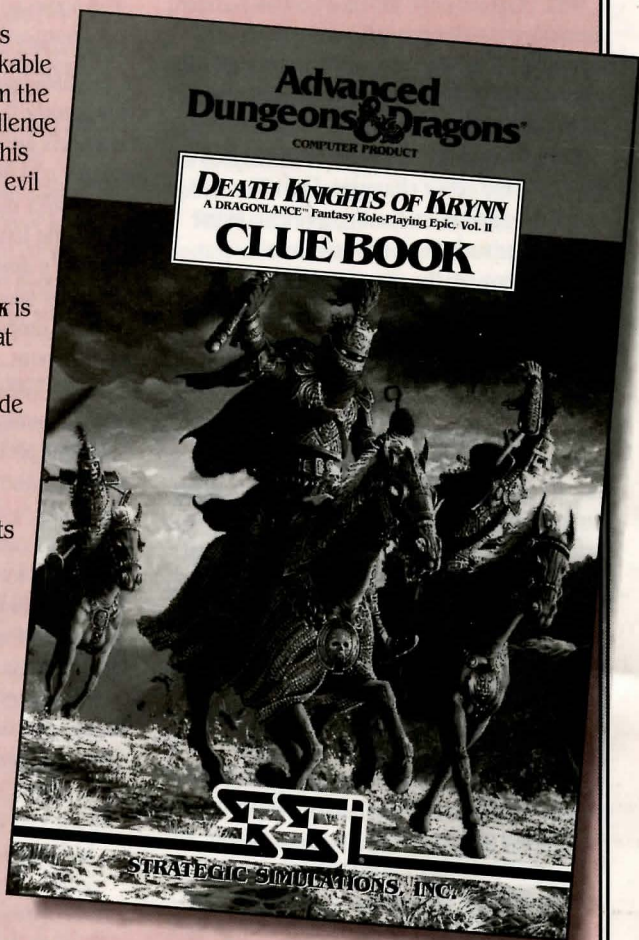
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
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