



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

9 Game Collector's Edition



Installation

**Copy Protection
Answers**

**Rule Book/Adventurer
Journal Maps &
Symbols**

WIZARD Works[®]



Advanced Dungeons & Dragons

9 Game Collector's Edition

- Installation
- Copy Protection Answers
- Rule Book / Adventurer Journal Maps

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Welcome

Welcome to the Advanced Dungeons & Dragons 9 Game Collectors CD. WizardWorks has compiled the best of the AD&D games for you to enjoy hour after hour. A great deal of time and effort went into making the AD&D CD graphically pleasing, easy-to-install and easy-to-use. We hope you enjoy it!

Games Included

Curse of the Azure Bonds
 Secret of the Silver Blades
 Pool of Radiance
 Dark Queen of Krynn
 Death Knights of Krynn
 Champions of Krynn
 Pools of Darkness
 Gateway to the Savage Frontier
 Treasures of the Savage Frontier

Features Overview

- A. Play games directly from the CD
- B. Load the games on to your hard drive
- C. View Rule Book and Adventurers Journal on CD
- D. Uninstall Feature
- E. Print Rule Books and Adventurers Journal
- F. Easy to use click and select interface

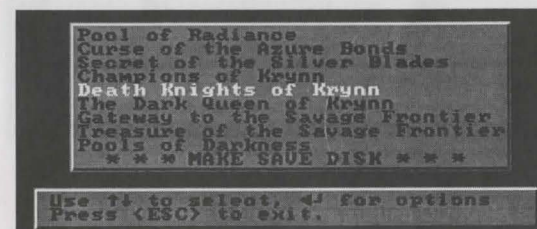
INSTALLATION

To run the installation program:

- Place the **AD&D Collectors Edition** CD-ROM in the drive.
- From the CD-ROM's DOS prompt, type **INSTALL**

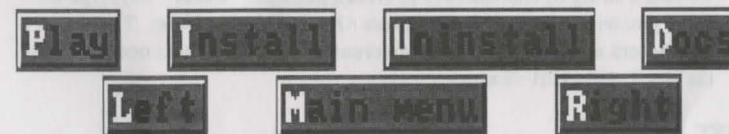
For example: If your CD-ROM drive uses the letter **D:** then go to that drive by typing **D:** then push **<Enter>**. When you see the **D:>** prompt type **INSTALL** and push **<Enter>**.

After a brief introduction screen, the Main Menu appears. Each available game is displayed as text on the screen. Choose the game you wish to play, then press **<Enter>**.



MENU OPTIONS

After you select a game you will be given the following options: **PLAY**, **INSTALL**, **UNINSTALL**, read **DOCS**, move one game to the **LEFT**, move one game to the **RIGHT** and return to the **MAIN MENU**.



PLAY

This option allows you to play the game directly from the CD-ROM. You are able to play the game from the CD but custom files and characters are NOT saved, unless you have made and specified a save disk. When you quit the game, you are returned to the game screen.

INSTALL

This option installs the game on your hard drive. You are prompted to enter the drive letter where you wish to install the game. The CD is no longer needed to play the game. It is now accessible from the hard disk. Each game takes at least 3 megabytes of free hard disk space. When installation is complete, you are returned to the game screen.

The games are installed into the sub-directory \WIZWORKS.

UNINSTALL

This option removes the game files from your hard disk, providing that you have not moved the game directory since it was installed. REMEMBER: Any custom files or characters associated with this game are also deleted unless you have saved them to a different directory.

DOCS

This option allows you to view or print the Rule Books and Adventurers Journal for all games.

Viewing Graphics

To view a graphic file, move the cursor or click with your mouse the graphic marker and press the <SPACEBAR>. When you are finished viewing the graphic, press the <SPACEBAR> again to return to the text viewer.

Word Search

To find a string of characters (e.g. elves), press the <Enter> key, type the word you wish to search for and press <Enter> again. **Note: The characters must be entered in lowercase.** To find the next occurrence of the word, press Ctrl <Enter>.

LEFT

This option allows you to scroll counter-clockwise through the available game screens in a circular manner. This button allows you to view the other games without having to go to the main menu.

MAIN MENU

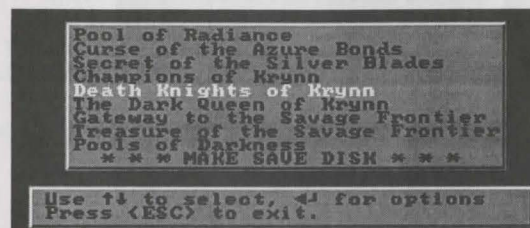
This option allows you to return to the main menu.

RIGHT

This option acts the same as the left button, but in a clockwise motion.

MAKING A SAVE DISK

This process allows you to prepare a floppy disk to be used to save the custom files and characters you create. Simply insert a formatted floppy into your drive and choose this option to make a save disk.

**PLAYING THE GAMES**

Each game has its own set of playing instructions. These instructions can be viewed in the Rule Book by selecting the **VIEW** option in the Main Menu.

ORDERING RULE BOOKS/ADVENTURERS JOURNALS/CLUE BOOKS

Hard copy Rule Books, Adventurers Journals and Clue Books are available through WizardWorks Customer Service. You will find an order form inside this box or contact us at (612) 559-5301.

Need Help?

Do you have a question or problem with a CompuWorks, WizardWorks or MacSoft program? Call the WizardWorks Customer Support Hot Line. We'll be glad to help you in any way we can. This is a service available only to registered owners of WizardWorks software. Be sure that you send in your product registration card before you call.

Because there is no charge for this service, we must ask that you keep your question brief and to the point. Please prepare your question before you call, and try to be near your computer with pertinent materials (i.e. your manual) on hand when you phone.

Our hours are 9am to 4pm (Central Time.) If our customer support lines are busy, please be patient. Leave your full name, daytime phone number and a fax number (when available) as well as the title of the program in question on our voice mail system. All calls are returned the same day in the order they are received. Please do not call our switchboard, they cannot patch you through or take messages for customer support.

If you contact us by FAX or mail, be sure to include a daytime voice telephone number where you can be reached.


Thank you for purchasing this WizardWorks product. We are always happy to answer your questions, and look forward to helping you get the most from your WizardWorks software.

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Customer Support Hot Line (612) 559-5301
FAX (612) 559-5126

Customer support is available for registered owners only.
 Make sure you have sent in your registration card.

Any changes to the program or hints that were not available at the time that this manual was printed will be included in a file on the master disk, under the name **README.DOC** you can view this file from DOS

with the editor that comes with DOS, called EDIT or from the Windows  Write editor.

Copy Protection Answers

Here are the copy protection answers everyone has been asking for! These will allow you to begin playing the games without referencing the manual.

Note: Pool of Radiance and Curse of the Azure Bonds require the enclosed wheel to begin play. The remaining games require the answers you will find in the following pages.

How To Use Copy Protection Answers

When you start an adventure, the program will ask you a question. The answers are provided in the table below. Type in the appropriate answer and press enter.

For example, if the program asks:

On page # 10
line # 2
what is word # 2

You would type in ARE and press enter.

Secret of the Silver Blades

Journal Entry #	Word #	Word
3	5	BLACK
5	2	TALKING
6	4	MINERS
9	3	TALE
11	5	BEHOLDER
13	1	BLIND
15	3	FROST
18	4	SILVER
22	1	DYING
23	6	MAGES
24	2	GUARD
25	4	WELL
27	3	STORY
28	6	VORPAL
30	3	GEMS
33	4	AM
34	6	FLAMING
37	6	SMALL
40	1	LEDGER
43	3	MARCUS
46	3	MULMASTER

47	3	YULASH
48	2	GLOWING
51	7	HOUSE
55	4	SERVED
59	4	WOUEDED
67	3	MAD
70	5	CIRCLE

Champions of Krynn

Word #	Journal Entry #	Journal Page #	Answer
1	8	27	AS
1	57	36	RED
2	7	27	SIR
2	16	29	PLAN
2	29	31	FOUR
2	66	38	OGRES
2	74	40	TALE
3	28	31	KEPT
4	26	31	ABOUT
4	39	33	LISTS
4	52	35	ARMOR
5	1	26	WE
5	35	32	PARTY
6	24	31	ONCE
6	30	32	TO
7	3	26	AS
7	12	28	GRILLIARD
7	19	30	GENIUS
7	14	29	HOW
7	20	30	OUT
7	33	32	JELEK
8	67	38	CARAMON
9	2	26	KARL
9	6	26	OF
9	36	32	POOR

Death Knights of Krynn

Word	Journal Entry #	Journal Page #	Answer
1	11	36	MAYA
1	18	37	SAGE
1	35	42	READING
2	3	33	EXPLOSION
2	20	38	DWARF
3	1	33	CROOK
3	10	35	WELCOME
3	25	39	HER

3	28	40	STREET
3	33	41	SEATS
3	39	43	ARMY
3	43	44	DESPAIR
3	64	50	VISITOR
4	14	36	SPRITE
4	19	37	MAN
4	26	39	OLD
4	29	40	DREAM
4	42	44	BRUTES
4	60	49	SNAKES
4	66	51	DARK
5	50	46	TUNNEL
5	4	33	FLIES
5	6	34	SKOMP
5	8	35	NAME
5	12	36	FIRST
5	16	37	SHAKES
5	23	39	BELIEVE
5	46	46	PALADINE
5	51	47	FOUND
6	2	33	WAVES
6	21	38	LEADER
6	24	39	FAST
6	41	43	ARMY
6	53	47	KING
6	58	49	READS
7	7	34	HEROIC
7	17	37	SCREAM
7	22	38	CITIZENS
8	9	35	SUDULTO
8	15	36	WELCOME
8	30	40	CELL
8	36	42	SUSPICIOUS
9	27	39	ANYMORE
9	32	41	METAL
9	45	45	TEMPLE
9	61	50	SHADOWS
10	5	33	KALAMAN
10	34	42	EYES
10	55	48	BONES

Dark Queen of Krynn

Page #	Word #	Heading	Answer
3	1	Ability Scores	EVERY
3	5	Ability Scores	RANDOMLY
3	8	Ability Scores	SCORES
4	1	Character Classes	CLASSES
4	4	Character Classes	MUST
4	7	Character Classes	CHARACTER
4	8	Character Classes	MUST

6	4	Alignment	PHILOSOPHY
6	7	Alignment	LIVES
6	8	Alignment	BUY
7	5	Other Attributes	THREE
7	6	Other Attributes	IMPORTANT
7	7	Other Attributes	VALUES
8	5	Preparation Tips	BANDED
8	6	Preparation Tips	TOGETHER
8	10	Preparation Tips	INN
9	1	Combat	ADVENTURERS
9	2	Initiative	ROUND
9	3	Combat	BATTLE
9	4	Thaco	HIT
9	6	Initiative	DIVIDED
9	7	Thaco	MELEE
9	8	Combat	DANGEROUS
9	9	Initiative	SEGMENTS
10	2	Saving Throws	SUCH
10	4	Damage	RANGE
10	4	Ranged Combat	FIRING
10	4	Saving Throws	POISON
10	6	Ranged Combat	DISTANT
10	6	Saving Throws	SPELLS
10	7	Damage	POINT
10	8	Damage	LOSS
10	9	Ranged Combat	WEAPONS
11	2	Combat Strategies	SUCCEED
11	3	Running Away	MAY
11	4	Running Away	FLEE
11	4	Wounded Characters	SERIOUSLY
11	5	Running Away	FROM
11	5	Wounded Characters	INJURED
11	6	Combat Strategies	SKILLED
11	8	Combat Strategies	DEPLOYS
11	8	Wounded Characters	CURED
12	1	After Combat	IF
12	3	Magic	INTEGRAL
12	6	After Combat	SURVIVE
12	6	Magic	DARK
12	7	Magic	QUEEN
12	9	After Combat	BATTLEFIELD
13	1	Deities	SINCE
13	3	Deities	EARLIEST
13	3	The Moons of Krynn	CREATION
13	6	The Moons of Krynn	WORLD
13	8	Deities	WISDOM
13	10	The Moons of Krynn	GOVERNED
14	2	Rangers	USE
14	3	Magical Treasures	TRAVEL
14	4	Magical Treasures	ABOUT
14	5	Rangers	DRUIDIC
14	6	Magical Treasures	ENCOUNTER
14	7	Rangers	THEY

Gateway to the Savage Frontier

Journal Page #	Line #	Word #	Answer
10	2	2	ARE
3	5	5	AREA
11	1	4	HE
2	2	3	SAVAGE
11	4	1	ANY
4	2	1	YOU
15	3	2	THEIR
7	5	1	BOTH
6	1	6	ARMOR
7	6	5	CHARACTER
16	1	4	HUGE
12	8	2	IN
19	6	3	HASTE
14	3	1	THE
6	3	5	UNDEAD
9	5	2	SOME
4	6	2	A
14	7	3	CROSS
8	2	7	TRAINING
18	3	4	SCROLL
16	3	3	BY
10	5	2	COMBAT
9	4	1	THE
5	4	6	GREATER
18	1	1	READ
8	4	1	INCREASE
15	5	3	WICKED
12	2	1	MAGIC
5	2	3	CLERICS
3	6	5	CITY

Treasures of the Savage Frontier

Journal Page #	Word #	After Heading	Answer
17	4	ROCK REPTILES	LIZARDS
21	5	INVISIBILITY TO ANIMALS	TO
13	2	TIPS ON MAGIC	CLERICS
21	4	ENTANGLE	GROW
12	2	RUNNING AWAY	CHARACTER
20	7	SLOW POISON	DURATION
24	1	FIRE SHIELD	PROTECTS
6	6	ABILITY SCORES	GENERATED
10	2	INITIATIVE	ROUND
18	1	NEW MONSTERS	THE
10	3	INITIATIVE	OF

3	5	LLORKH	THE
4	7	TRIBOAR	BETWEEN
4	9	TOWER OF TWILIGHT	THIS
23	7	LIGHTENING BOLT	DOES
12	9	RUNNING AWAY	HE
7	8	CHARACTER CLASSES	MUST
17	2	SPECTRES	UNDEAD
24	9	FIRE SHIELD	HITS
4	5	TOWER OF TWILIGHT	EDGE
6	4	ABILITY SCORES	SIX
21	2	ENTANGLE	PLANTS
14	8	MAGICAL TREASURES	MONSTERS
17	3	PURPLE WORMS	ENORMOUS
10	7	INITIATIVE	INTO
8	9	ALIGNMENT	AND
15	4	BESTIARY	THESE
21	7	ENTANGLE	AROUND
6	3	ABILITY SCORES	HAS
17	5	SPECTRES	THE
8	7	ALIGNMENT	LIVES
15	9	BESTIARY	VARIES
18	4	NEW MONSTERS	ARE
23	3	LIGHTENING BOLT	MAGICAL
14	3	MAGICAL TREASURES	TRAVEL
13	1	TIPS ON MAGIC	BOTH
8	1	OTHER ATTRIBUTES	EACH
3	6	LLORKH	TRADING
12	5	RUNNING AWAY	FROM
17	4	SPECTRES	HAUNT
4	2	TRIBOAR	TRADING
14	4	MAGICAL TREASURES	ABOUT
8	3	OTHER ATTRIBUTES	ALSO
21	3	INVISIBILITY TO ANIMALS	TARGET
17	5	ROCK REPTILES	WITH
8	5	ALIGNMENT	A
21	3	INVISIBILITY TO ANIMALS	TARGET
17	5	ROCK REPTILES	WITH
4	4	TOWER OF TWILIGHT	EASTERN
20	1	SLOW POISON	REVIVES
18	3	NEW MONSTERS	CREATURES
7	2	CHARACTER CLASSES	ARE
20	2	SLOW POISON	A
8	6	OTHER ATTRIBUTES	IMPORTANT
23	1	LIGHTNING BOLT	IS

Pools of Darkness

Journal Page #	Word #	After Heading	Answer
10	8	TIPS ON MAGIC	WHICH
9	9	AFTER COMBAT	BATTLEFIELD
6	2	COMBAT	MUST
10	8	MAGICAL TREASURES	MONSTERS

4	7	ALIGNMENT	LIVES
2	5	ABILITY SCORES	RANDOMLY
9	6	MAGIC	SURVIVAL
1	1	PLAYER RACES	THERE
9	6	AFTER COMBAT	SURVIVE
6	7	COMBAT ABILITY	DEFINED
6	5	INITIATIVE	IS
10	3	CLERICS	REQUIRES
8	2	COMBAT STRATEGIES	SUCCEED
10	1	TIPS ON MAGIC	BOTH
9	4	MAGIC-USERS	TRAINS
8	8	COMBAT STRATEGIES	DEPLOYS
8	6	COMBAT STRATEGIES	SKILLED
5	9	OTHER ATTRIBUTES	CHANGE
9	3	MAGIC	ESSENTIAL
3	5	CHARACTER CLASSES	PROFESSIONS
4	5	ALIGNMENT	A
6	9	INITIATIVE	SEGMENTS
7	3	ATTACKING	TWO
10	8	MAGICAL TREASURES	MONSTERS
1	3	INTRODUCTION	YEARS
2	3	ABILITY SCORES	HAS
8	4	COMBAT MOVEMENT	SQUARES
7	5	ATTACKING	BASIC
6	2	INITIATIVE	ROUND
5	5	OTHER ATTRIBUTES	THREE
6	6	COMBAT MAP	TACTIC
8	2	COMBAT MOVEMENT	NUMBER
9	8	MAGIC	THE
1	6	INTRODUCTION	BAND
6	9	COMBAT MAP	THAT
7	8	ATTACKING	MELEE
9	8	MAGIC-USERS	LEVEL
6	5	COMBAT	WAY
1	2	INTRODUCTION	TEN
10	6	CLERICS	BOOKS
1	3	PLAYER RACES	SIX
8	7	COMBAT MOVEMENT	CAN
6	1	BUILDING A SUCCESSFUL PARTY	FORMING
9	7	MAGIC-USERS	NEW
1	1	CHARACTERS AND PARTIES	YOU
10	6	TIPS ON MAGIC	CAST
10	3	MAGICAL TREASURES	TRAVEL
1	6	PLAYER RACES	WHICH
6	9	BUILDING A SUCCESSFUL PARTY	KEY
3	2	CHARACTER CLASSES	ARE
5	7	OTHER ATTRIBUTES	VALUES
1	2	CHARACTERS AND PARTIES	NEED
4	8	ALIGNMENT	BY
6	3	COMBAT	BATTLE

Maps & Symbols

Following are maps and symbols that are unclear or not legible in the MAIN MENU DOCS viewer. If there is a map or symbol that is not located in these pages, refer to the documentation on disk.

Important Note: The following map/symbols are grouped in order by game. The original page #'s were kept for reference purposes.

The games are grouped in sections as follows:

Pool of Radiance
 Curse of the Azure Bonds
 Secret of the Silver Blades
 Champions of Krynn
 Death Knights of Krynn
 The Dark Queen of Krynn
 Gateway to the Savage Frontier
 Treasures of the Savage Frontier
 Pools of Darkness

Pool of Radiance

Maps/Symbols



Adventurers Journal

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.

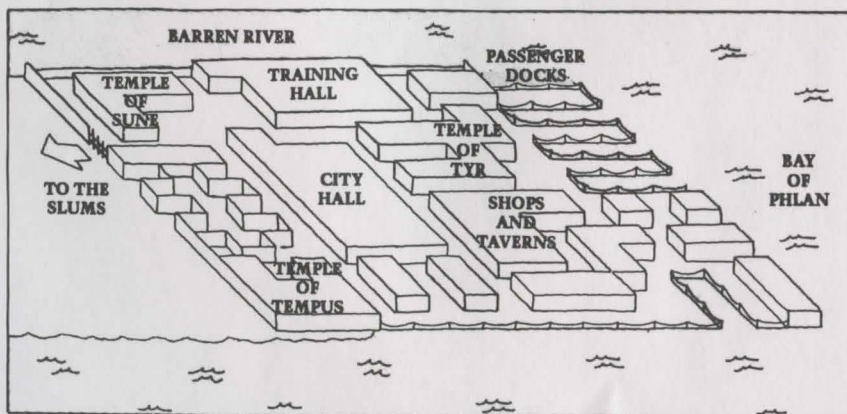
RICHES & FAME!

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.

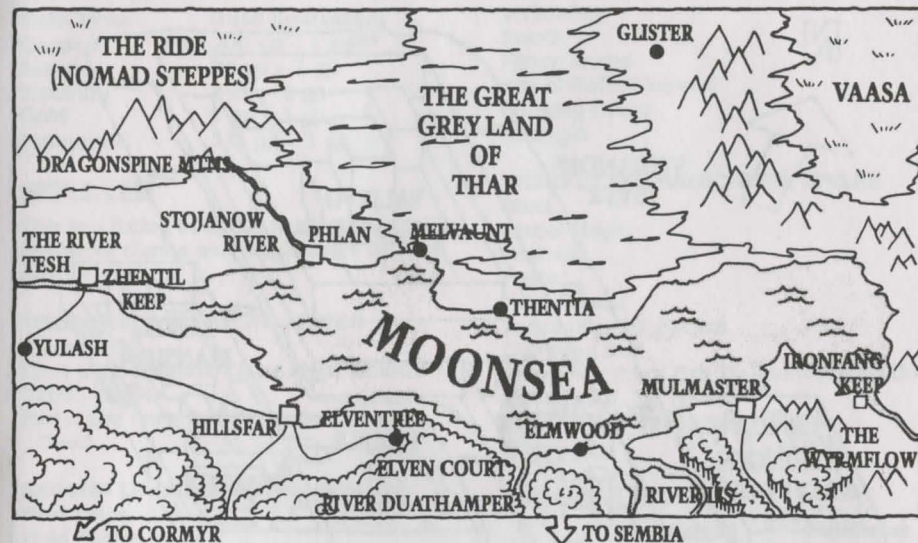
MAKE YOUR FORTUNE IN NEW PHLAN!



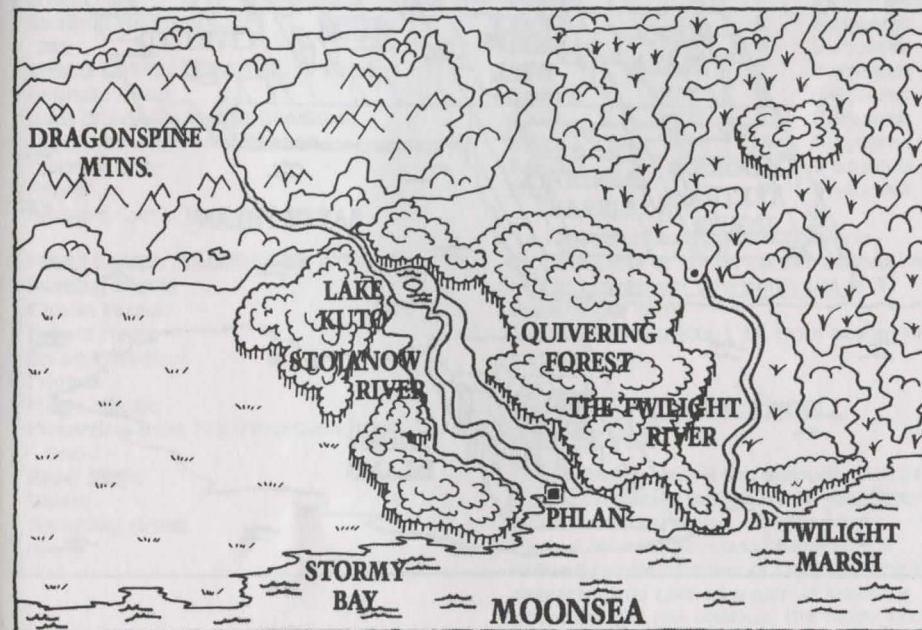
The Civilized Area of New Phlan

A massive atlas drawn by the great mathematician Tomarus.

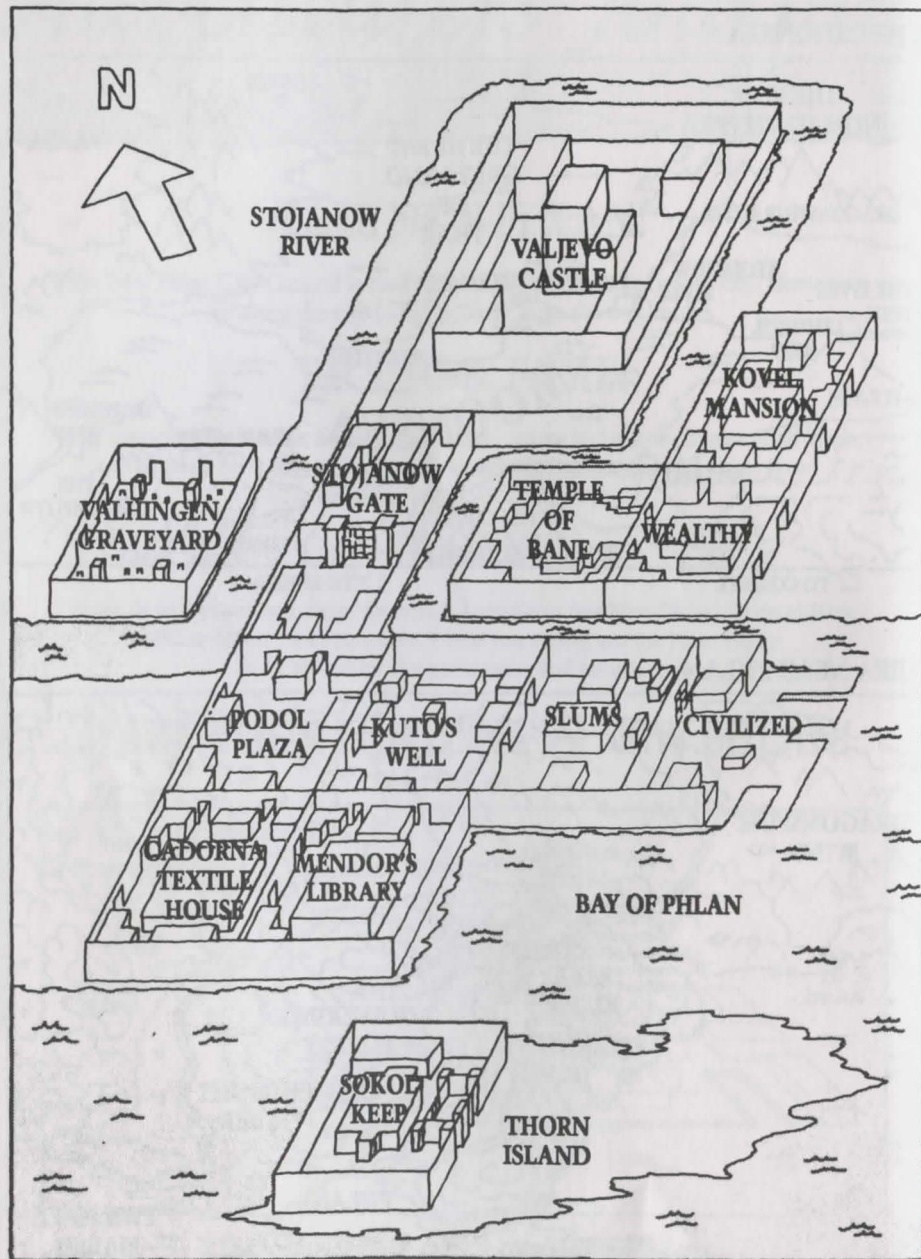
THE MOONSEA



AREA NEAR PHLAN



PHLAN



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

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 lots of coins, can be further limited in movement to a minimum of 3 squares per turn.

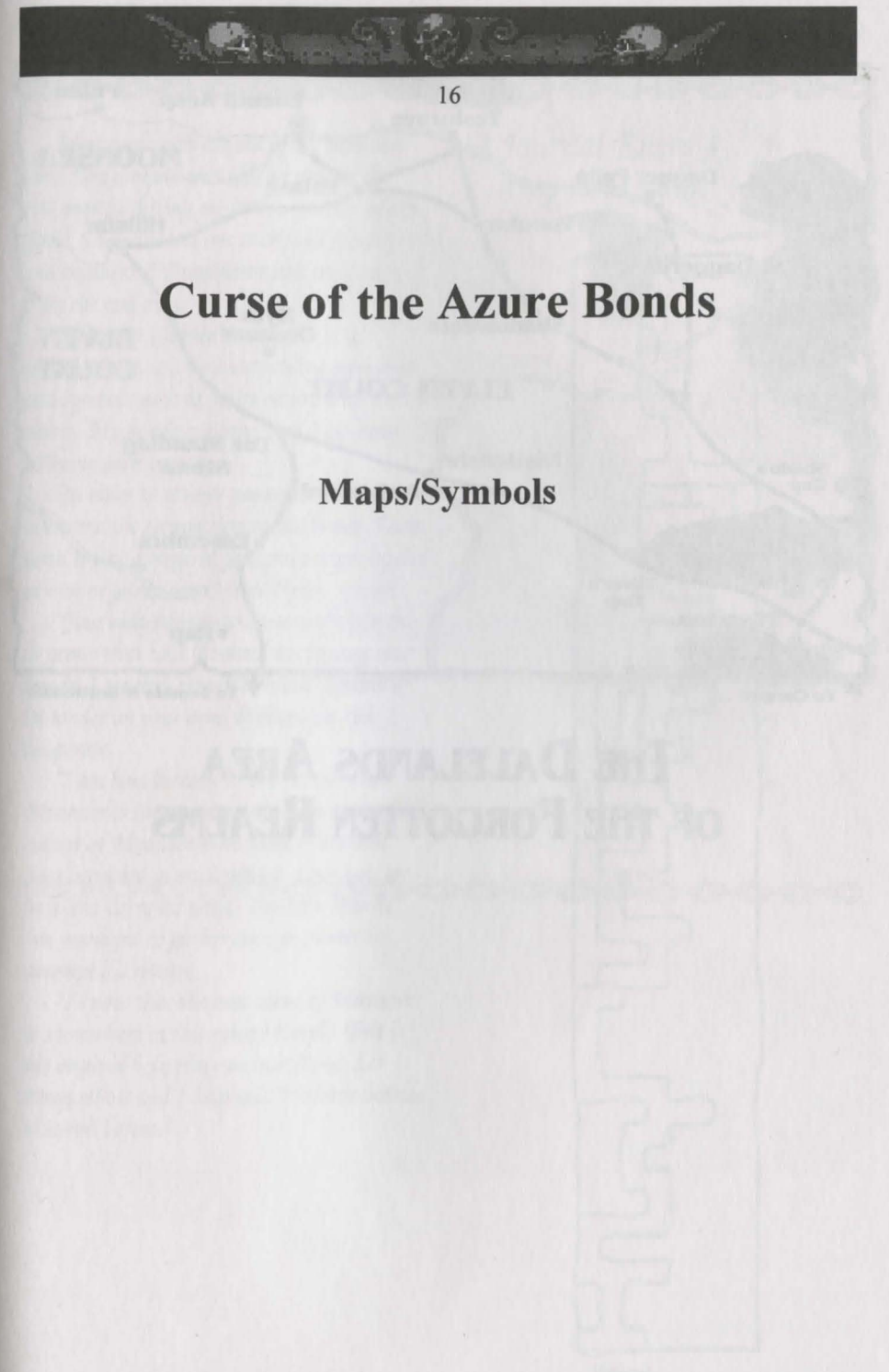
A Shield subtracts 1 AC from any armor it's used with.

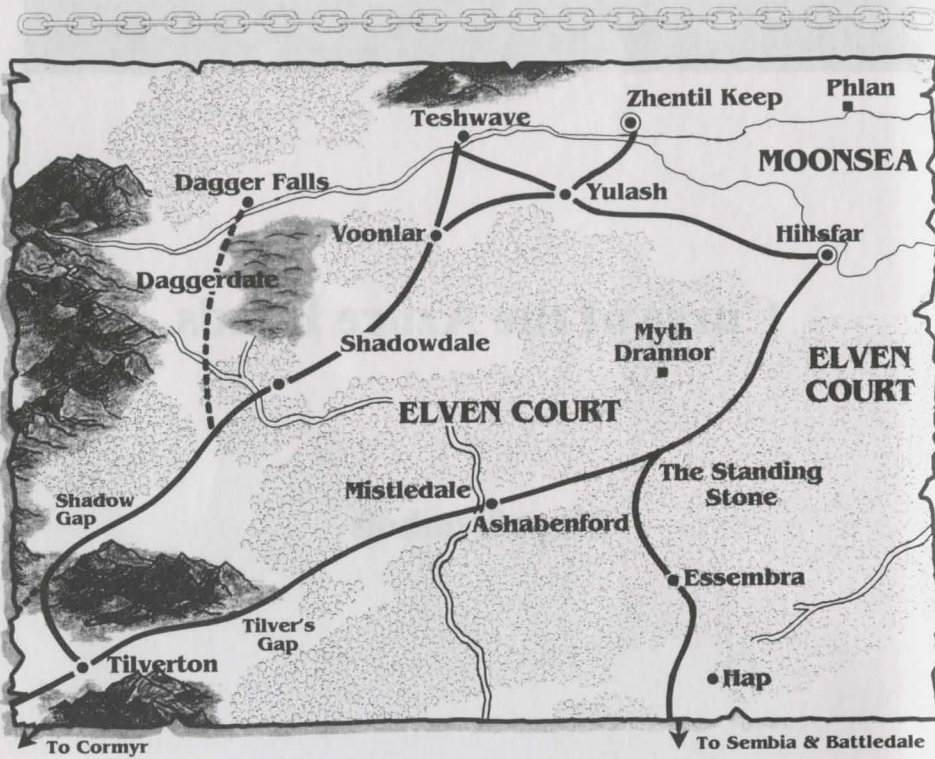
TABLE OF EXPERIENCE PER LEVEL

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

Curse of the Azure Bonds

Maps/Symbols





THE DALELANDS AREA OF THE FORGOTTEN REALMS



"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 escaped 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 geas put on you by the person or group represented by the symbol.

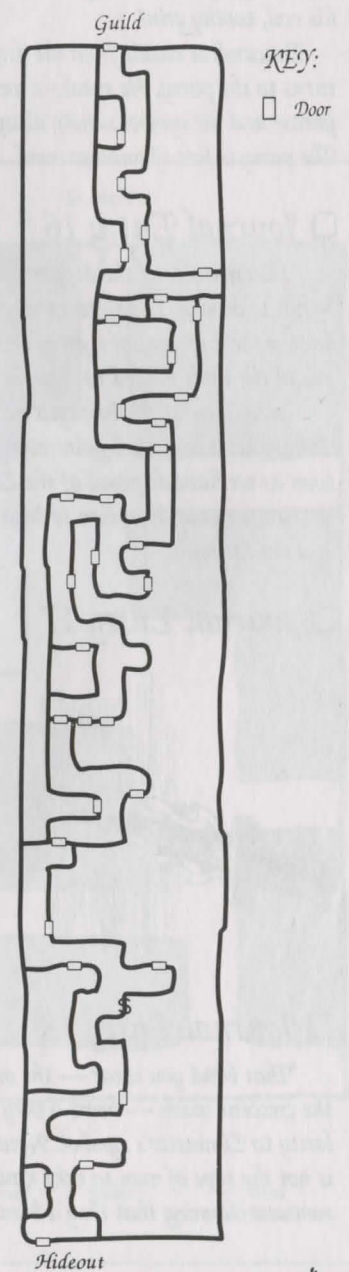
"Your only hope is to destroy the person or group that was involved in creating your bonds. I see the "mouth in hand" symbol of Moander on your arm. Perhaps we can cooperate.

"I am here because of the rumors 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.





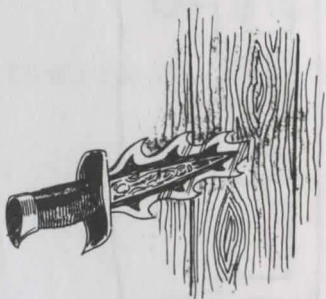
should not be. For if you lie, you should be afraid of me!" With that a drop of smoking acid escapes from the dragon's mouth past his evil, toothy grin!

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

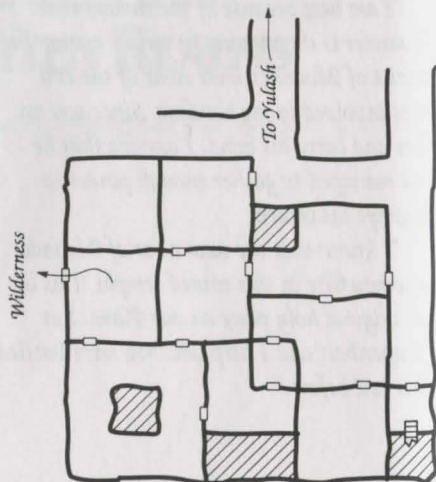
"That bond you wear — the one with the crescent moon — bears a very close similarity to Elminster's symbol. Now Elminster is not the type of man to take kindly to someone claiming that they'd been bonded

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

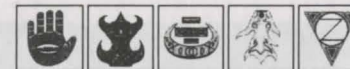
As the cleric casts the spell, the bonds begin to glow brightly. Arcs of blue flame shoot out from them and strike about the room. The characters begin to writhe in extreme pain. The cleric ceases the spell, "These bonds fight my powers, removing them is beyond me. I wish you better luck. Go with Gond."

Journal Entry 20

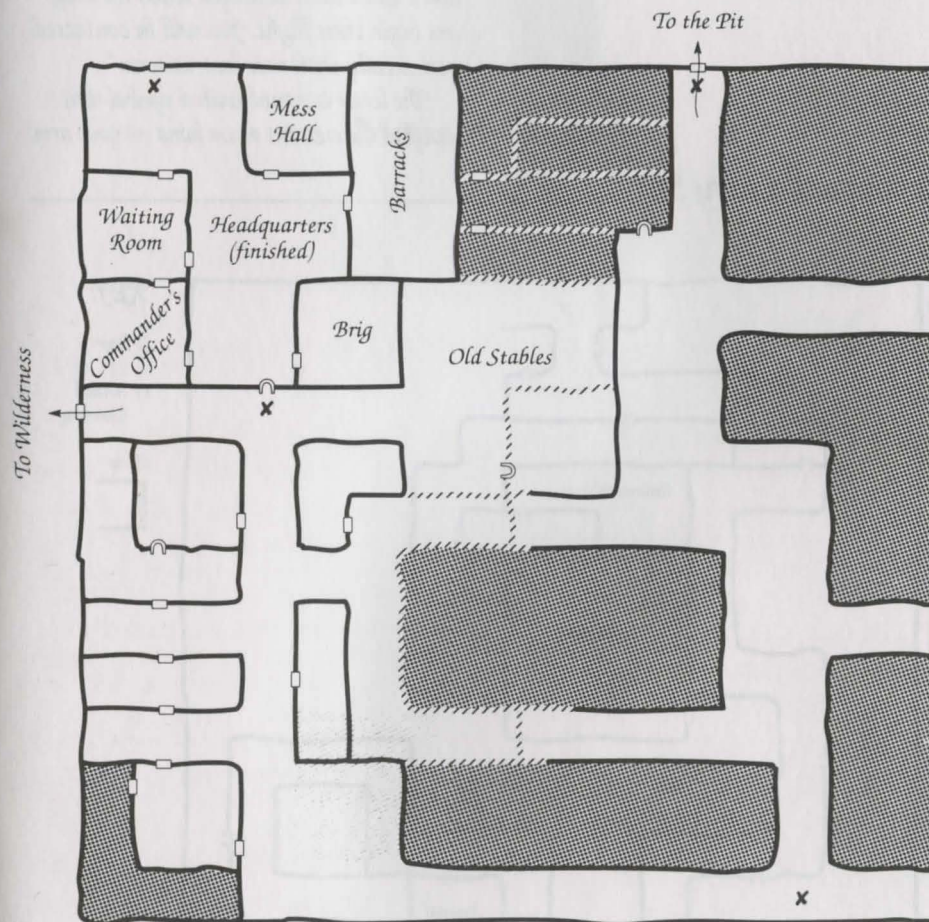


KEY:

- Door
- ▨ Impassable Area
- ⌋ Stairs

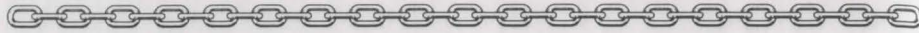


Journal Entry 52



KEY:

- Door
- ✕ Check Point
- ⌋ Arched Doorway
- ▨ No Recon
- ▤ Rubble
- ⊞ Weak Foundation



we cannot attack his temple directly, though we hate him with great passion.

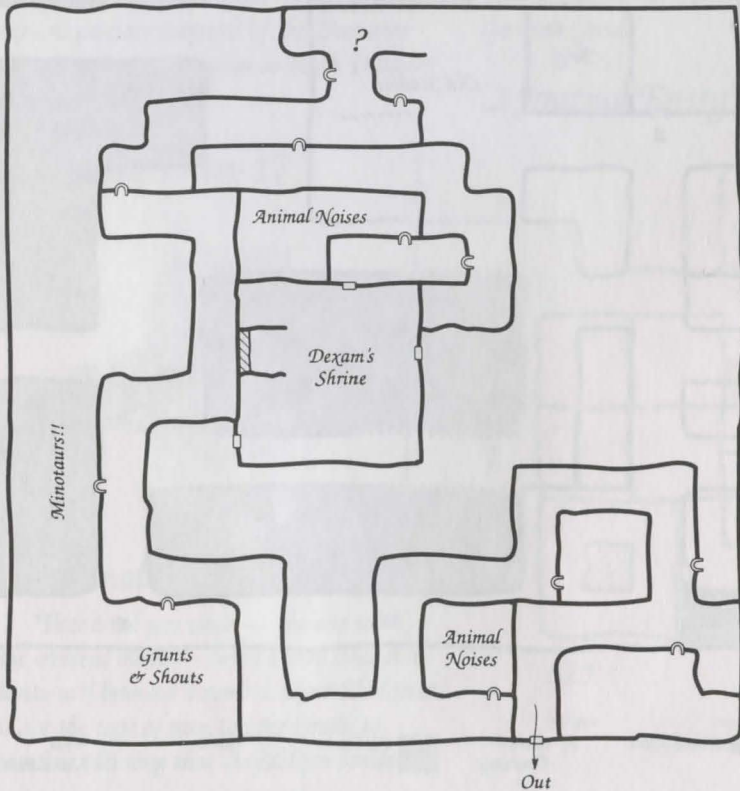
"Now to our deal. You wear the Flamed Ones mark, but I have been told you are his enemy. When you attack his temple we will bend our power to reclaim our followers. That may weaken him enough for you to be victorious."

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



KEY:

□ Door

⌒ Arched Doorway

Astar



Secret of the Silver Blades

Maps/Symbols

NAME	SEX	AGE	ALIGNMENT	CLASS	RACE	EXPERIENCE POINTS	STATUS	CURRENT HITPOINTS	MAXIMUM HITPOINTS (HP)
FALLON							STATUS: OKAY		
FEMALE		180 YEARS	LAWFUL NEUTRAL	FIGHTER/MAGIC-USER/THIEF	ELF		HIT POINTS 19/33		
LEVEL 5/7/8						EXPERIENCE: 92,222			
STR	15			GOLD		4			
INT	18			PLATINUM		940			
WIS	16								
DEX	13								
CON	15								
CHA	14								
ARMOR CLASS		1		ENCUMBRANCE		1404			
THACO		14		MOVEMENT		3			
DAMAGE		1D8+1							
LONG SWORD		+1							
BANDIED MAIL		+1							
ITEMS TRADE DROP EXIT									
ABILITY SCORES		THACO		WEALTH		COMBAT MOVEMENT			

FLED status means that the character fled from the previous battle. After the battle he will rejoin the party.

GONE status means that the character has been totally destroyed. 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 HEAL CURE EXIT

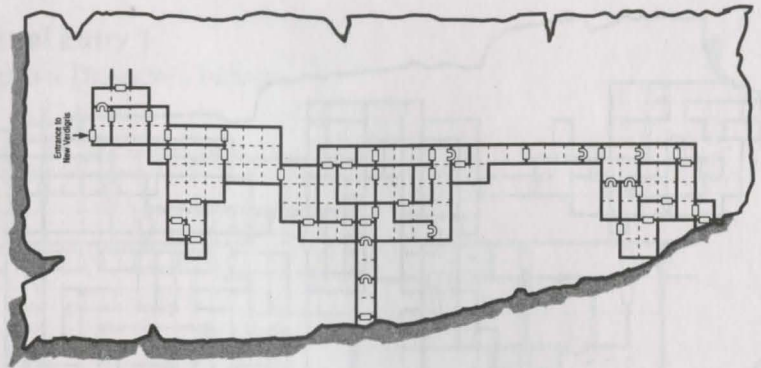
ITEMS will show all the equipment the character is carrying. Items preceded by a YES are ready for use. Not all commands in the Items Menu are always available.

Items Menu

READY USE TRADE DROP HALVE JOIN SELL ID EXIT

- **READY** is used to change the status of a weapon, armor, or other item. Only readied items 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. 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.



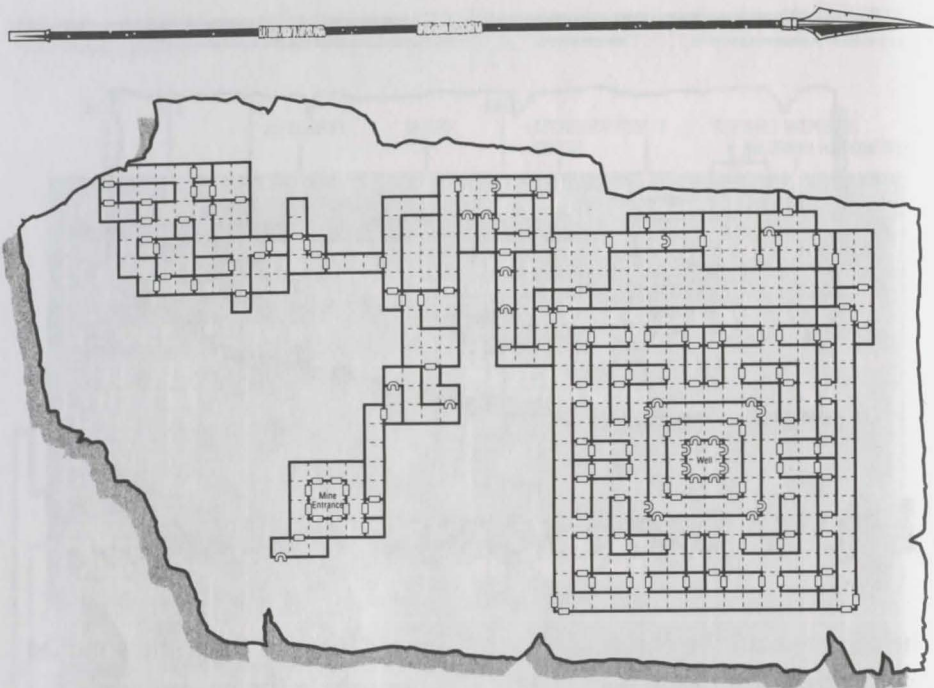
How the Heroes Arrive...

The miners haul the chests of gems to the edge of the well. The iron-banded boxes teeter a moment on the brink then tumble over and break the glassy surface with a splash. The mayor steps forward, clad in worn armor, and raises his hands skyward, beseeching, "Great Well of Knowledge, I call upon you to bring us champions to defeat the evil that infests our mine."

The sky grows dark and the ground rumbles. The air is electric with eldrich power. With a crackle of light appear several figures, laying dazed and naked upon the

ground. One of the miners moves cautiously to the nearest, and shakes him, eliciting only an incoherent groan. He looks up at the mayor and asks, "You sure these folks are worth our entire treasury? They don't seem too impressive to me. Maybe you should have asked for armor and swords and stuff too?"

The mayor frowns in concentration. "The ways of the well are mysterious... it has always been reliable, but not predictable. Our wish has summoned these heroes bereft of equipment or sense. We must take them back to town and give them whatever help we can. Only then can we hope for their aid."



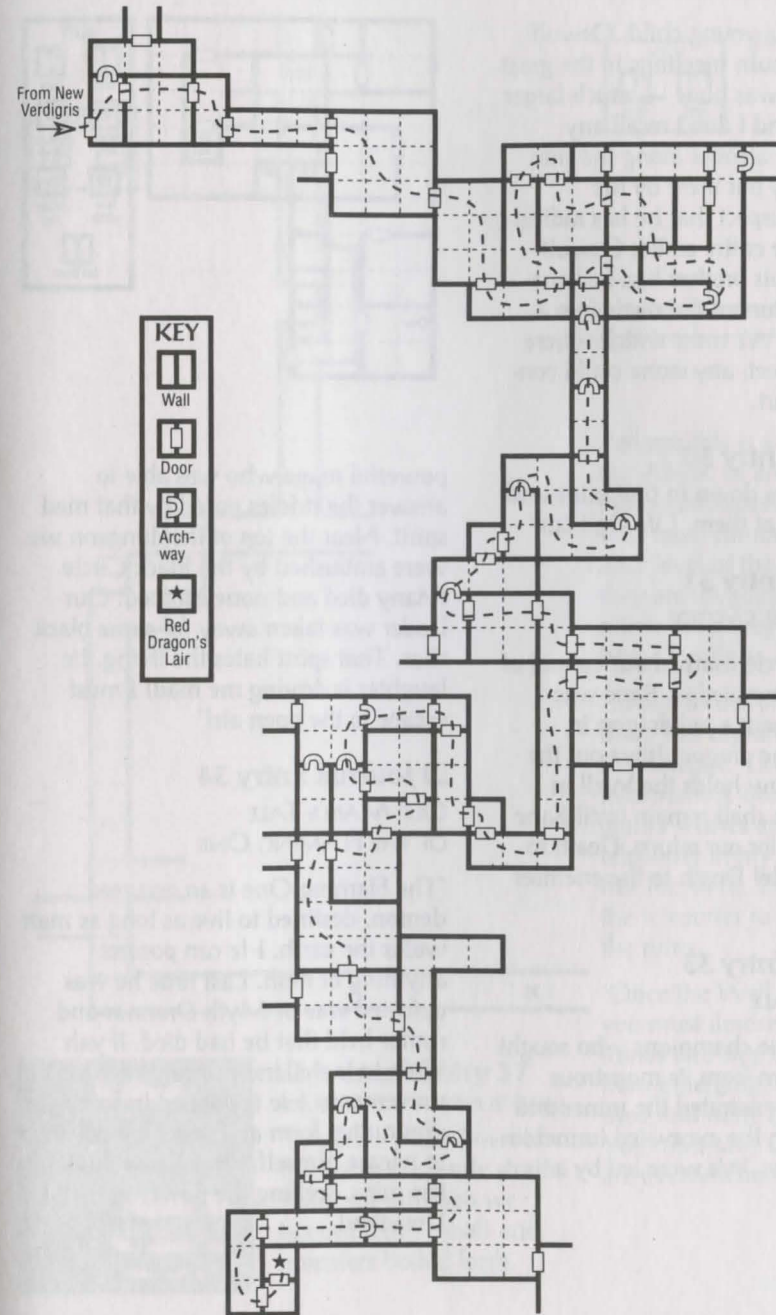
The dazed bodies are loaded into carts and they begin weaving their way through a maze of collapsed buildings. Suddenly streaks of fire light the overcast sky and shoot toward the well. Straggling miners rush up to the carts yelling incoherently. "Flames from the sky... creatures attacked and encircled the well... teleporters shut down... Fritz is dead!"

The carts bounce on more quickly, until they pass through a gateway and pull up at a large house. The miners lift the still limp adventurers and take them inside. The mayor steps forward and states, "Now we wait. They must recover from the shock. We must trust that the well has provided what we need."

Journal Entries

Journal Entry 1

MAP TO THE DRAGON'S HOARD.



Journal Entry 29

VALA'S DESCRIPTION
OF THE OLD CASTLE

'I was here as a young child. Oswulf used to hold town meetings in the great hall. The hall was huge — much larger than this — and I don't recall any alcoves. These alcoves along the side were definitely put there by the Dreadlord. I suspect that he has radically changed the entire castle. Oswulf had said that his brother had become paranoid and turned the castle into a maze of traps. We must watch where we place our feet; any stone could conceal a pit or dart.'

Journal Entry 30

'So many gems down in that mine and no way to get at them. Life ain't fair.'

Journal Entry 31

BANITE PATROL'S STORY

'The Black Circle usurped our control of the Well of Knowledge. Bane was offended and sent a red dragon in vengeance. The dragon drove out the infidels and now holds the Well in trust. There he shall remain until Bane deems it time for our return. Death to the Black Circle! Death to the enemies of Bane!'

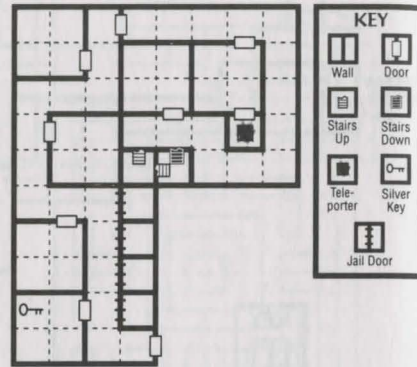
Journal Entry 33

PRISONER'S TALE

'I am one of the champions who sought to free the town from its monstrous scourge. We penetrated the mines and passed through the excavated tunnel to these dungeons. We were led by a

Journal Entry 32

MAP OF THE 4TH LEVEL



powerful mage who was able to answer the riddles posed by that mad spirit. Near the top of the dungeon we were ambushed by the Black Circle. Many died and none escaped. Our leader was taken away for some black rites. That spirit hates the living. Its laughter is driving me mad! I must escape to the open air!'

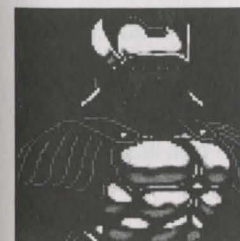
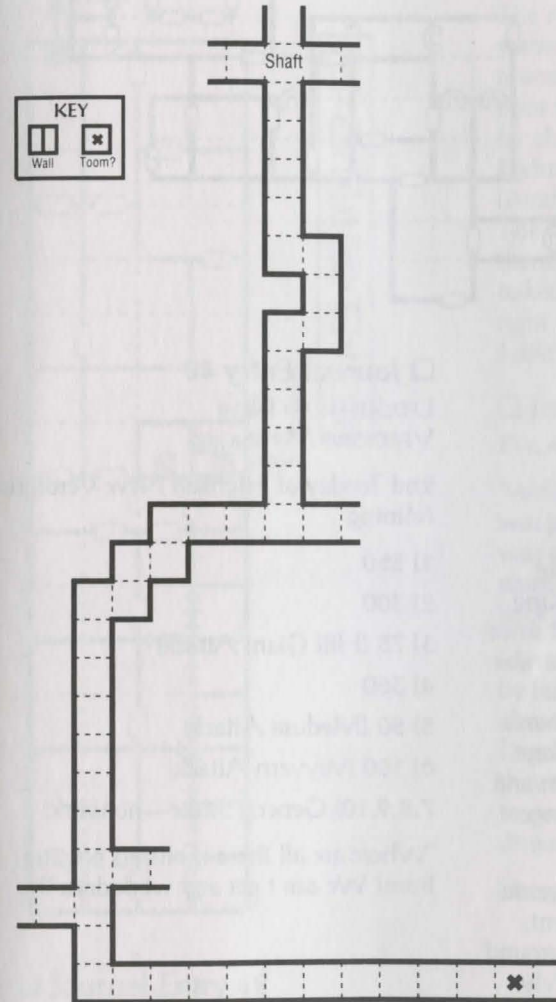
Journal Entry 34

OLD MAN'S TALE
OF THE FLAMING ONE

'The Flaming One is an accursed demon, destined to live as long as man walks the earth. He can possess anything of flesh. Last time he was defeated was in Myth Drannor and rumor held that he had died. If yah listen to travellers, yah can trace his movements. He is trapped in some diminutive form and seeks the power to release himself. I think he's skulking the ruins, seeking the power of the Dreadlord.'

Journal Entry 35

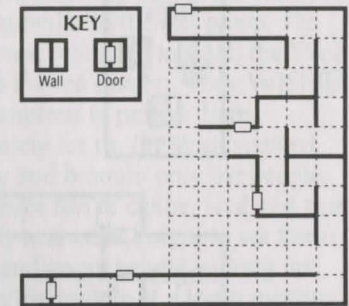
MAP TO LEVEL 8 TOOM



Journal Entry 37
MAYOR'S INTRODUCTION
'We are a small town of miners in desperate straits. Three months ago we opened a new shaft and monsters boiled forth.'

Journal Entry 36

MAP PURCHASED FROM
THE STORM GIANTS

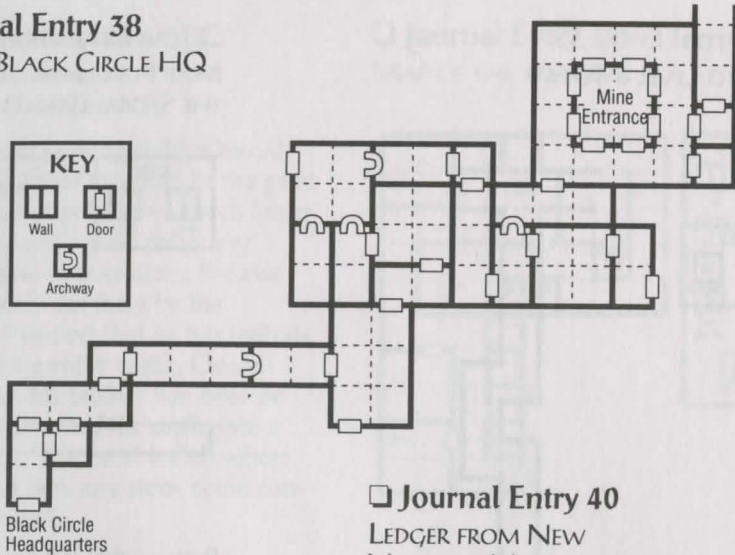


Perhaps this is a gateway to the Abyss. In any case, we lost many comrades as the monsters have climbed up level after level of the mine. Now they are invading the nearby ruins. Soon they will reach New Verdigris.

'To add to our problems, something has captured the Well of Knowledge. The Well imparts information, occasionally grants wishes and controls the teleporter in my house. If you free the Well, then you can use the teleporter to move through the ruins.'

'Once the Well is protected, you must descend into the mines and stop these horrors from emerging. Others have tried, but none have returned. You must save us before we are overwhelmed.'

Journal Entry 38
MAP TO BLACK CIRCLE HQ



Journal Entry 39
OLD MAN'S TALE OF THE CLOAK

'My grandpappy was a paladin out near Cormyr, in the days before King Azoun. Family's come down a bit since then, but make no nevermind. He was beloved of a noble lady. She was a warrior maiden, namesake of Azoun's daughter Nacacia. Anyway, she kept trying to attract him, tie him down and so on. In turn, he would go on longer and more dangerous quests.

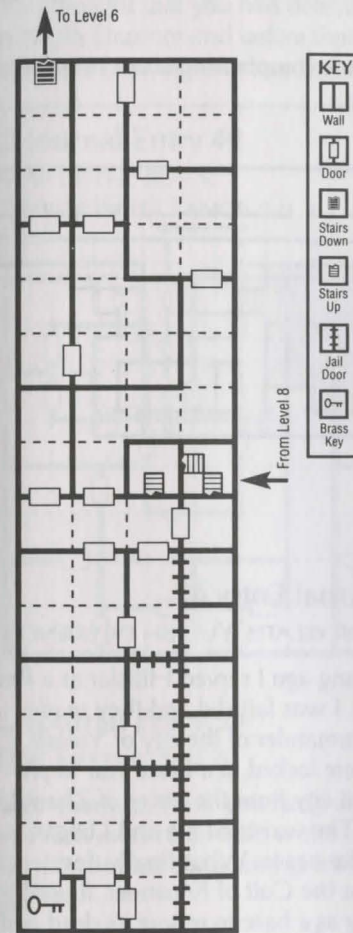
'Nacacia took this in stride and eventually gave him this cloak as a present, saying that this way he could be around and elsewhere at the same time. My dad was their child and passed the cloak down to me. I think that it's too useful just to keep as an heirloom — and none of my kids deserve it — so put it to good use.'

Journal Entry 40
LEDGER FROM NEW VERDIGRIS MINING
2nd Tenday of Highsun New Verdigris Mining

- 1) 250
- 2) 300
- 3) 75 (Hill Giant Attack)
- 4) 350
- 5) 50 (Medusa Attack)
- 6) 100 (Wyvern Attack)
- 7,8,9,10) General Strike—no work.

'Where are all these monsters coming from? We can't get any work done!'

Journal Entry 41
MAP TO THE FIRST KEY



Journal Entry 42
THE MEDUSA'S TALE.

'I don't care! We have been cheated of our rightful place in the Dreadlord's hierarchy. The Black Circle must pay! They may have freed our master, but he is still weak and does not realize their plans! I shall go and tell him!'

Journal Entry 43
LETTER FROM MARCUS TO THE BLACK CIRCLE

The new band the mayor has recruited seems superior to the last group. The townsmen managed to reach the Well prior to the red dragon. They WISHED for champions to protect them. Fortunately for us, the wish worked literally and brought only the people. The mayor has to clothe, feed and equip them. It was quite a sight to see these naked and angry people waking up right in the middle of a town meeting. I don't think they will pose a threat.

Journal Entry 44
PHLAN CLERK'S TALE

'Well, I had just made my escape and was preparing to return to Phlan when I was grabbed by those vile Black Circle scum! Do they never bathe? The council back at Phlan will hear about this!

'Anyway, where was I? Oh yes, mauled by filthy beasts. They started babbling about sacrifices and a Dreadlord. Dreadlord this and Dreadlord that; all they talk about is this Dreadlord. If he's so powerful, why does he let these disgusting people serve him?'

She gets a sly look in her eyes.

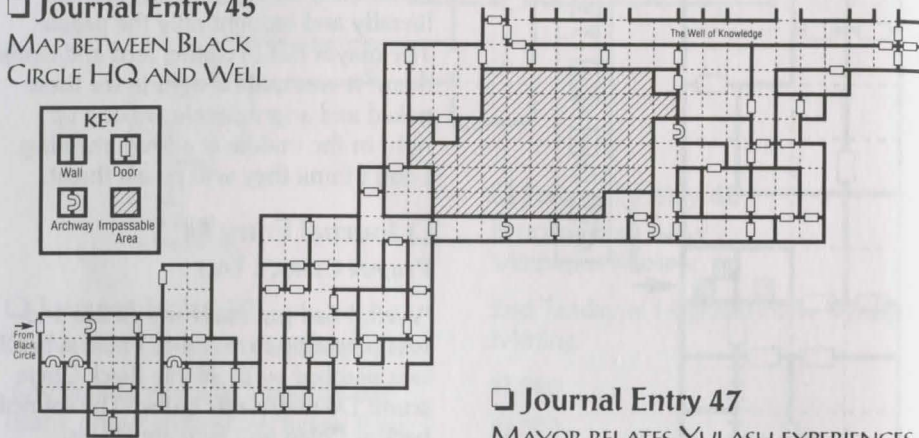
'They dragged me here and I feigned unconsciousness — I wasn't going to make it easy for them. The scum started whispering about great treasures hidden in the crevasses. The western tunnels and a vortal something were mentioned. Strange name for a valuable

object. You wouldn't have a spare dress around! Look at mine. Dragged through mud and ice, absolutely filthy. And my hair ...'

She starts complaining about trivial matters.

Journal Entry 45

MAP BETWEEN BLACK CIRCLE HQ AND WELL



Journal Entry 46

LETTER FROM MULMASTER

Know, oh ancient Dreadlord, that we remember our pledges — even those made over 300 years ago. As was promised, the newly reformed Beholder Corps will be sent to serve you for a period of 1313 days. We are gladdened that you have reawakened and hope that the alliance will continue in the same spirit that founded it centuries ago.

In Bane's Name,
Imperator Dhazheal

Journal Entry 47

MAYOR RELATES YULASH EXPERIENCES

'Not long ago I served Hillsfar as a Red Plume. I was faithful and they made me commander of the city of Yulash. We were locked in a fierce war to protect that city from the forces of Zhentil Keep. The war tired me and I began to yearn for peace. What finally decided me was the Cult of Moander. It used my city as a base to restore its dead god to life. Were it not for a band of blue tattooed adventurers the Cult might have succeeded.

I left as the Zhentrim attacked again and wandered north. Here I found my leadership skills in need, so became mayor of this peaceful backwater. Now that peace is threatened. I hope you have the power to protect us.'

Journal Entry 48

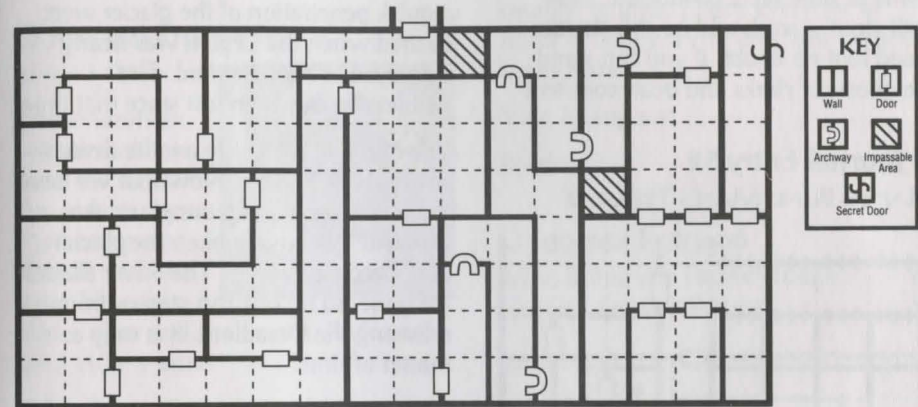
THE GLOWING MOUSE'S SPEECH

'You thought that you had defeated me in Myth Drannor and before that in my castle in Phlan. Know now that I am

truly immortal. When the Gauntlet of Moander destroyed the Pool of Radiance, I feigned my death and managed to possess this creature. Now that you are here I can take one of you over and be free again.'

Journal Entry 49

MAP OF THE BLACK CIRCLE'S INNER SANCTUM



Journal Entry 50

DERF MEETING VALA

Vala chortles, "Durf, you fuzzy old man, you look even cuter with white hair." She pinches his cheek and gives him a big hug.

When she releases him, his cheeks are bright red and he sputters, "Now, stop that!" He straightens out his robe and continues, "How can you be alive? You were lost in the great battle."

She smiles and explains, "I was captured by the Dread Legion and encased in a mystical cage until these adventurers released me."

He responds, "Thank Tyr!" He looks her in the eyes with a soft expression and says, "The Legion has returned and is unravelling our spells. The Dreadlord's threat must be ended forever."

She responds, "I still remember my vows and I will do what is necessary." With that, she falls back into rank and the old dwarf recovers some of his dignity.

Journal Entry 51

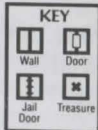
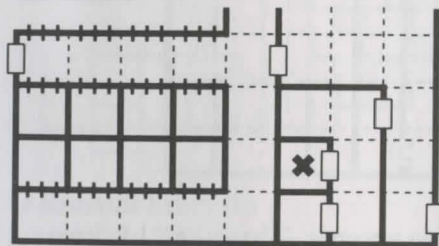
OLD MAN'S TALE OF THE GOVERNMENT HOUSE

'Once heard tell about the impressiveness of the old town.

There was a great castle at the head of the valley. Then south of the mine was the old Government House. It was a large place, richly decorated, where affairs of state were conducted. Was built stoutly, so should be still standin'. Good loot no doubt, if you can stand the ghosts of clerks and bean counters.'

Journal Entry 52

MAP TO BLIND MAN'S TREASURE



Journal Entry 53

THE BLACK CIRCLE'S PLAN

The path to the Castle of the Twins was revealed when Oswulf's Confession was rediscovered. Oswulf gave his final confession to his cleric just before the ice encased the valley. The Dread Legion of Magic persuaded the cleric to reveal the Confession. Their leaders expanded and annotated the document. Their hopes of a quick penetration of the glacier were dashed when the Legion was nearly destroyed at Ashabenford. The Confession has been lost since that time.

We of the Black Circle are the descendants of the Legion. Now that we have the Confession again our plans can proceed. We have broken the glacier and it recedes slowly. The Silver Blades are gone, so no one can stop us from releasing the Dreadlord. It is only a matter of time.

Still, we chafe at unnecessary delay. We have tricked the miners into opening the way into the dungeons. We are now recruiting fire-using creatures to melt a way upward. The monsters we release serve to keep away intruders.

The solving of the Dreadlord's dungeon riddles has cost us many lesser mages. Illusions have sent many scouts to unwitting deaths. We are proceeding, but would do better with control of the Well of Knowledge. Its wisdom and control of the teleportation gates would aid us greatly. We also seek the Amulet of Eldamar to pass the three great doors to the Sanctum.

This leads along a winding tunnel into a glacial crevasse. This was undoubtedly an old escape tunnel hidden by the Dreadlord.

We have seen no sign of adventurers, but disturbances have been reported in the lower levels. As a precaution, we have thawed out the purple worms. This will slow us down, but will provide needed defense.

Journal Entry 63

VALA'S STORY

The amazonian woman collapses as she steps down from the shattered prison. As you rush to help, her eyes flutter open and she moans, 'Who are you! Where am I!'



After you explain what you know and she has revived, she growls, 'The Legion will pay. They have left me imprisoned for 300 years, since the great battles. They captured me and imprisoned me in that shimmering cage.'

'So the war over the Dreadlord continues to this day. My vows compel me to continue this battle. I am Vala of the Silver Blades and will aid you in this war.'

Journal Entry 64

MAD DWARF'S RAMBLINGS

'Build 'em an arm today, a couple of chests tomorrow. Maybe slam out a few spare eyes. Wizards are queer birds — all skin and bones and glowin' eyes. Always distractin' yah, cacklin' and gigglin'. Iron statues, always more bits and

pieces. They do strange things to 'em next door. Never can be sure with wizards. Next thing yah know the statues will be walkin'. Never be too sure...'

Journal Entry 65

LETTER IN TEMPLE

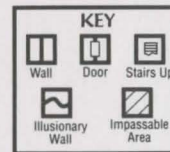
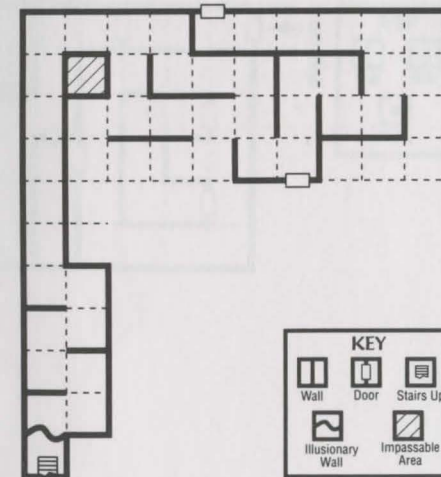
We go into battle today to stop the Dreadlord. I am fearful, but Oswulf is confident. When he speaks I find my courage returns. I hope everyone at home is happy. With any luck I will be home soon.

Your loving son,

Jhaele

Journal Entry 66

MAP RETRIEVED FROM STORM GIANT LEADER'S POUCH



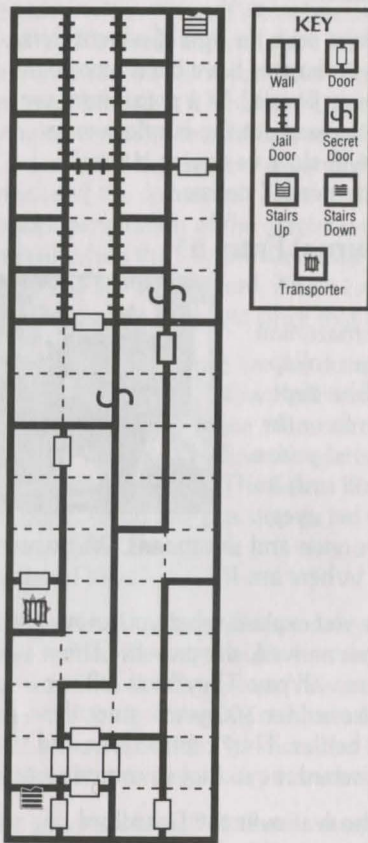
Journal Entry 67

MAD CLERIC'S RAMBLINGS

'Questioned the high lord Bane once, you know. Didn't think that the Dreadlord was worthy of his attentions. Questioned that, I did. You know that questions are a burden? Very burdensome for a god. Then came the Silver Blades and I questioned again. Then came the ice and I called out to Bane. In his wisdom he kept my mind from freezing. Let me think about my questions for 300 years, with only ice as far as the eye could see. Can't see very far through ice either. Unmoving for 300 years gives a man pause. Finally I discovered the answer and I sacrificed my mind. Sacrifice is a balm to the gods. Gods inspire the mad. Madness flows from...'

Journal Entry 68

MAP OF THE 8TH LEVEL OF THE DUNGEON



Journal Entry 69

CLERK'S LETTER

My dear Sasha,

I'm sorry to hear that you have concerns about the Black Circle. However, their continued good will is essential. Their control of the Verdigris Mine gives us the gems we need at a reasonable price. As long as these shipments continue, we will not investigate them too closely.

You may tell them that my negotiations with the Red Wizards proceed very well. Some may be on their way even now. Should this turn out as well as I hope, you can count on a position as my personal scribe.

With my strongest felicitations,

Gragnak Ulfrim
Councilor of New Phlan

Journal Entry 70

PRISONER'S TALE.

'The Black Circle has collected us as payment to the driders. In return the driders will help them with some mys-

terious rite. One stronger prisoner was taken from among us. I believe he is to be a sacrifice. You must seek him out and save him as well.'

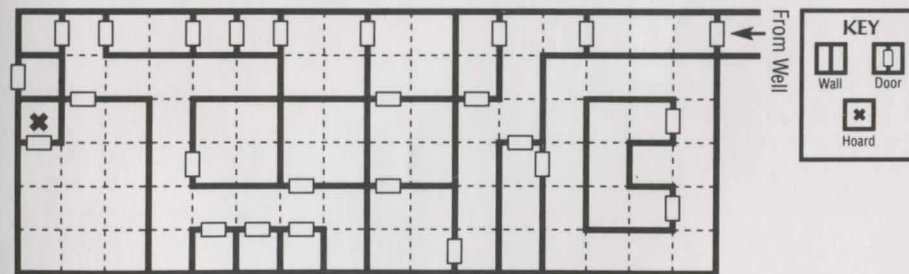
Journal Entry 71

SIGNIFICANCE OF THE AMULET.

'The Amulet of Eldamar will reveal three keys hidden within the dungeon. The keys open the three doors guarding the Dreadlord's Sanctum. Watch for a ghostly radiance that will indicate the presence of a key.'

Journal Entry 72

MAP TO GRIMDRA'S HOARD.



Champions of Krynn

Maps/Symbols

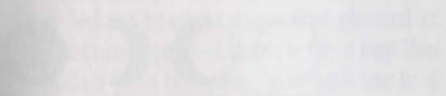


Champion Entry 10

Classic Link

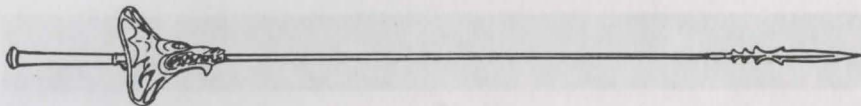
Map Key

The map is a grid with various symbols and numbers. The symbols include a cross, a circle, and a square. The numbers range from 1 to 10. The map is used to track the progress of the game.



This section contains additional text related to the map and symbols, providing further details and instructions for the game.

This section contains additional text related to the map and symbols, providing further details and instructions for the game.



use Red Robe scrolls and White Robe mages may only use White robe scrolls. A mage must cast the Read Magic spell in order to identify the spells on the scroll. A spell disappears after it has been scribed or cast. Only mages can cast mage spells from scrolls.

Before they formally enter an order, mages may learn spells that they could not learn because of order restrictions. Once a mage has learned these spells they remain available to him forever.

TIPS ON MAGIC SPELLS

Spell casting: Both clerics and mages may cast spells which assist the party in combat. Preparatory spells just before a battle can protect and strengthen characters. During battle, your spells will damage your opponents and help your party.

Memorizing Spells: Spells should be memorized as soon as possible after they are used. This is most likely to happen after combat. Encamp, have your spell-casters memorize spells and select REST to allow them to imprint the spells for later use.

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

THE TEST OF HIGH SORCERY

Mages do not join a specific order as students. The young mages study until they have been deemed ready, whereupon they must pass the Test of High Sorcery before being admitted into an order. The test is different for each

mage and failure means death. All mage characters have taken the test before beginning this adventure.

Many of the NPC mages you encounter are those who refused to take the Test of High Sorcery and have become *Rogue* mages. Rogues are despised by all of the mage orders and are killed on sight. Rogue mages are not bound by the limitations of the other orders, but their life expectancy is short and they do not gain benefits from the moons as do other mages.

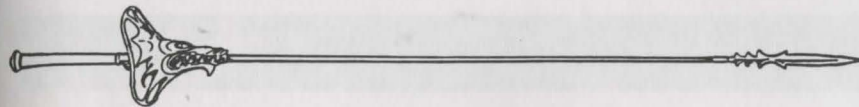
THE MOONS OF MAGIC

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

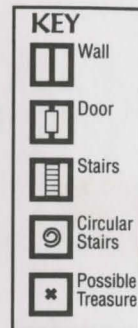
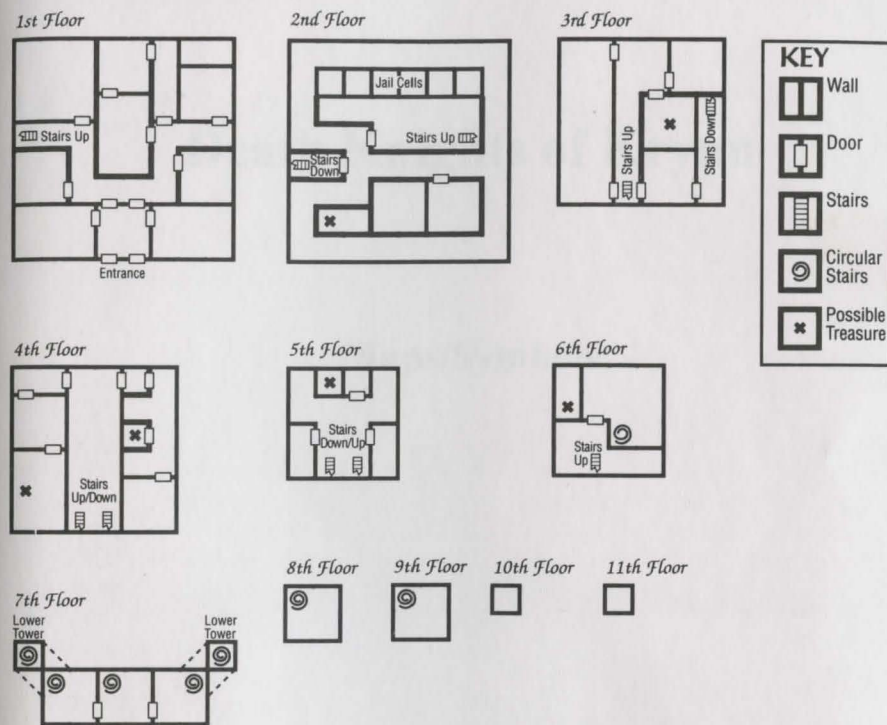
	LOW SANCTION (NEW MOON)	WANING	WAXING	HIGH SANCTION (FULL MOON)
Saving Throws	-1	Normal	Normal	+1
Additional Spells*	0	0	+1	+2
Effective level	-1	Even	Even	+1**

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

** Only a mage of 6th level or higher who also has an intelligence of 15 or greater gains this benefit.



Journal Entry 72



Journal Entry 73

"After the battle I was taken to see a powerful cleric. He laughed at my defeat. They led me to some doors that glowed in the darkness, opened them with a key that he pulled from his robes, and took me to a dark temple. I saw a bronze dragon egg on the altar! He told me that they were going to start the corruptions again! Then he had his minions beat me.

"I woke up here. If it hadn't of been for the treachery of a dark elf, and a sneak attack from behind, they never would have captured me." He pauses. "I'm sorry for my men." he says, "They had no idea what we were getting into. Krynn's blood,

I didn't know either. We were unprepared for the extent of the evil forces.

"The ambush was a complete surprise."

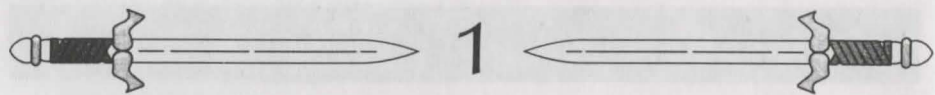
Journal Entry 74

Tanis's tale:

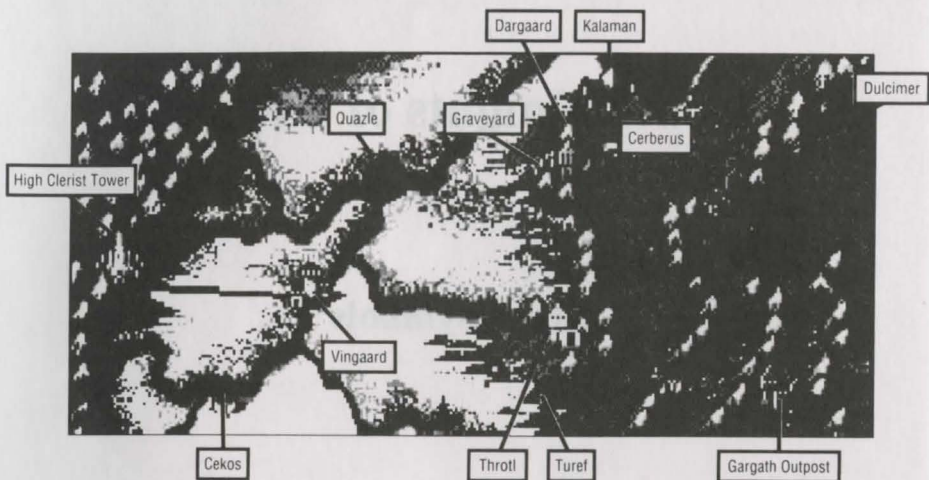
"I had heard of slaves being taken in the area, so I disguised myself and arranged to be captured. I have just managed to free the slaves here, but more are held to the south. I will organize the slaves here while you free the others. Then we will arrange a diversion to allow the slaves a chance to escape."

Death Knights of Kryn

Maps/Symbols



✧ IMPORTANT GEOGRAPHIC FEATURES OF ANSALON ✧

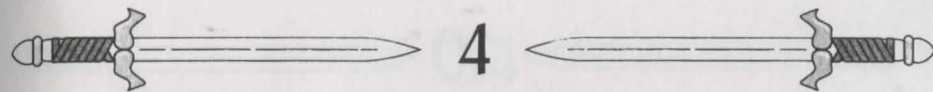


IMPORTANT GEOGRAPHICAL FEATURES

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

CHARACTERS AND PARTIES

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



✧ CHARACTER SUMMARY SCREEN ✧

Name		Moons of Krynn	
Alignment	Solnari	Age	Lunitari
Sex	BEYRINN	Current Hit Points	Nuitari
	STATUS: OKAY	Maximum Hit Points	
	MALE	350 YEARS	HIT POINTS 9/50
	CHAOTIC NEUTRAL		QUALINESTI ELF
	SHINARE CLERIC/FIGHTER/RED MAGE		Race
LEVEL 6/7/6		EXPERIENCE 71332	
STR 18(67)		STEEL	500
INT 16			
WIS 14	Ability Scores		
DEX 19			
CON 17			
CHA 13			
ARMOR CLASS -2		ENCUMBRANCE 961	
THACO 10		MOVEMENT 6	Combat Movement
DAMAGE 1D8+4			
LONG SWORD	Readied Weapon & Armor		
PLATE MAIL			
WALK 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.

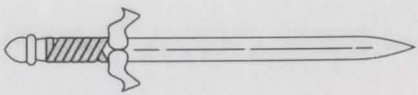
KNIGHT CHANGE ORDER (from Hall Menu only) allows a knight of sufficient experience and abilities to petition for admission into the next higher order. Look under Solamnic Knights on page 7 of the Journal.

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.



Evil mages are of the Black Robe order. The few mages in the world who do not enter an order are called "Rogues," and are attacked on sight by all of the other orders. Mages keep spell information in their personal spell books and may only memorize spells that are recorded there.

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

The Moons of Krynn

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

your computer screen and their effects are as follows:

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

* The additional spells can be of any level the mage can cast.
 ** Only a mage of sixth-level or higher who also has an intelligence of 15 or greater gains this benefit.

Spheres of Magic

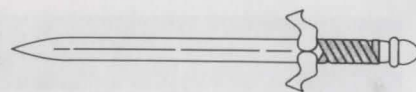
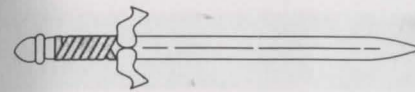
The magic of Krynn operates in spheres, with the different schools of mages only able to manipulate certain of them; spells castable by one order may not necessarily be cast by another. The Spell Parameters Table on page 55 and the Spell Descriptions beginning on page 20 detail which mage orders can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

Clerics

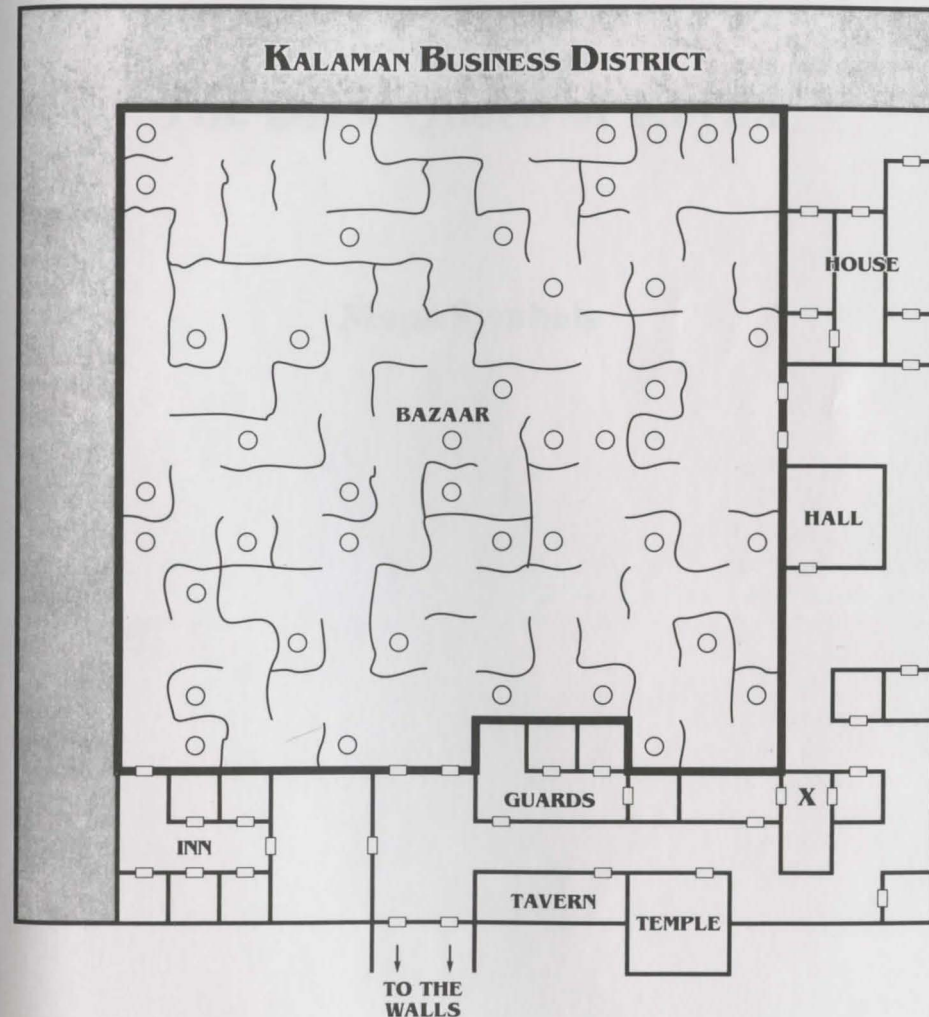
Clerical magic requires no spell books. All clerical spells of the appropriate level are always available to a cleric, the character need only memorize them. Unlike mages, clerics can cast spells from scrolls without any preparation.

Deities

Since the earliest days of Krynn, the wisdom of the deities has been brought to all the races through the efforts of the clerics, the mortal



JOURNAL ENTRY 44 THE RUFFIAN'S MAP



JOURNAL ENTRY 45

SIR VANSWARD'S TALE

"This was once a thriving temple to Takhisis. Corruption bubbled up from this building and spread across

the land. Other knights had assaulted the place before, but none survived the altar room. Finally, we created a necklace which would protect us from the spectral guardians. I carried it boldly in, but was slain by a priest here in the antechamber.

The Dark Queen of Krynn

Maps/Symbols



IMPORTANT FEATURES



CHARACTERS AND PARTIES

You need a party of adventurer Player Characters (PCs) to play *THE DARK QUEEN OF KRYNN*. You must choose the following for each character: a race, a class, and an alignment. After you select these, the computer generates a set of ability scores that define your new character's natural strengths and weaknesses. To build a party you must make a mix of characters that have the range of skills needed for success, and then band them together.

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

KNIGHT NEW ORDER (from Training Hall Menu only) allows a knight of sufficient experience and abilities to petition for admission into the next higher order. Look under Solamnic Knights in the Adventurer's Journal for more information.

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

DELETE CHARACTER erases a character from the saved game disk. A deleted character may not be recovered.

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

BEGIN ADVENTURING starts the game.

Non-Player Characters

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

Viewing Characters

The Character Summary Screen is displayed anytime you select the **VIEW** command. This screen displays important information about a character, such as ability scores, current

NAME	AGE	CURRENT HIT POINTS	MAXIMUM HIT POINTS
ELZIBOLETH	350 YEARS	54	54
GENDER	MALE	STATUS: OKAY	HIT POINTS: 54/54
ALIGNMENT	CHAOTIC NEUTRAL	RACE: ELF	QUALITIES: STATION CLERIC/FIGHTER/RED MAGE
CLASS	LEVEL 8/9/8	EXPERIENCE: 333333	
ABILITY SCORES	STR 18(08)	STEEL 200	WEALTH
	INT 13		
	WIS 14		
	DEX 12		
	CON 15		
	CHA 17		
ARMOR CLASS	-1	ENCUMBRANCE	640
THACO	8	MOVEMENT	12
DAMAGE	1D8+5		
LONG SWORD	+2	READIED WEAPONS & ARMOR	COMBAT MOVEMENT
ELFIN CHAIN	+3		
ITEMS	TRADE	DROP	EXIT
			CARRIED WEIGHT

CHARACTER SUMMARY SCREEN

JOURNAL ENTRY 25

LAIRS

The Lair
of
Baldranous

The Lair of
Tremor

Clematra

KEY



Wall



Door



Archway

X.J.L.lobah

JOURNAL ENTRY 64

NAULIDIS, CITY OF THE DARGONESTI

The Palace of
Prince Lyzian

Great Hall

Prince's
Chamber

Armory

Temple

To the Ocean

Safe
Hall

Safe
Hall

Garden

To the Ocean

Armory

Temple

Garden

Forge

To Celanost

KEY



Wall



Door



Archway

Gateway to the Savage Frontier

Maps/Symbols

CHARACTER SUMMARY SCREEN

Name	Alignment	Age	Current Hit Points	Maximum Hit Points
KORLOK			STATUS: OKAY	
MALE	LAWFUL GOOD	AGE 54	HIT POINTS 26/64	Race
FIGHTER			DWARF	
LEVEL 5	Class		EXPERIENCE 25024	
STR 18(75)			PLATINUM 264	Wealth
INT 11			GOLD 6	
WIS 10	Ability Scores			
DEX 17				Carried Weight
CON 19				
CHA 11				
ARMOR CLASS 1			ENCUMBRANCE 1185	
THACO 14			MOVEMENT 9	Combat Movement
DAMAGE 1D8+5				
WEAPON BATTLE AXE			Readied Weapon & Armor	
ARMOR CHAIN MAIL				
TRADE DROP EXIT				

the new class. For more information about dual class characters, look under Character Classes in the Journal.

VIEW CHARACTER displays a character. For more information see the Viewing Characters section.

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

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

BEGIN ADVENTURING starts the game.

Non-Player Characters (NPCs)

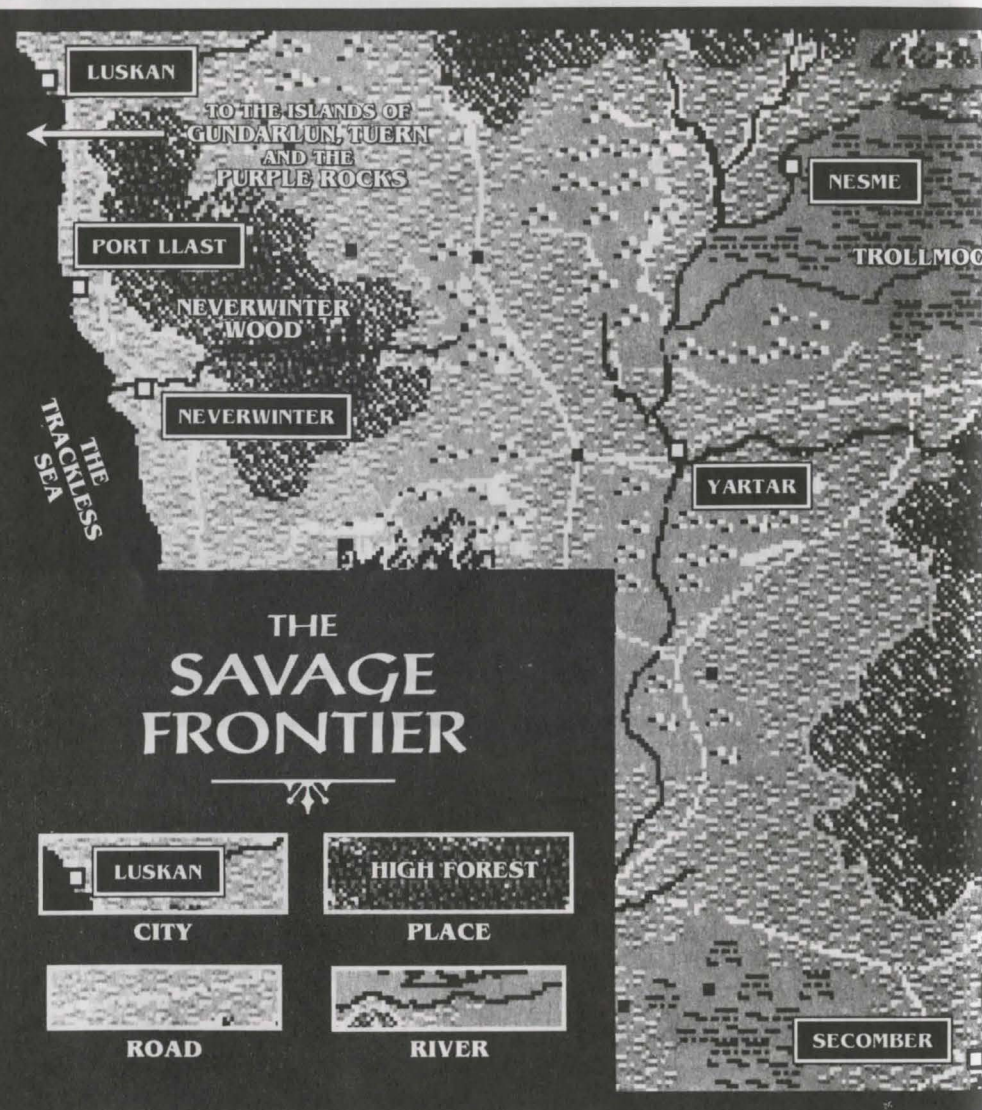
During the game the party will encounter non-player characters (NPCs). They may talk to the party, attack or even offer to join the party. There are two kinds of NPCs: those who volunteer to join the party and those who will

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, NPCs may run. Items can be traded to some NPCs, but they cannot be traded from conscious NPCs to other characters. If an NPC dies, however, you can use the TRADE command on the Items Menu to take his items. Only two NPCs at a time may join the party and they may take a share of all treasures found.

Viewing Characters

The VIEW command displays the character summary screen.

Characters have little money after being robbed at the start of the adventure. They accumulate wealth, in the form of gems, jew-



JOURNAL ENTRY 5

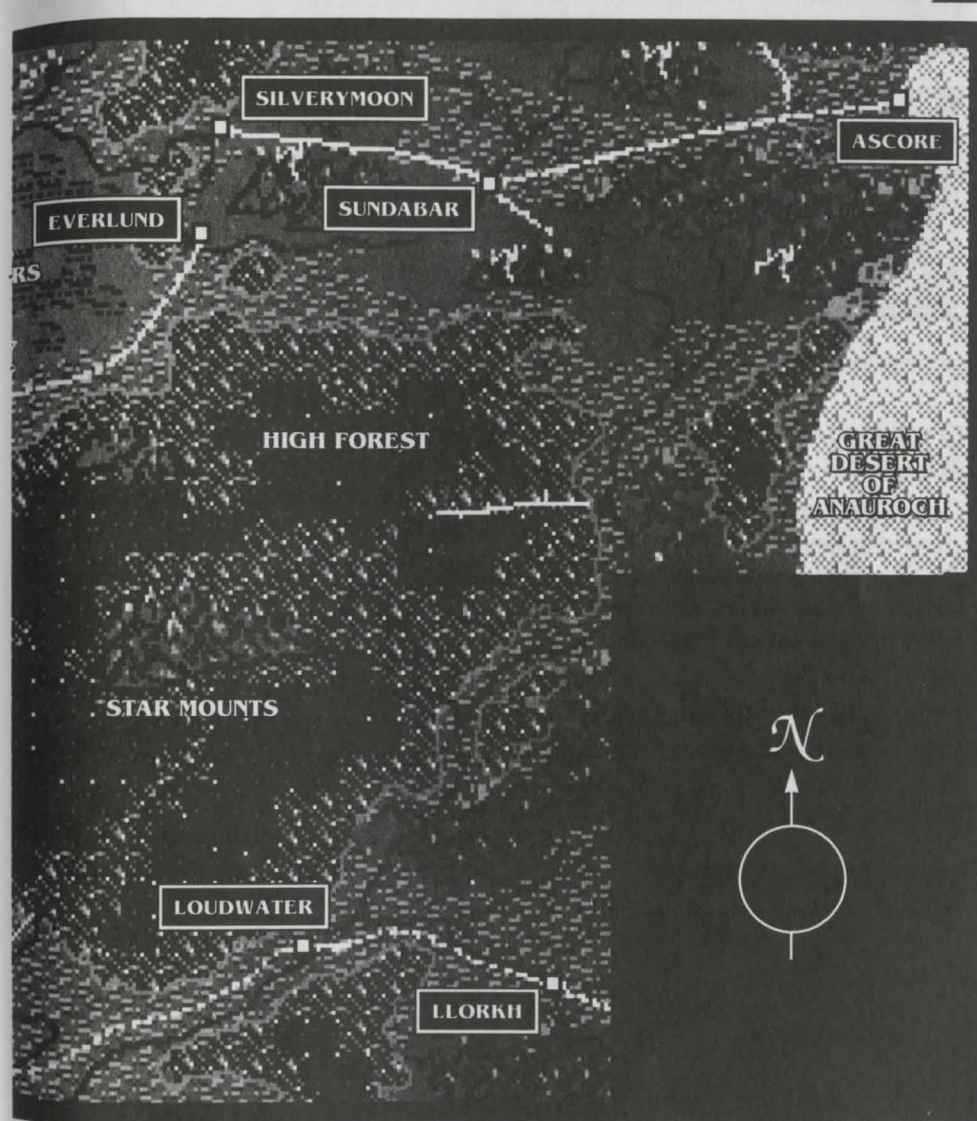
THE STOLEN REWARDS:

A curse upon their filthy heads! They've taken all we had, stolen everything save the clothes on our backs!

"More! More for everyone!" the waitress cried out at the tavern last night. We looked at each other, shame-faced at hav-

ing fallen for so old a trick. Someone slipped a little something in our food and we slept like contented babes while the bandits stole us blind!

All the gold earned on our last mission is gone. We endured those dangers, did our jobs and now are left with empty pockets! Our heads could have festooned the end of an orcsish pike. . . all for nothing!



They even took my fine magical sword with the gold braided handle, the one I used to slay the griffon at Longsaddle last winter. What I would give to have it one more time, if only to skewer the slime who committed this atrocity!

We still have the tiny purse of coins I kept beneath my pillow. There isn't much, but it will be enough to buy new weapons

and a few supplies. We need to find a new sponsor or a new mission quickly, to earn the money we need to live.

Whatever mission we next accept, we will have a second quest to complete as well: to catch these thieves and exact payment for last night!



“Our foes are many and varied, but we must always remember the face of our ultimate enemy...”

□ JOURNAL ENTRY 6

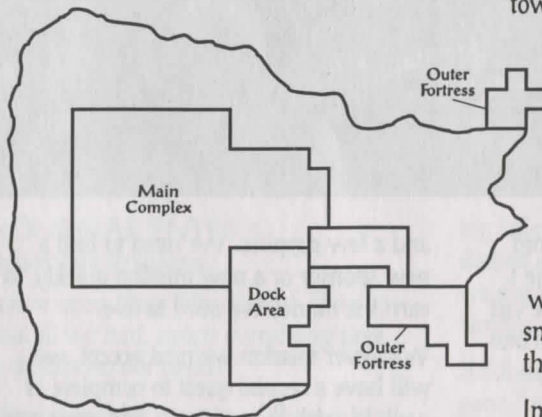
THE GUARDS AT YARTAR:

“We’ve been ordered that no one be allowed to leave the city for the rest of the day. Travellers from the north report that many bands of trolls have been seen there, and some have been observed close to Yartar.”

“These alerts normally don’t last very long. If there’s anything you need to buy at any of the stores here in town, this is a good time to do it.”

□ JOURNAL ENTRY 7

MAP OF THE ISLAND FORTRESS.



□ JOURNAL ENTRY 8

THE STORY OF THE PRIESTESS OF WAUKEEN:

“I never knew that a secret door led into the back of the temple like this! I’m only glad that you are friends instead of enemies!”

“I’m sure the people who attacked you in the outer room were going to use the secret door to enter the temple and kill us all! As sure as the market hawkers gather in the morning, they were sent here by the barbarians, and Longresses herself. All she wants is control of the city, and she doesn’t care with whom she allies herself to get it!”

□ JOURNAL ENTRY 9

THE WATERBARON’S WELCOME:

“Welcome, adventurers! I regret that all of your treasure and possessions have been stolen. If the City Guards should recover any of your items they will be returned to you.

“I also understand that you are in need of a commission, but I have nothing for you at this time. However, Yartar is a busy town filled with many people from all corners of the Realms. Perhaps in the streets you will find someone in need of help during these troubled times.”

□ JOURNAL ENTRY 10

MIELIKKI’S FESTIVAL:

All around us there was activity, with the music of many lutes and the snap of a hundred banners flapping in the breeze.

In the heart of the glade a chorus of young girls sang a blessing of the trees, and the birds seemed to echo back a happy, chirping refrain.

Treasures of the Savage Frontier

Maps/Symbols

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

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

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

BEGIN ADVENTURING starts the game.

During the game the party encounters non-player characters (NPCs). There are three kinds of NPCs: those who volunteer to join the party, those who give information, and those who only fight. NPCs that join the party are treated like player characters with a few differences. The computer commands NPCs in battle. They also have morale. If things are going badly for the party, NPCs may run. Items can be

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Viewing Characters

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

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

Encumbrance is the total weight (in gold pieces) the character is carrying.

continues...

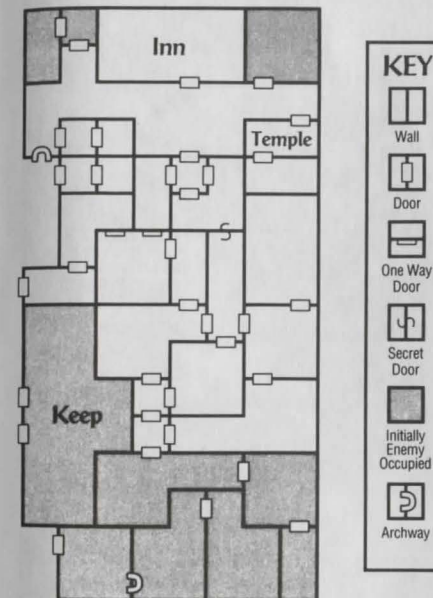
NAME	AGE	CURRENT HIT POINTS	MAXIMUM HIT POINTS
GENDER	STATUS:	HIT POINTS	RACE
CLASS	LEVEL 4	ALIGNMENT	EXPERIENCE:
ABILITY SCORES		WEALTH	
ARMOR CLASS		ENCUMBRANCE	
THACO		MOVEMENT	
DAMAGE		READIED WEAPONS & ARMOR	
CARRIED WEIGHT		COMBAT MOVEMENT	
ITEMS	T	D	L C E

CHARACTER SUMMARY SCREEN

JOURNAL ENTRIES

JOURNAL ENTRY 1

MAP OF THE DWARVEN STRONGHOLD



JOURNAL ENTRY 2

BJORN'S TALE

The leader of the men, wrapped in thick furs, faces you, arms raised. As he prepares to speak, many Northmen and the smaller Ice Hunters push in behind you.

"I am Bjorn, Son of Bjorn, Chief of this village," he begins.

JOURNAL ENTRY 3

THE ZHENTARIM DOCTOR'S WARNING

"The Lord's Men have broken through the wall of the southeast tower and into the dwarves' stronghold. Lord Geildarr intends to surprise Milzorr and the others and slay them while they sleep. You may be able to reach the area through the tower, or from the north through the dwarven fortress.

"If the trap works and the dwarven leaders are ambushed, the rebellion will be doomed! Good luck to you, and thank you for showing mercy on these helpless enemies."

JOURNAL ENTRY 4

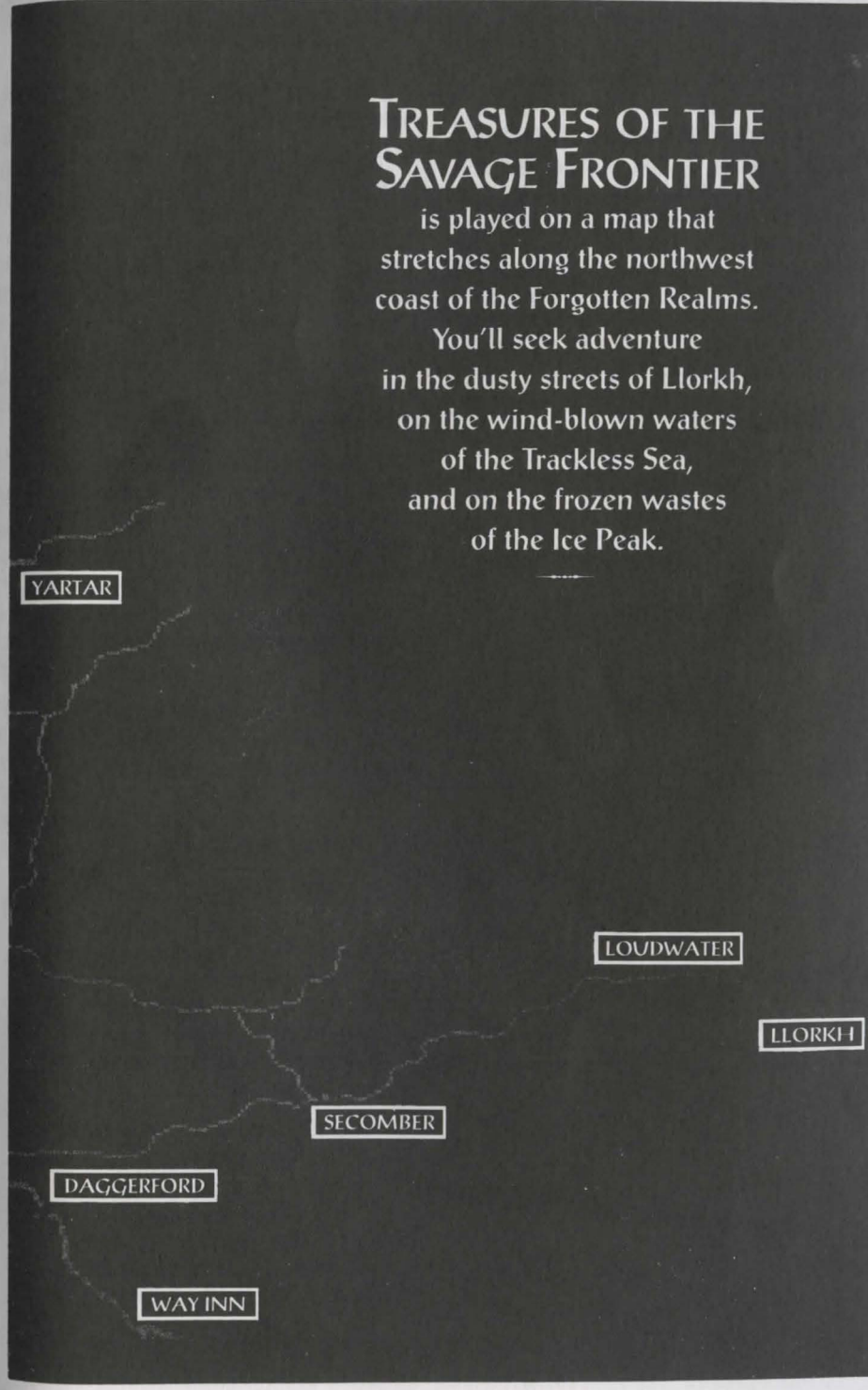
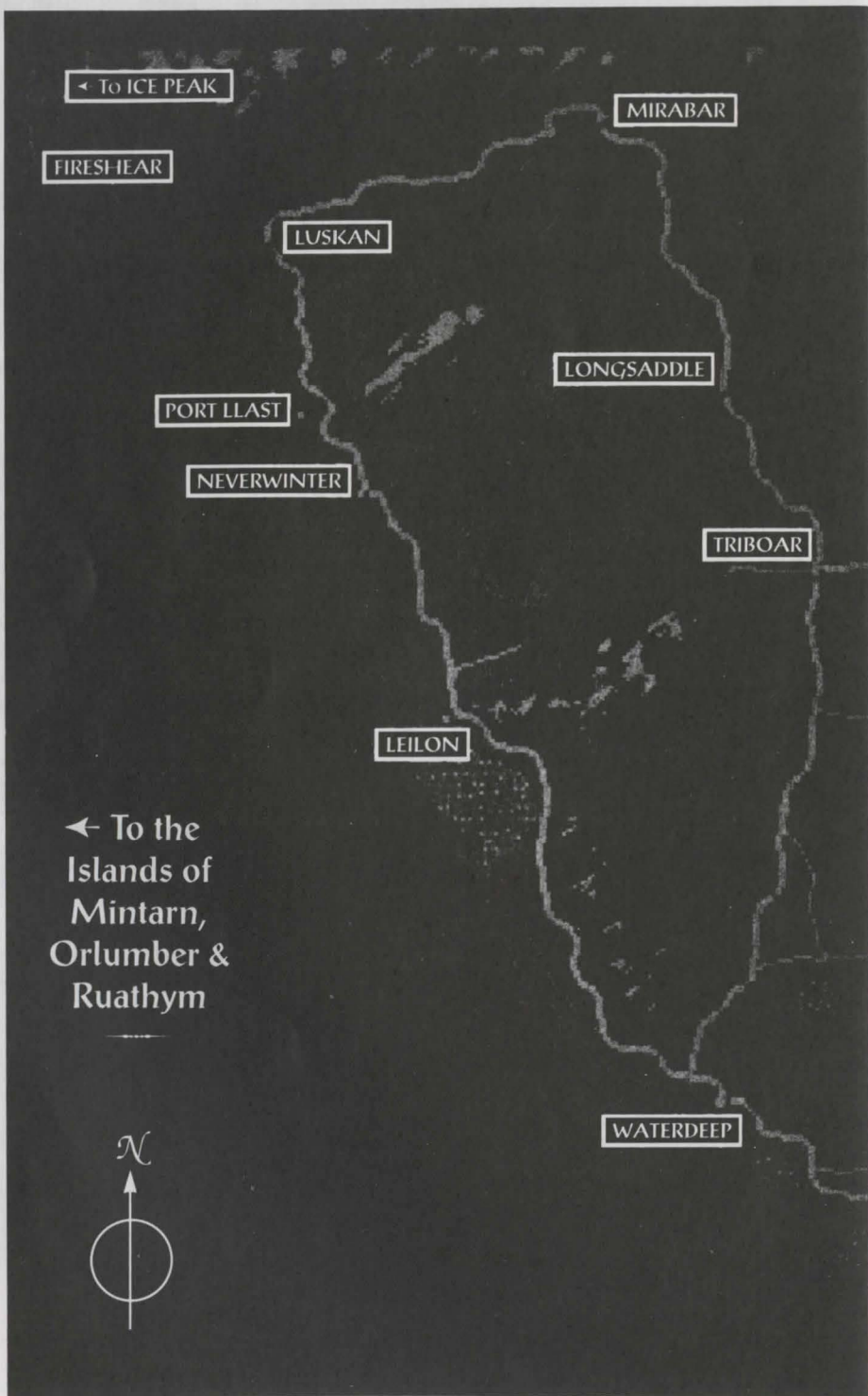
RABGAR'S INTRODUCTION

"Brave adventurers," he continues. "You are facing powers great and evil, forces beyond your current means. You must fight hard and use every resource of your strength and wits if you are to prevail. But there is hope."

Rabgar pauses to peer into the eyes of each member of the party. "I charge you with a quest, the quest of the three dungeons. Succeed and you shall be the stronger. Fail and your weakness shall be your downfall."

The old man's voice abruptly quiets, as he struggles to straighten his back and stand fully upright. "Seek the dwarves throughout the land; hear what they have to say. They are your friends. They shall direct you on your quest. And when they cannot, let Silvanus be your guide!"

Rabgar stoops, grasping his stick for balance, then turns and wanders away.

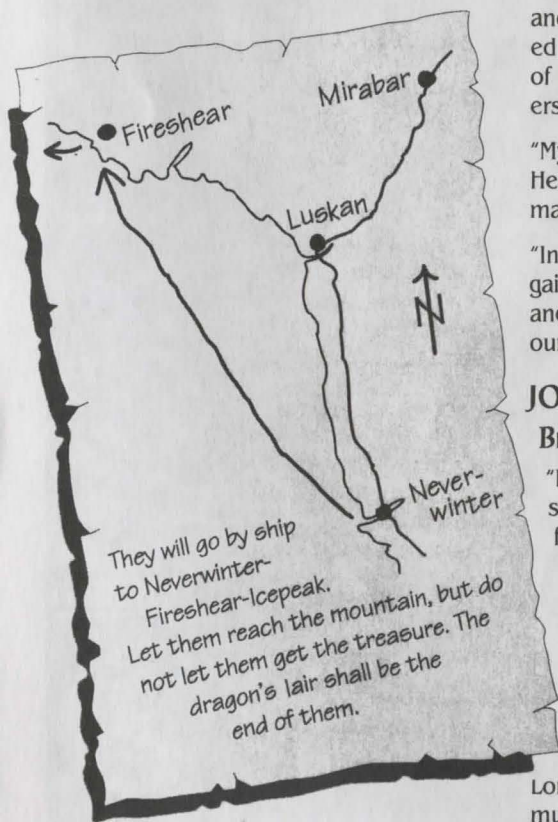


"Without their help the tide of battle might turn against us, and the Krakens are working mightily to show the Lords' Alliance as weak, corrupt, and backstabbing. They hope that Luskan and Zhentarim allies will win, so that together they will control the North.

"Only the Heroes of Ascore can uncover all their plans in time, then go to Mirabar and present proof of the Kraken deceptions! May Helm guide you on your way!"

JOURNAL ENTRY 65

THE SPIES' MAP



JOURNAL ENTRY 66

MENASTER'S STORY

"Great adventurers! I have just now been recording your acts of heroism while they are fresh in my memory. I shall transmit this letter to all members of the Lords' Alliance, and your names shall ring throughout the Council Halls in the great City of Waterdeep!

"The deceptions of Luskan, the Krakens and the Zhentarim have been exposed, but our victory is not yet certain.

"You may have heard stories of a great and powerful magical item, a Gem created in ancient times to fight the great evils of its day. We know little more of its powers and its history.

"My brother leads the miners of Fireshear. He has written to me of the Gem, and may know more. You must seek him out.

"In no event can we allow our enemies to gain the Gem, for if the stories of the ancients are true its power could crush our mightiest battlements."

JOURNAL ENTRY 67

BLEAK SKY'S STORY

"Long have we waited," the old man said, his words measured and thoughtful. "From grandfather to father, from father to son, from generation to generation, has the secret been passed. 600 years have we waited. And now you have come."

The old man rises. He gestures to the rear of the room, to a door. "The way is there. Long have we watched. Long has it waited. Through the door you must go. Climb the steepest climbs; find the Lair of the Dragon. The ancient power you seek is there, in the great cavern."

JOURNAL ENTRY 79

BLACKROBED ORDERS

Unfolding the heavy paper, you see carefully written, gold script letters that read:

"Our time has come. Pick up their trail at Mirabar, and follow to the Ice Peak. Let them lead you to the Gem, then take it! Be sure their bodies are burned, broken, and very dead. A quick return will ensure a great reward. Failure will ensure death . . . death without end."

JOURNAL ENTRY 80

ICY TREE'S STORY

We broke the shackles that held the man, and he thanked us with a sense of urgency in his voice. "Be warned: Tranjer Rolsk is a very evil man. He supports those in Luskan and their pirates. Stay away from him!

"We know why you are here and wish to help. You must seek our leader, Bleak Sky at Morning. Hurry! Go East to Bjorn's Hold, then, from the North pier, take a boat North to Icewolf."

JOURNAL ENTRY 81

THE COWERING DWARF'S TALE

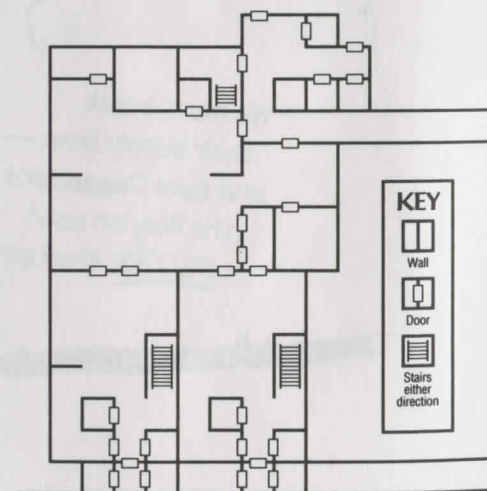
"I am Bahriit. Did you see my sign, my fine sign? It is the finest sign in all of Fireshear, don't you think?"

Tears rolled down his cheeks. "They killed my three apprentices, those monsters! Did I help? No, I ran away. But they didn't find me! But they killed my apprentices. They killed them all and I ran away and they killed them. . . ."

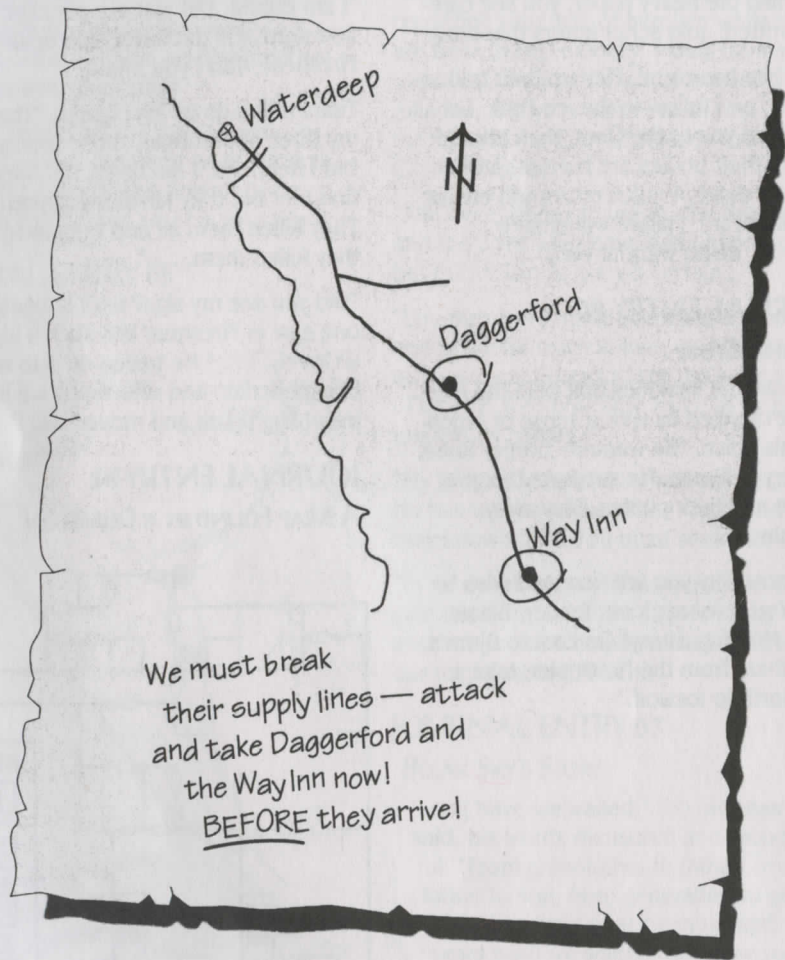
"Did you see my sign? Isn't it lovely? No one else in Fireshear has such a sign . . . so lovely. . . ." He trailed off into repetitive gibberish, and reluctantly we left the trembling figure and moved on.

JOURNAL ENTRY 82

A MAP FOUND IN A DUNGEON



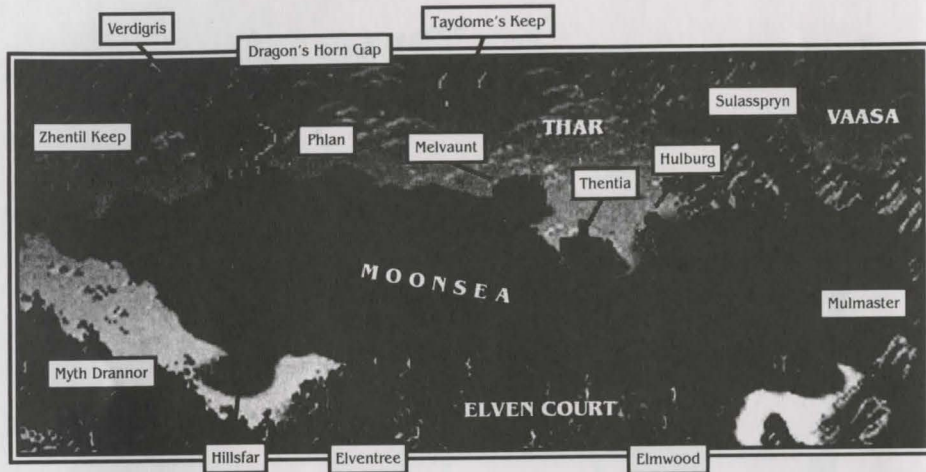
JOURNAL ENTRY 83
THE KRAKEN MAP



Pools of Darkness

Maps/Symbols

IMPORTANT FEATURES



INTRODUCTION

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

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

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

CHARACTERS AND PARTIES

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

Player Races

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

CHARACTER SUMMARY SCREEN

Gender	Name	Age	Current Hit Points	Maximum Hit Points	Race
MALE		21 YEARS	HIT POINTS 59		
NEUTRAL		GOOD	HUMAN		
RANGER		Class	Alignment		EXPERIENCE:
LEVEL 15					Wealth
		Ability Scores			Carried Weight
ARMOR CLASS			ENCUMBRANCE		Combat Movement
THACO			MOVEMENT		
DAMAGE			Readied Weapon & Armor		
ITEMS	T	D	E		

Non-Player Characters (NPCs)

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

Viewing Characters

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

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

Encumbrance is the total weight (in gold pieces) the character is carrying.

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

CREATURES OF THE FORGOTTEN REALMS

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

Banshee



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

Beholder



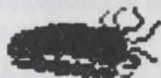
Also called *Eye Tyrants* or *Spheres of Many Eyes*, they are solitary horrors of great power. Each of the creatures' eyes has a unique magical power, and they are armored with tough chitinous skin.

Bulette



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

Carrion Crawler



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

Death Tyrant



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

Dracolich



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

Dracolisk



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

Dragons

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

Black Dragon



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

Blue Dragon



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

Green Dragon



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

Red Dragon



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



White Dragon

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

Elementals

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

Earth Elementals



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

Fire Elemental



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

Purple Worm



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

Giants

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



Cloud Giant

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



Fire Giant

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



Rakshasa

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



Salamander

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



Umber Hulk

These subterranean carnivores burrow through the ground with powerful claws.

New Monsters

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

Legend:

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



Bane Minion, Black

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

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



Bane Minion, Blue

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

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



Bane Minion, Red

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

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



Giant Cockatrice

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

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



Greater Margoyale

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

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



Greater Otyugh

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

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

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



Hill Giant, Shaman

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

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



Large Iron Golem

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

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



Pet of Kalistes

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

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



Cryo Snake

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

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



Pyro Snake

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

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

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



Electric Spider

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

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



Enormous Spider

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

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



Gaze Spider

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

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



Stone Spider

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

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



Walking Trees

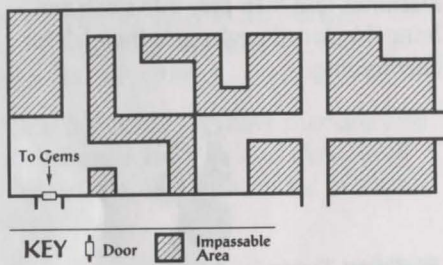
AC: 0 HD: 12 Mv: 6 Int: Non Size: L
Align: N THACØ: 9 Att: 2
Dmg: 4d6/4d6
Spec Def: immunity to confusion XP: 7000

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

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

JOURNAL ENTRY 23

MAP OF THE LOST MINES



JOURNAL ENTRY 24

THE BANITE'S CHANT

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

JOURNAL ENTRY 25

SASHA

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

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

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

JOURNAL ENTRY 26

THE BOOMING VOICE

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

JOURNAL ENTRY 27

AEGHWAET

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

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

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

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

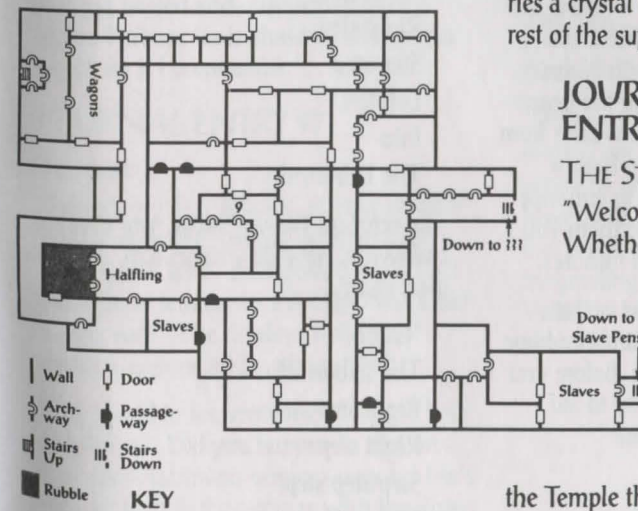
JOURNAL ENTRY 36

MABRIL SPEAKS

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

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

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



JOURNAL ENTRY 37

THE ALTAR ROOM

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

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

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

JOURNAL ENTRY 38

THE STEWARD OF THE TEMPLE

"Welcome, drow, welcome. Whether you be candidates for a great honor, or supplicants before our Lady, be welcome. I give you good news. Soon, the Night Spawn, the invincible children of our Lady Kalistes, will come to

the Temple through the Gateway to Darkness, and we may all have the honor

JOURNAL ENTRY 43

HUNTSMAN'S TALE

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

JOURNAL ENTRY 44

THE EYES OF KALISTES

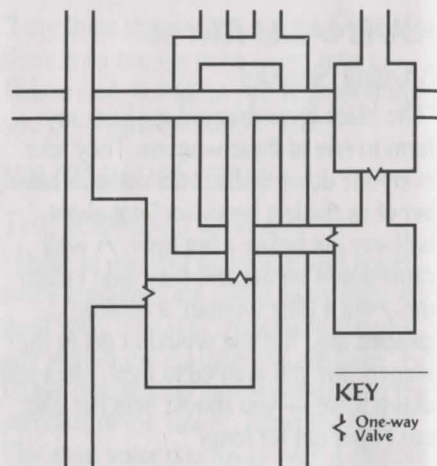
"I thank you for the lives of my sisters. My own curse matters little to me now, knowing that they yet live to fight this evil.

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

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

JOURNAL ENTRY 45

A SOLDIER'S MAP



JOURNAL ENTRY 46

WHAT YOU HEAR

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

The sergeant bawls, "Now, you weeping scalawags, how do you get out!" The soldiers chant,

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

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

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

JOURNAL ENTRY 96

SHAL REDUX

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

JOURNAL ENTRY 97

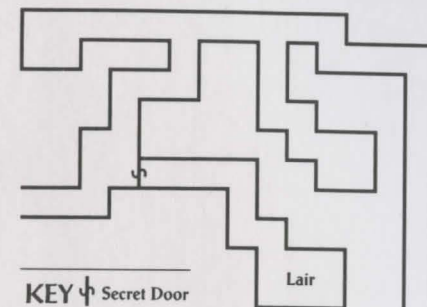
TRANED

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

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

JOURNAL ENTRY 98

MAP TO THE RED RIDER'S LAIR



JOURNAL ENTRY 99

THE OMINOUS TOWER

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

JOURNAL ENTRY 100

DROW'S TALE

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

— NOTES —

— NOTES —

— NOTES —

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