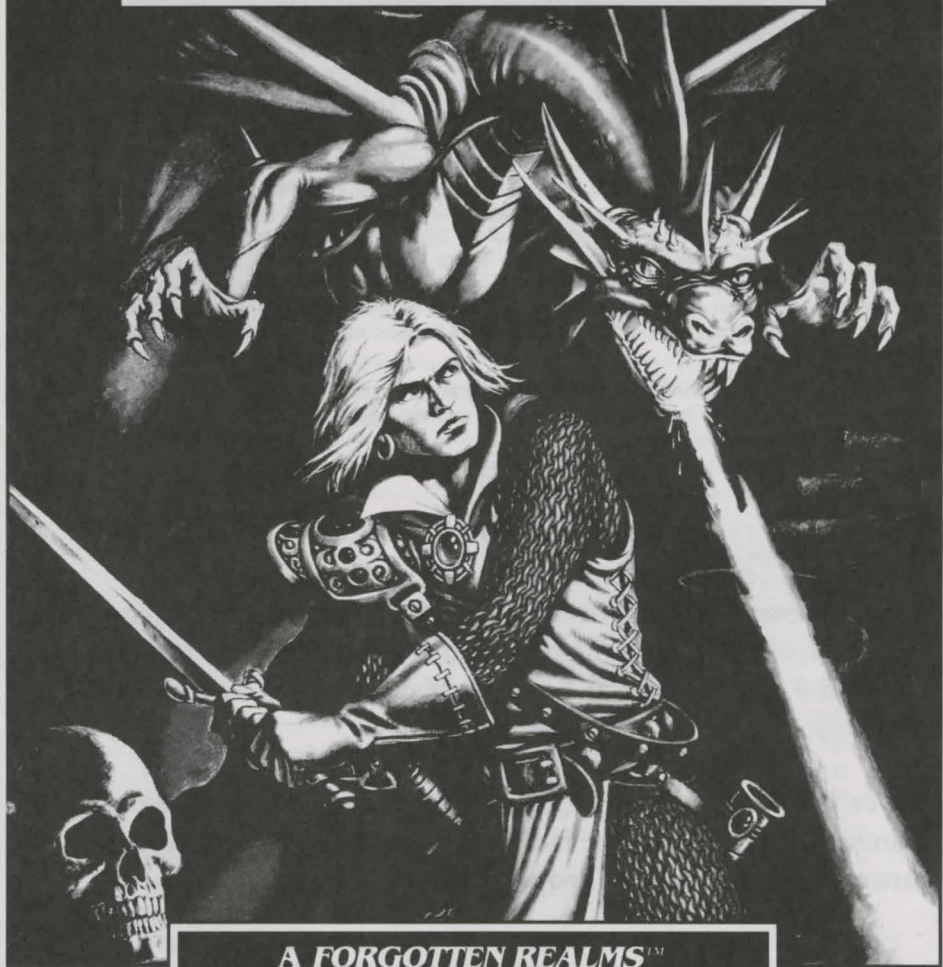


OFFICIAL
**Advanced
Dungeons & Dragons®**
COMPUTER PRODUCT

POOL OF RADIANCE

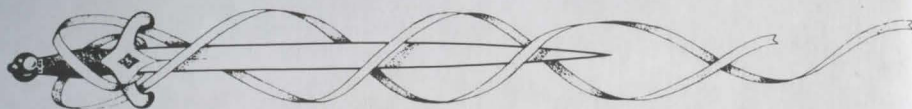


**A FORGOTTEN REALMS™
Fantasy Role-Playing Epic, Vol. I**

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

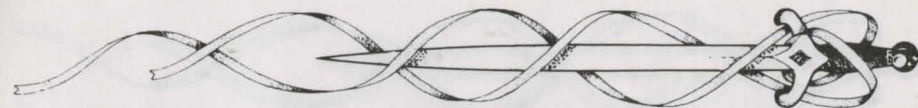


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INTRODUCTION

Welcome to the official ADVANCED DUNGEONS & DRAGONS® computer product, POOL OF RADIANCE, a FORGOTTEN REALMS™ fantasy role-playing epic. This adventure game is based on the rules and background created by TSR, Inc. with a storyline created especially for this game.

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

WHAT COMES WITH THIS GAME:

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

THE RULE BOOK

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

THE ADVENTURER'S JOURNAL

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

THE QUICK START CARD

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

THE TRANSLATION WHEEL

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

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

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

Three Paths. Spiraling out from the inside are three paths identified graphically as:



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- ' - ' -
- - - -

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



USING THE WHEEL

You can get many kinds of information from the wheel:

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

Example: Elvish , Dwarvish ,
Read Along the Path. Code
word is BEWARE.

Three Letter Code Words. The computer displays 2 runes and a ring number. Match up the two runes and read the letters on that ring clockwise from the Path.

Example: Elvish , Dwarvish ,
Read Around Ring 2. Code word
is LUX.

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

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

GETTING STARTED QUICKLY:

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

READING THE RULE BOOK:

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

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

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

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

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

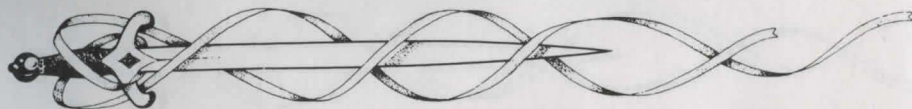
Menus are displayed either vertically or horizontally. Vertical menus are used to make a choice of someone to act, such as a member of an adventuring party, or something to act upon, such as one item out of several carried. If there are more choices than will fit on the screen at once you can change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

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

Encamp Menu:

ENCAMP: SAVE VIEW MAGIC REST ALTER EXIT

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



CHARACTERS AND THE PARTY

WHAT ARE CHARACTERS?

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

THE SIX PLAYER RACES IN POOL OF RADIANCE

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

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

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

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

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

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

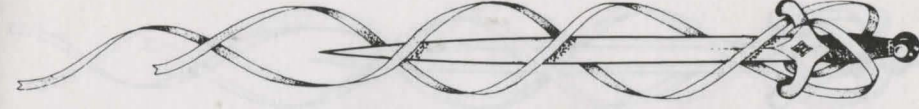
ABILITY SCORES

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

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

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

Wisdom (Wis). This is the measure of a character's ability to understand the ways of the world and interact with it. The Prime Requisite for clerics is wisdom.



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

Constitution (Con). This is the measure of the overall health of a character. It influences both Hit Points (see below) and the character's chance of surviving the effects of a *raise-dead* spell.

Charisma (Cha). This is the measure of how well the character interacts with other characters. It is sometimes a factor when the character has an encounter with Non-Player Characters, usually called NPCs.

Each character also has two other important values: Hit Points and Experience Points.

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

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

CHARACTER CLASSES

An adventurer must be at least one of the following character classes. A human adventurer can only be one class, non-humans can combine classes. A character with combined classes has more playing options, but he advances more slowly in

his professions because he is doing more than one thing at a time and his XP are divided up among his classes.

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

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

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

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



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

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

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

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

ALIGNMENTS

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

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

Lawful Neutral. Followers of this alignment view regulation as all-important, taking a middle road between good and evil.

Lawful Evil. Followers of this alignment believe in the rulership of the strong and the enslavement of the weak.

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

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

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

Chaotic Good. Followers of this alignment value randomness and freedom, but also value life and individual welfare.

Chaotic Neutral. Followers of this alignment value randomness and disorder over either evil or good.

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

STARTING EQUIPMENT

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

PLAYING THE GAME

To play POOL OF RADIANCE you need a party of characters. You can use the party of characters provided or you can create your own.

CREATING A PARTY OF CHARACTERS:

A party is a group of characters you have generated and saved to the save game disk for use in missions. You may have up to 6 Player Characters (called PCs or characters) in your party at a time. You can control up to 8 characters in a game, but the remaining two slots are left open for NPCs your characters may hire or meet along the way.

When starting a game, the first screen you see is one with positions for the vital information about the characters in the party and a menu with all the ways of putting together an adventuring party. This is the Party Creation Menu.

Party Creation Menu:

- Create New Character
- Drop Character
- Modify Character
- Train Character
- View Character
- Add Character To Party
- Remove Character From Party
- Load Saved Game
- Save Current Game
- Begin Adventuring
- Exit to DOS

The following describes the results of using each command.

CREATE NEW CHARACTER

This is the opportunity to build an adventurer from scratch. This leads you through a series of menus to help you define the character.

Pick Race Menu. This gives you the choice of the the six races a player-character can be in the Forgotten Realms.

Pick Gender. After you pick a character's race, you pick their gender. Gender affects the possible strength of a character and what sort of portraits you will have to choose from to represent the character.

The computer then randomly generates the ability scores that every adventurer has. Once you have seen the ability scores, you may have the computer roll again and it will randomly generate a different character. Otherwise, you may accept the rolls, and take the character as generated.

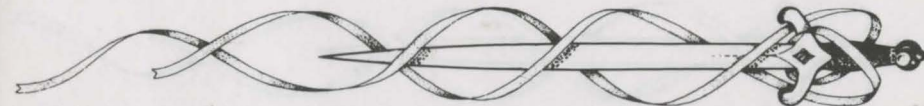
If you accept the rolls, you still have the opportunity to alter the character to match your own character from the AD&D® game by using the Modify Character command described later.

Pick Character Class. This gives you the choice of the class or classes your character is qualified for based on his race and ability scores.

Pick Alignment. From this menu the computer provides all the possible Alignments for a character. You can choose the one you wish.

Name Character. Your choice of name for a character is entirely up to you. You cannot use more than 15 letters in a name.

The computer displays the complete character screen and gives you a chance to save the character. If you save the character, it is written to the save game disk to become one of the regular characters you play.





At this time the computer generates a portrait of your character. You can choose both the head and body of your character's portrait. You then choose the weapon, head, and colors for your character's combat icon (the figure that represents the character in combat). Refer to the Encampment section for instructions on how to alter combat icons.

Exit. From any of these menus this command brings you back to the Party Creation Menu.

DROP CHARACTER

This command is only used when you never want to play with a particular character again. It eliminates the character's record from the save game disk and leaves a space in which you can create a new character to fill.

MODIFY CHARACTER

You may bring your favorite beginning AD&D® character into the Pool of Radiance. Create a character of the proper race and class and then modify it to match your non-computer AD&D® character. You can adjust the created character's ability scores and HP. The character must start at 0 XP and with no items beyond those he can buy with his initial gold allowance.

TRAIN CHARACTER

Use this command when a character has attained enough experience to advance a level (see Appendices). This is available at the start of an adventure and when the party travels to the Guild to get training.

The computer asks who is to train, and checks the current XP of the character. If he has sufficient points, the computer subtracts the cost of the training from the character's current money and the character advances a level. This takes no game time.

A character can only advance as high as the highest level character willing to train him. In the Training Hall of Phlan, the maximum limits are 8th level fighter, 9th level thief, and 6th level cleric and magic-user.

VIEW CHARACTER

This allows you to View a Character, as described under that heading below.

ADD CHARACTER TO PARTY

This command allows you to pick party members from previously used characters that are on a save game disk.

REMOVE CHARACTER FROM PARTY

Since a party may only include 6 player characters, you can use this command to write a character to the save game disk and then substitute another with the Add Character To Party command. The Saved character will replace the previous entry for that character on the save game disk.

LOAD SAVED GAME

This command brings up a previous adventuring party from the save game disk.

SAVE CURRENT GAME

This command puts the group you are currently constructing onto the save game disk for future reference. Then some versions will allow you to exit the game.

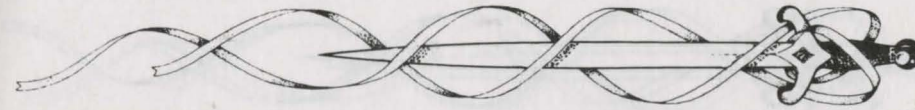
BEGIN ADVENTURING

When your party is ready to go, use this command to return to the game. Follow the on-screen messages to get back into the game and you are ready to go with your new party of adventurers.

NON-PLAYER CHARACTERS (NPCs):

In the course of a game, the party can run into many characters controlled by the computer. They may talk to the party, attack the party, and even offer to join the party. These are known as Non-Player Characters, or NPCs.

There are three kinds of NPCs: those you can hire at the Training Hall to adventure



with your party, filling in the two slots possible in a party that you cannot fill with player characters; those who volunteer to join the party for a specific mission or quest; and those who won't join the party but will give either information or a fight.

WHAT YOU CAN DO WITH NPCs

NPCs that want to join you are treated like your player characters, with a few differences. Remember that you only have room for 2 NPCs if you have a full party of 6 player characters. During an adventure you may find NPCs that you want to add to your party. You should seldom have more than 7 characters in your party so there is room to add the NPC.

The computer commands NPCs in battle. They have Morale. If things are going badly for the party, they may run, even if you don't want them to.

You can give NPCs treasure, which may help their morale, but you cannot trade their items to other characters. If they die, however, you can use the Trade Items function to take their items.

LOYALTY

NPCs can also be traitors insinuated into your party, depending on the way the adventure goes. They can spy on you and give information to your enemies, and even turn on you in battle. NPCs can be a big help, but don't trust them in every situation.

VIEWING A CHARACTER

THE CHARACTER SCREEN:

The character screen appears whenever you use the View command. The character screen displays the character's name, race, and age. It also displays his alignment, character class, and ability score. The current wealth of the character is also shown. Initially, the computer generates a random number between 30 and 180 in gold pieces, which the character can use in buying his equipment. Later, as the character accumulates wealth through his adventuring, there are several entries on the screen showing the copper pieces (cp), silver pieces (sp), electrum pieces (ep), gold pieces (gp), platinum pieces (pp), gems, and jewelry. The value of coins are listed in the Appendices, the value of gems and jewelry vary and are found when they are appraised.

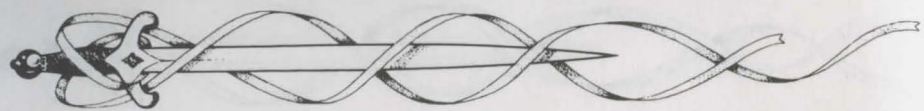
The screen also shows the character's current level, his earned XP, and his current HP. If the HP are highlighted, the character has taken damage that has not been healed. The number shown is his current HP, not his normal HP. Once the character has healed all the damage, the number reverts to normal.

The Armor Class is shown as AC; the lower the AC number, the better the armor. Then it shows the character's Ready weapon and what armor he is wearing. This is followed by the character's To Hit AC 0 (THACO). The lower the character's THACO, the better fighter he is. This is followed by the damage the character does, which depends on his strength and the weapon he has ready.

The last entry is the Character Status. This is an indication of the current health of the character. The Character Status can be:

OK

The character has positive HP and can move and fight normally.



UNCONSCIOUS

The character has exactly 0 HP. He cannot move or fight, but is in no danger of dying.

DYING

The character will die in a short period of time unless the character is bandaged or healing magic is applied. If the character is bandaged his status changes to Unconscious. Healing magic will make him OK again. In the course of a combat, a character who is Dying has a chance of becoming Dead unless he is bandaged (see Combat). A character who survives a combat in Dying status is automatically assumed to have his wounds bandaged after combat and becomes Unconscious.

DEAD

The character has died. He will be brought with the party (assume he is set down during any combat) and can possibly be resurrected with a raise dead spell from an NPC cleric. The character's actual chance of being raised when the spell is used depends on his constitution.

FLED

The character fled from the previous battle. After a battle is over, he can rejoin the party as if nothing had happened, and regain his previous status.

GONE

The character has been destroyed by dragon flame, a disintegrate spell, or some other form of total destruction. He cannot be Raised from the Dead.

VIEW OPTIONS:

To inspect the active character choose the View command. This brings up the View Menu.

View Menu:

VIEW: ITEMS SPELLS TRADE DROP EXIT

ITEMS

Using this command allows you to see what items the character is carrying. The character's items and their combat ready status are displayed. An item that is not Ready cannot be used. Not all commands in the Item Menu are always available.

Item Menu:

READY USE TRADE DROP HALVE JOIN SELL ID EXIT

Ready. If you want to ready or unready an item, you can use the Ready command to change the status of the weapon, armor, or other item. A character has several restrictions on what he can use. Basically, he cannot use more than two hand-held items at once. Thus, he cannot have ready a sword, a shield, and a bow at the same time. Arrows are assumed to be in a quiver and can be Readied at all times, though they cannot be used unless a bow is Readied as well.

Use. This command means the character is going to use an item. In Combat, you will be asked to indicate the target (see Combat for targeting) and proceed back to the Combat Menu.

Trade. If you use this command, the screen switches to the Party Screen and asks which character you are trading with. Indicate the character and the screen switches back to the Items Screen. Indicate which item (you can trade multiple items in one transaction) is to go to the other character and the item disappears from the trading character's list and reappears on the item list of the receiving character. Remember that an NPC does not give up an item once he has it, unless he is dead.

Drop. If this command is used on an item, the item is gone. It cannot be retrieved. Do not use this if you want to give the item to someone else, that's what the Trade command is for.

Halve. Multiple items such as arrows are often combined onto one line, such as 42 Arrows. Halve creates two lines, each with half the number of items; such as two lines each with 21 Arrows. Only items like arrows, that are shown as several items on one line, can be halved.

Join. This is the opposite of Halve. If you have several lines of arrows or a similar item on the Items screen, you can use this command on one line and all similar lines are joined with it. The number of items shown is the total of the numbers in all the former lines. No more than 250 of an item can be joined on one line. NOTE: The Ready status (Yes or No) of the item depends on the line that all the others are joined with.

Sell. This command is described under the Shop Menu.

ID. This command is described under the Shop Menu.

SPELLS

This is a listing of what spells a magic-user or cleric has memorized and is ready to cast (see Magic Menu).

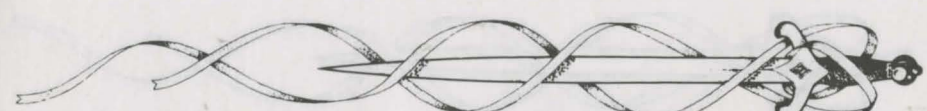
TRADE

This command is used when you want to transfer money from one character to another. Indicate which character you are trading with, and then indicate which coins and how much are to go to the other character. The coins disappear from the trading character's list and reappear on the money record of the receiving character.

DROP

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

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



MISSIONS:

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

POINTS OF VIEW:

As you move around the town and the wilderness, there are three different points of view: 3-D, Area, and Wilderness.

3-D

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

AREA

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



WILDERNESS

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

BLOCKS

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

TIME AND THE PARTY

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

MOVING AROUND:

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

TOWN TRAVEL

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

WILDERNESS TRAVEL

Some missions involve locations away from Phlan. The party travels in the Wilderness Point of View until they reach the location of the mission. The computer keeps track of the time traveled.

CIVILIZATION:

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

THE CITY COUNCIL

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

THE DOCKS

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

THE INNS

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

THE TAVERNS

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

THE TRAINING HALL

This is where the characters can receive training from NPCs of higher level and add starting PCs. This displays the Party Creation Menu so that you can use the Train Character command.

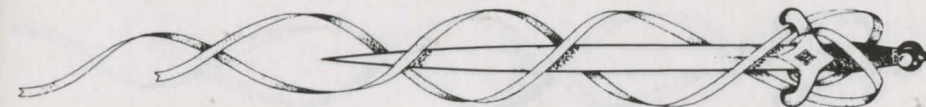
THE SHOPS

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

Shop Menu:

BUY VIEW TAKE POOL SHARE APPRAISE EXIT

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



View. This is the same screen as shown for this command in other menus with the addition of the Appraise command in the View Menu, and the Sell and ID commands in the Items Menu.

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

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

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

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

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

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

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

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

THE TEMPLES

The temple will cast clerical healing spells for a price. When you enter the temple, the Temple Menu is presented. Except for Heal, the commands on the Temple Menu are the same as those on the Shop Menu.

Temple Menu:

HEAL VIEW TAKE POOL SHARE APPRAISE EXIT

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



ADVENTURE MENU

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

Adventure Menu:

MOVE VIEW CAST AREA ENCAMP SEARCH LOOK

MOVE:

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

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

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

VIEW:

This displays the Character Screen, as described in Viewing a Character.

CAST:

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

AREA:

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

ENCAMP:

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

SEARCH:

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

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

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

LOOK:

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

ENCAMP

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

Encamp Menu:

ENCAMP: SAVE VIEW MAGIC REST ALTER EXIT

SAVE:

This command saves the characters and game as they are. Check the Quick Reference Card for any system specific details of how to save your game.

VIEW:

This displays the View Menu, as described under Viewing a Character. In camp, this does not display the Sell Item or ID commands.

MAGIC:

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

REST:

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

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

The initial resting time is established by anyone who is memorizing spells. The screen will show the days, hours, and min-

utes necessary for the spell-using members of the party to memorize (or pray for) the spells they want to memorize. Memorizing any spells at all takes a minimum of four hours. Third level spells take a minimum of six hours. See the Magic Menu for further description of memorizing spells.

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

Rest Menu:

REST INCREASE DECREASE EXIT

REST

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

INCREASE

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

DECREASE

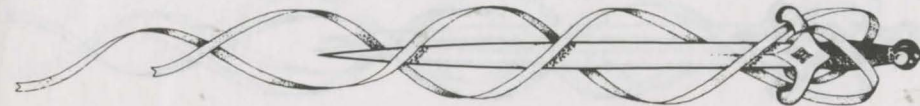
This command decreases the time to be spent in camp. This may mean that characters do not memorize all the spells they want or that characters may not recover all their hit points, but sometimes time constraints are part of the adventure, and the party cannot spend all the time it wants resting.

ALTER:

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

Alter Menu:

ALTER: ORDER DROP SPEED ICON PICS EXIT





ORDER

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

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

DROP

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

SPEED

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

Speed Menu:

SPEED: SLOWER FASTER EXIT

ICON

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

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

Icon Menu:

ICON: PARTS COLOR SIZE EXIT

Parts. You can alter the weapon (which controls the rest of the body shape) or the head of the icon. You are shown both the Ready Icon character and the character's Action Icon (which shows the character attacking).

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

Parts Menu:

PARTS: WEAPON HEAD EXIT

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

Color Menu:

WEAPON BODY CAP HAIR SHIELD ARM LEG EXIT

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

Size Menu:

SIZE: LARGE/SMALL EXIT

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



PICS

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

Pics Menu:

PICS: CHARACTERS ON/OFF MONSTERS ON/OFF EXIT

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

Monsters On/Off. This command governs the pictures that appear during encounters. Monsters On shows the animated picture when the monsters get to the closest range in an encounter; Monsters Off hides the animated pictures.

ENCOUNTERS

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

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

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

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

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

Encounter Menu:

ENCOUNTER: COMBAT WAIT FLEE ADVANCE/PARLAY

COMBAT:

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

WAIT:

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

FLEE:

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

ADVANCE:

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

PARLAY:

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

Parlay Menu:

PARLAY: HAUGHTY SLY MEEK NICE ABUSIVE

HAUGHTY

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



SLY

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

MEEK

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

NICE

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

ABUSIVE

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

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

COMBAT

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

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

HITTING THE TARGET:

The ability of an attacker to hit a target with a melee weapon (such as a sword, spear, or fist) or a missile weapon (such as a bow or crossbow) depends on the chance the attacker has of hitting the Armor Class of the target. This is repre-

sented by a number called the THACO. The lower the THACO the better the chance to hit.

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

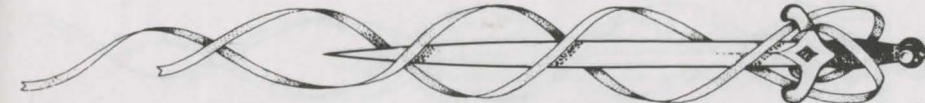
The number needed for an attacker to hit a target is the attacker's THACO minus the target's Armor Class. The attacker hits if a random number from 1-20 is greater than or equal to this number. Thus, a person with a THACO of 18 needs a 14 or more to hit Armor Class 4. Armor classes can go into negative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

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

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

USING MISSILE WEAPONS:

A character may not use a missile weapon if he has an opponent next to him. If he has no opponent next to him, he can fire a missile at anyone in his line of sight. The Next and Prev commands will only aim at targets in the attacker's line of sight.



BEGINNING COMBAT:

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

EXECUTING COMBAT:

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

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

You may use the following commands to handle your side of the battle. If a character cannot use a command (such as Turn for a non-cleric or Cast for a fighter or thief) it does not appear.

The Combat Menu:

MOVE VIEW AIM USE CAST TURN QUICK DONE

MOVE

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

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

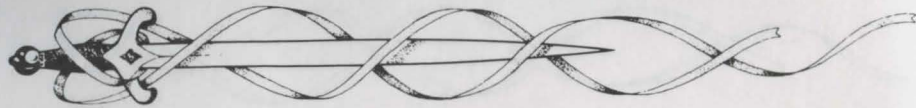
Fighters may make a special form of multiple attacks called a sweep. A sweep may attack several weak targets with a single blow each.

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

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

VIEW

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



AIM

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

Aim Menu:

AIM: NEXT PREV MANUAL TARGET EXIT

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

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

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

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

USE

This command allows the character to use any non-weapon item. The command brings up the same screen and menu as the Items command under the View Menu.

CAST

This is only available to magic-users and clerics when they still have spells available. Using this command brings up the Cast options of the Magic Menu (see that description of the Magic Rules). If hit recently, the character's concentration may be broken and you won't be given the Cast option.

TURN

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

QUICK

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

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

DONE

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

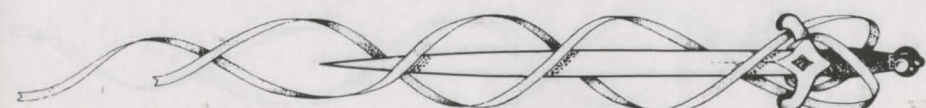
Done Menu:

GUARD DELAY QUIT BANDAGE SPEED EXIT

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

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

Quit. You can signify you are finished with this character by using this Command.



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

Speed. This command is described under the Alter command of the Encamp Menu.

IF THE PARTY FLEES:

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

IF THE PARTY DIES:

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

AFTER COMBAT:

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

Treasure Menu:

VIEW TAKE POOL SHARE DETECT.EXIT

VIEW

See Inspect a Character. At this time you can use the Drop commands in both the Items menu and in the Character Screen menu.

TAKE

This command is used to pick up treasure.

Take Menu:

TAKE: ITEMS MONEY EXIT

Items. Use this command to produce a list of items carried by the monsters you have overcome. If more than one had a missile weapon, all of their remaining missiles are lumped into one line (if there are more

than 100, 99 are on one line and the rest on another line). Frequently, the weapons and armor used by monsters are standard and not worth picking up as treasure, so they are not listed.

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

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

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

POOL

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

SHARE

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

DETECT

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

EXIT

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



MAGIC

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

HOW MAGIC WORKS:

A spell can exist in one of three forms: In Memory, In Spell Book, and On a Scroll.

IN MEMORY

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

IN SPELL BOOK

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

ON A SCROLL

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

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

Spellcasters can get a list of their memorized spells from the Cast option of the Magic Menu or from the Spells option of the View Menu. They can get a list of their spells on scrolls from the Scribe option of the Magic Menu. If all you want is a list of available spells, be sure to exit before you actually cast or scribe the spell.

The Magic Menu:

CAST MEMORIZE SCRIBE DISPLAY REST EXIT

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

Cast Menu:

CAST NEXT PREV EXIT

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

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

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

Memorize Menu:

MEMORIZE NEXT PREV EXIT

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

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

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

Example: A magic-user decides to memorize 2 uses of magic missile (a first level spell) and 1 use of invisibility (a second level spell). This is a total of 1 hour of time for memorization, plus 4 hours relaxation time. If the party is attacked before the first 4 hours are up, no spells are learned. If the party is attacked after 4 hours and 15 minutes in camp, the magic-user has learned 1 magic missile spell. After 4 hours and 30 minutes he has learned both magic missile spells, and after 5 hours he has learned the invisibility spell as well.

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

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

Scribe Menu:

SCRIBE NEXT PREV EXIT

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

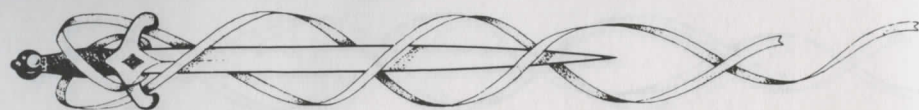
Display. Use this command to find out what magic spells are currently working on the party in camp. This serves as a reminder of obvious spells working on the entire party, such as *bless* or *light*, and on individual members of the party, such as *protection from evil* or *invisibility*. This also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

Rest. To memorize spells, one must Rest. This takes you to the Rest Menu described in the Encamp Menu description. Spells are not memorized until the character has rested the necessary time.

The Exit command in this use of the Rest Menu returns you to the Magic Menu, not the Encamp Menu.

SPELLS AVAILABLE

A beginning magic-user is given four first-level spells when he leaves his master to adventure on his own. These are shown in the spell book for the magic-user. Each



time the magic-user gains a level of experience, he gains one spell, even though the rise in level may give him the ability to learn more than one new spell at a time. To gain further spells, he must find scrolls in treasures and copy spells he is capable of casting into his spell book, using the Scribe command in the Magic Menu.

CLERICAL MAGIC

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

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

SAVING THROWS

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

Magic-users have better saving throws against cast magic or magic from items, clerics have better saving throws against death and poison, and dwarves and halflings have better saving throws versus any form of magic.

THE SPELLS:

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

TIME AND MAGIC

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

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

THE SPELL LIST

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

FIRST LEVEL CLERICAL SPELLS

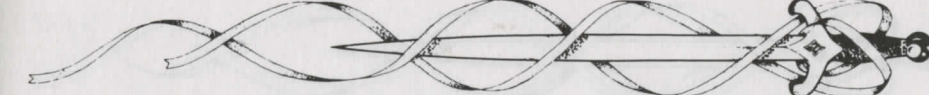
Bless. This spell can only be used in camp or combat, and it only affects those characters not in melee. It gives a bonus of one to their THACO for six rounds and raises the morale of friendly NPCs by 1. Use it in camp only if you know you are going into combat immediately afterward.

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

Cure Light Wounds. This can be used any time. The caster must be next to the target. It heals 1-8 points of damage.

Cause Light Wounds. This combat-only spell causes 1-8 points of damage to one adjacent target touched by the caster.

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



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

Protection from Good. This is essentially the same as *protection from evil*, but it protects against the attacks of good creatures.

Resist Cold. This spell protects the recipient against cold, providing absolute protection against cold up to 0 Fahrenheit and an additional saving throw against cold-based attacks. The duration is 1 turn per level of the caster, and the caster must touch the target.

SECOND LEVEL CLERICAL SPELLS

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

Hold Person. This combat only spell holds immobile from 1-3 (cleric's choice) creatures of roughly human shape and size. The duration is 4 rounds plus 1 round per level.

Resist Fire. This is identical to *resist cold*, but it works against heat and heat attacks.

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

Slow Poison. This spell can be used in camp or combat. It revives a poisoned person for 1 hour per level of the caster. The

target of the spell then dies unless a *neutralize poison* (a high-level spell only used by NPCs) is cast on him.

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

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

THIRD LEVEL CLERICAL SPELLS

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

Cure Blindness. This touch-only spell is used in combat or camp to cure the blindness effects of the *cause blindness* spell.

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

Cure Disease. This spell can be used in camp only. It cures the diseases caused by mummies and the *cause disease* spell.



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

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

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

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

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

FIRST LEVEL MAGIC-USER SPELLS

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

Charm Person. This spell makes a humanoid creature the caster's friend and ally. Any action of the caster will be seen in the most favorable light possible. The target gets a saving throw when the spell is thrown and again days or weeks later, depending on its Intelligence. You can

never be sure the effect is permanent. For the moment, the charmed creature can become an NPC (if there is room in the party roster) under the command of the caster.

Detect Magic. This spell is the same as the *clerical spell*; its duration is 2 rounds per level of caster.

Enlarge. This spell can be used in camp or combat and lasts for 1 turn per level of the caster. The living target increases in size by 20% per level of the caster. It makes the humanoid target into an ogre or giant in size and strength for combat purposes. A target can only be under the effect of 1 *enlarge spell* at a time. Unwilling targets get a saving throw against this effect.

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

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

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

Protection from Evil. Like the clerical spell of the same name, but it lasts for 2 rounds per level of caster.

Protection from Good. Like the clerical spell of the same name but it lasts for 2 rounds per level of caster.

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

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

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

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

SECOND LEVEL MAGIC-USER SPELLS

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

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

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

Mirror Image. This combat spell creates 1-4 illusory duplicates of the magic-user. If

a duplicate is attacked, it disappears. The spell lasts 2 rounds per level of caster.

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

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

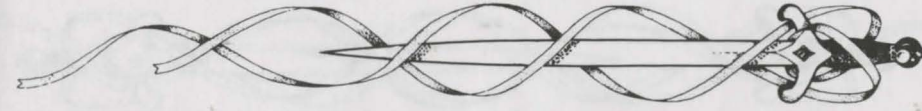
Strength. This spell is only used in camp. It raises the strength of the target by a variable amount depending on the class of the target. The duration is 6 turns per level of caster.

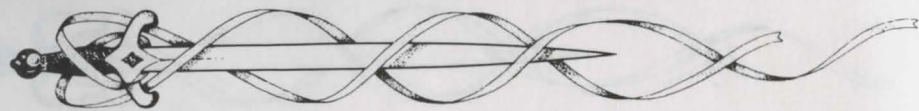
THIRD LEVEL MAGIC-USER SPELLS

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

Dispel Magic. This is just like the clerical spell of the same name.

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





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

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

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

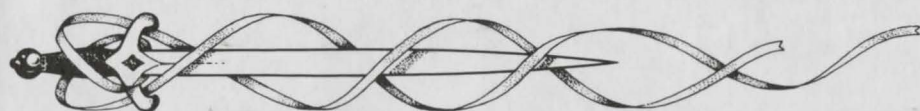
Lightning Bolt. This affects everyone in its path. It does 1-6 damage points per level of caster, a successful saving throw cuts this damage in half. A lightning bolt is 4 or 8 squares long in a line away from the caster. The bolt will rebound off walls to reach its full length.

Protection From Evil, 10' Radius. This is just like *protection from evil*, but it affects everyone within 1 square of the target as long as they stay there.

Protection From Good, 10' Radius. This is just like *protection from good*, but it affects everyone within 1 square of the target as long as they stay there.

Protection from Normal Missiles. This keeps the target (touch range) from being harmed by non-magical missiles for 1 turn per level of caster.

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



CHARACTER RACE LIMITS

RACE		ABILITY SCORE:						
		STR Male	STR Female	INT	WIS	DEX	CON	CHA
Dwarf	min	8	8	3	3	3	12	3
	max	18 (99)	17	18	18	17	19	16
Elf	min	3	3	8	3	7	6	8
	max	18 (75)	16	18	18	19	18	18
Gnome	min	6	6	7	3	3	8	3
	max	18 (50)	15	18	18	18	18	18
Half-Elf	min	3	3	4	3	6	6	3
	max	18 (90)	17	18	18	18	18	18
Halfling	min	6	6	6	3	8	10	3
	max	17	14	18	17	18	19	18
Human	min	3	3	3	3	3	3	3
	max	18 (00)	18 (50)	18	18	18	18	18

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

RACE	MAX LEVEL BY CLASS:			
	CLERIC	FIGHTER	MAGIC USER	THIEF
Dwarf	-	9th	-	U
Elf	-	7th	11th	U
Gnome	-	6th	-	U
Half-Elf	5th	8th	8th	U
Halfling	-	6th	-	U
Human	U	U	U	U

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



STRATEGIC SIMULATIONS, INC.

POOL OF RADIANCE

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.

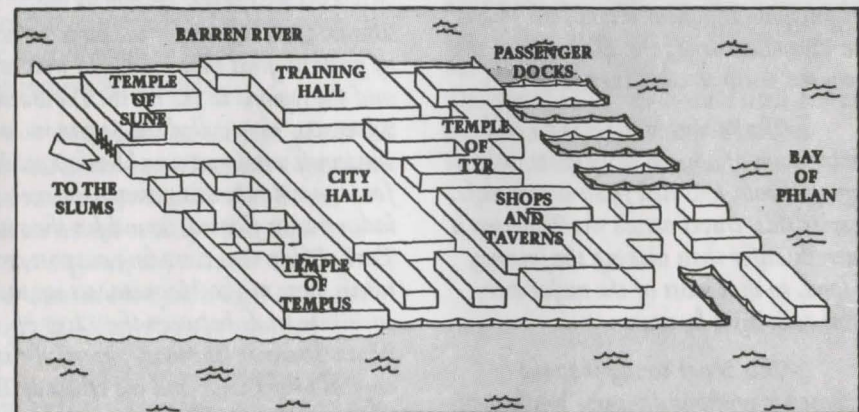
RICHES & FAME!

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 History of Phlan and the Moonsea Reaches

A Discourse on This Area and its Problems

by Jeff Grubb

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

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

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

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

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

The Ancient City of Phlan

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

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

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

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

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

The Pool is said to bring great power to the worthy, and death most horrible to the unworthy. Some tales say that the individual should drink it, bathe in it, or throw coins into it and wish. There are numerous folk tales of the wise fool stum-

bling upon the Pool, and gaining wondrous power or meeting a gory end. The abilities of the Pool change according to the needs of the tale-spinner. In any event, a trader or adventurer who encounters a sudden windfall or great riches is said to have "visited the Pool."

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

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

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

Greathammer and the First Rebirth of Phlan

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

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

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

In 712 DR, the year of the Moon's Tears, Milsor the Valjevo, Founder of the Valjevo Dynasty, journeyed to Phlan to re-establish the city as a

trading outpost. He was aided in his task by the Wizard Rimon and the Priestess Alonius of Tyr.

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

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

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

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

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

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

The native Phlanars were resentful as well. Their once good rulers had fallen into a sloth and ease in the centuries since the reestablishment of the

city. The Valjevo blood was said to run thin in the Princes and Princesses of Phlan. They reacted to the plague infesting the grain by first ignoring it, then setting up committees, and finally legislating it out of existence. Only when the magnitude of the problem became clear, did they act. Even then they failed their people, overreacting to the point of placing a ban on all shipments out of the city, seeking to keep what supplies were left for the native population.

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

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

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

became a great and powerful being in some other part of the Realms. Most likely Rimón merely fell prey to the effects of old age as all mortals do. Whatever the cause, Rimón was never seen again in the Realms, and his citadel became a haunted, abandoned ruin within a decade.

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

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

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

The death of the Great Prince resulted in a three-year civil war within the city, as various factions supported different candidates to take the mantle of the Great Prince. All candidates' claims upon the royal blood were questionable

and every faction sought to control Phlan's future through placing their choice on the throne. During this time, the great temple of Tyr was looted and burned, leaving only a great blackened shell. Many of the leading merchant families fled to other climes.

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

The Fall of Phlan

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

Yet dark things continued to lurk on the borders of Phlan. Sorcerer's Island was said to be inhabited by Yarash, an evil mage who was said to be seeking Rimón's power, the Arch-Lich's

magic, the Pool of Radiance, or all three. The greatly diminished Dwarven Nations of Dragonspine reported great hordes of orcs and ogres attacking their citadels, and their barge trade came to a complete halt. Small towns and hamlets were raided and burned with increasing regularity, sending refugees to Phlan seeking passage to safer lands.

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

The Council debated, argued, and debated again while the hordes drew nearer, much as the last Valjevo Princes did in their long-ago folly. Finally, they chose to fight, but were overwhelmed by the forces of orc and dragon. Phlan burned and fell to the forces of evil, who looted and pillaged that which remained.

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

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

The Reemergence of Phlan

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

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

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

Many of the Moonsea and Daletowns suffered great destruction in

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

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

Yet this would not occur without leaders, and the reappearance of the Council of Phlan was the second great thing to occur in the city. Descendents of the last Council still survived all the turmoil that had occurred, and many families wished to return to the land. These leaders were no great mages or wondrous fighters, but traders, merchants, and clerics. Their leaders, who remain to this day, were the shrewd and powerful trader Ulrich Eberhard, the retired mercenary captain Werner Von Urslingen, and the Bishop of Braccio of Tyr. They have been joined by their junior member, Porphyrys of the ancient House Cadorna.

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

Phlan Today

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

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

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

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

Orcs and other generally evil humanoids are viewed with alarm within the city, though evil humans come and go unmolested with the ships. It is said that spies from the other cities of the Moonsea make regular calls with the ships, oversee-

ing the progress of the Council in re-establishing the city. If the Council is TOO successful, some say, then sabotage may be in order to prevent Phlan from returning to its former power.

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

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

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

The Proclamations of The City Council of New Phlan

These messages are posted on the wall of the City Hall. They represent messages that the City Council wants to relate to the citizens and adventurers in New Phlan. When you go to City Hall the game will refer to the posted proclamations by number. Each proclamation begins with:

From the City Council of New Phlan to all brave and hearty adventurers:

Proclamation LIX

Be it known that the council is interested in reclaiming the remaining blocks of the city of New Phlan. To reclaim said blocks they must be first cleared of monsters, vermin, and other uncivilized inhabitants. To this end the council is offering a reward to any person or group who is responsible for clearing any block of the old city.

Proclamation LXIV

Be it known that the council is interested in acquiring information as to the disposition of various formerly-living entities rumored to be harassing honest citizens in the vicinity of Valhigen Graveyard. A reward is offered to any person who shall travel to said graveyard and return an eye-witness account.

Proclamation LXXVIII

Be it known that the council is offering a reward to any person or persons who can provide information as to the disposition of several council agents who have been sent to investigate the unseemly happenings in the vicinity of Valhigen Graveyard.

Proclamation CI

Be it known that the council, knowing that commerce is the life's blood of New Phlan, has decreed that Sokal Keep is to be cleared of all unlawful inhabitants. A reward is offered to the person or persons who successfully carry out this commission. All interested in applying for said commission shall present themselves to the clerk of the council.

Proclamation CIX

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

Proclamation CX

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

Proclamation CXIV

Be it known that the council is offering a special reward for the safe return of the heir to the House of Bivant. Said minor was carried off during a buccaneer attack on the merchant ship in which he was sailing. Apply to the council clerk for the council's commission and additional information as to the abduction.

Proclamation CXX

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

Proclamation CXXVI

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

Proclamation CXXIX

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

Proclamation CXXXIV

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

Proclamation CLIV

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

Proclamation CLVI

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

Proclamation CLXX

Be it known that the council is interested in obtaining information concerning bands of insect men known to plague the grassy planes to the west of New Phlan. Said insect men are a hazard to transportation to and from Zhentil Keep. A reward is offered to any person or persons who return with complete infor-

mation on the location, disposition, and intentions of the insect men. Apply to the council clerk for a commission.

Proclamation CXC

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

Proclamation CCI

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

Proclamation CCIV

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

Proclamation CCXIV

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

Journal Entries

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

Journal Entry 1:

A loud voice coming from a magic mouth cast on a stone tablet.

'I am Yarash the Sorcerer!

'Be known that for every living giant insect you return to Sorcerer's Island I will pay a generous bounty, including a weapon empowered by magic. I will pay for giant insects such as thri-kreen, giant mantis, and anhkheg. The insects may be bound by magic but dead insects are of no use to me.

'Bring any bodies to the northern river mouth on Lake Kuto. Call the name of 'Yarash' loudly three times and I shall come. Do not call unless you have something for me. I shall be very angry if I am disturbed without cause!

'I am Yarash the Sorcerer!'

Journal Entry 2:

Told in a painful whisper.

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

Journal Entry 3:

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

'The hordes came again last night.

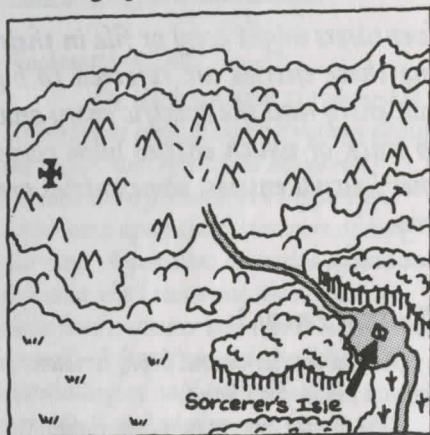
Their coordination was frightening. Under the cover of darkness, goblins and kobolds pushed bundles of sticks to within bow range. These bundles formed a wall that protected the small ones from our archers. Once the wall was erected our archers took up safe positions there and begin pelting the castle walls with arrows.

'We tried shooting flaming arrows at the wall of sticks to set it afire. Monsters are normally afraid of fire. But these monsters showed no fear. They simply scooped dirt on the flames to put them out. Before all the fires were out they had resumed firing at us. Surely, some unnatural force must have been at work to weld these quarlsome beasts into an organized fighting force.

'I do not know if we can combat the monsters onslaught much longer. We lost 12 more men last night. The monsters seem to have an unlimited number of reinforcements. The Last Priest of Tyr, Ferrann Martinez, says he has a way to protect the keep, but he says that it's so terrible that it may only be used as a last resort. Unless we receive reinforcements shortly, Ferran Martinez is our only hope.

Journal Entry 4:

A roughly drawn cloth map.



Journal Entry 5:

A small piece of parchment folded into the spine of a family's holy book.

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

Journal Entry 6:

A quickly scratched note.

'Show the Boss's Seal to the thri-kreen guards. Be careful, they are wary of out-

siders. Keep your hands away from your weapons no matter what they do.

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

Journal Entry 7:

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

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

Later in the book,

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

where the path terminates on this plane, thus moving the place of power.

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

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

Journal Entry 8:

A rugged popular account of the northern lands.

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

Journal Entry 9:

Several pieces of paper with highly organized writing.

Fact: Joran Alberach is a special envoy, from Zhentil Keep, to the City Council of New Phlan.

Strong Rumor: Here to negotiate a military assistance agreement between Zhentil Keep and New Phlan.

Rumor: Zhentil Keep wants an ancient powerful artifact in return for their military cooperation.

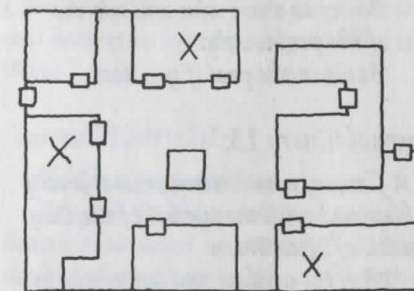
Rumor: The New Phlan City Council has such an artifact that was found in the ruins of a recently reclaimed building.

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

Journal Entry 10:

A crude map scratched onto an old piece of parchment.

X = BAD THINGS



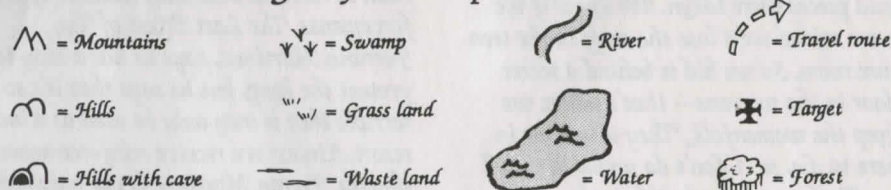
Journal Entry 11:

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

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

'I suggested that if we could neutralize the power that leads the undead, that we could then use the undead as a tool.

Adventurer's note: Legend for all maps...



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

Journal Entry 12:

Message scratched into the wall over the pool.

Beware the power of the pool.

Death to those unworthy of the gifts of the pool.

Power to those who will use the gifts of the pool wisely.

Bathe in the pool if you dare.

Journal Entry 13:

A flowery note written on stationary emblazoned with the symbol of the City Council of New Phlan.

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

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

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

Signed
Porphyrys Cadorna
City Council
New Phlan

Journal Entry 14:

Several pieces of paper with highly organized writing.

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

Strong Rumor: rising star in city politics and on the City Council.

Rumor: very charming, has many admirers, but no known mate.

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

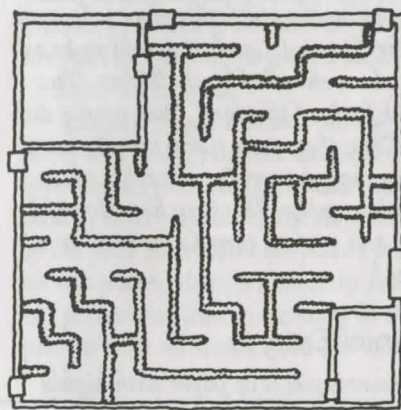
Fact: has contacted thieves to have them gain him information on the Pool of Radiance.

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

Vague Rumor: is using mercenaries to find Pool of Radiance.

Journal Entry 15:

A clean map drawn with exact lines.



Journal Entry 16:

Told in a proud, haughty voice.

'I am a princess of a tribe of nomads to the northwest. My father is an old fool. He wanted me to marry King Al Rasid, to cement an alliance. I had more impor-

tant things to do, than be tied down to an aging monarch. When I marry, it shall be to someone who has the same taste of adventure and the same skill with a sword.

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

Journal Entry 17:

A quick note on an often used piece of paper.

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

Journal Entry 18:

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

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

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

in hidden locations around the island.

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

Journal Entry 19:

A black bound tome written in a strange halting hand.

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

Journal Entry 20:

Told in a pained voice.

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

Thankfully the beastie was asleep. I can still move real quiet when I must.

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

Journal Entry 21:

A crumbling old book; one of a massive series.

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

Journal Entry 22:

A new folded cloth map drawn in waterproof ink.



Journal Entry 23:

Several pieces of paper with highly organized writing.

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

Strong Rumor: unfaithful to his wife, but she knows, though he doesn't know she knows.

Rumor: hates monsters, with a passion; would kill every last one before surrendering.

Vague Rumor: angry attitude is a cover; he is actually paid by The Boss.

Rumor: opposes rise of Porphyrus Cadorna as a, 'Young upstart who doesn't respect his elders!'

Journal Entry 24:

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

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

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

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

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

Journal Entry 25:

An official-looking notice.

'The number of undead creeping out of the Vallhingen Graveyard is increasing. These undead have disrupted training,

destroyed property, and killed many of our troops. Patrols have been sent into the graveyard to reconnoiter and determine the source of the undead. None have returned. Under your responsibilities as a priest of Bane in the city, you must help combat the menace.

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

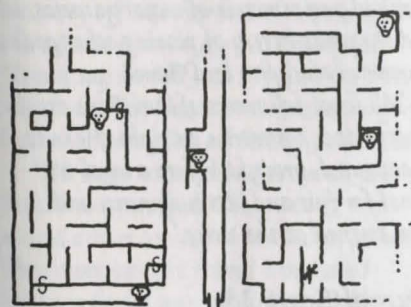
Signed
The Boss

Journal Entry 26:

A small bound book.

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

SECRET DOOR



'Yarash has been breeding creatures for increased ferocity. Most of his experiments fail. Few live long enough to mature. None that mature have yet bred

true. The bodies of his failures are often used as food for his newer creations.

'I do not know what Yarash intends to do when he completes his hideous experiments. But I must assume that he will turn his abominations loose on the world. To these creatures Yarash will be their creator, perhaps even their god! The idea of Yarash as a god to anyone sickens me. I must find a way to stop him.

Journal Entry 27:

An impressive announcement.

'BOUNTY of 10,000 GOLD!

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

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

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

Signed
Yarash the Sorcerer

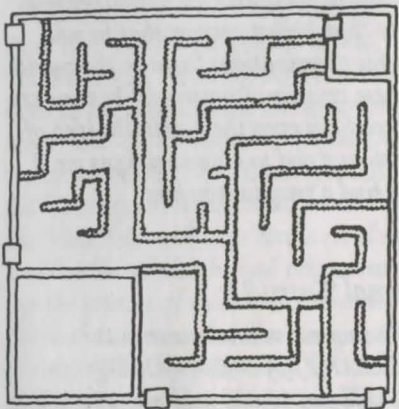
Journal Entry 28:

A crude map burned into an animal skin.



Journal Entry 29:

A clean map drawn with exact lines.



Journal Entry 30:

Carefully prepared notes.

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

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

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

Journal Entry 31:

Told in quiet, hissing speech.

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

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

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

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

Journal Entry 32:

An announcement on rugged paper written in large clear symbols.

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

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

Journal Entry 33:

An official looking notice
Yarash,

'The time has come for you to add your power to the growing legions of my fol-

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

Signed,
The Boss

Journal Entry 34:

Told in a triumphant tone.

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

'My kobold friends deserve some reward for their help. Therefore, you are to be taken to their pit. There, unarmed, you shall fight Bersheera, my pet serpent. He should be hungry now, merchants don't satisfy him for long.'

Journal Entry 35:

Told in halting speech.

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

'We were not allowed to speak when Yarash was around. These marks were passed down to us and remind us of home. They represent the friend word used between lizard men of different tribes. If you meet lizard men on the outside, this word may help you.'

The lizard man carefully scratches marks into the dirt. You recognize the marks as two runes and a path symbol.



Journal Entry 36:

Carefully prepared notes.

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

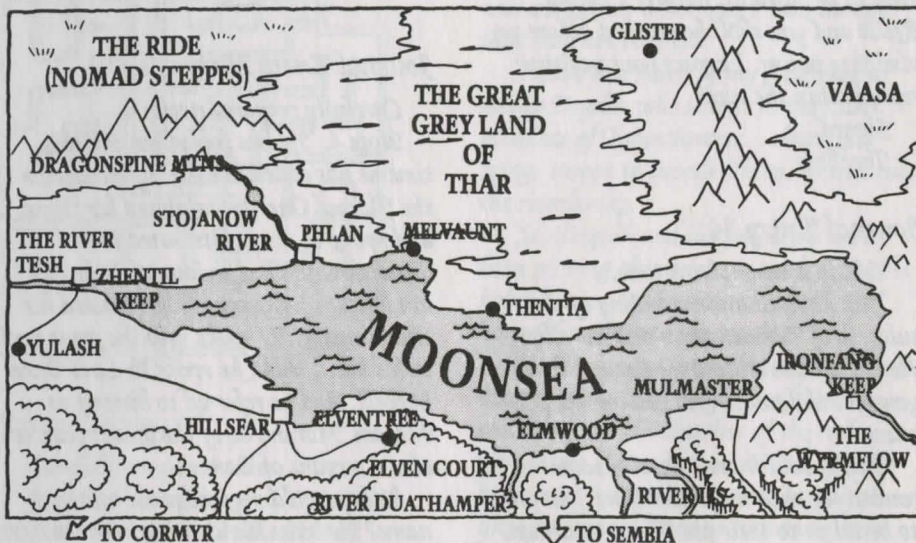
'Why would my leader use a false name? He hides his identity from the world, so that they do not research his past and discover his weaknesses. What if he also hides his identity from his closest advisors, so that they also cannot know his true abilities and weaknesses. Anyone who attacked him, thinking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

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

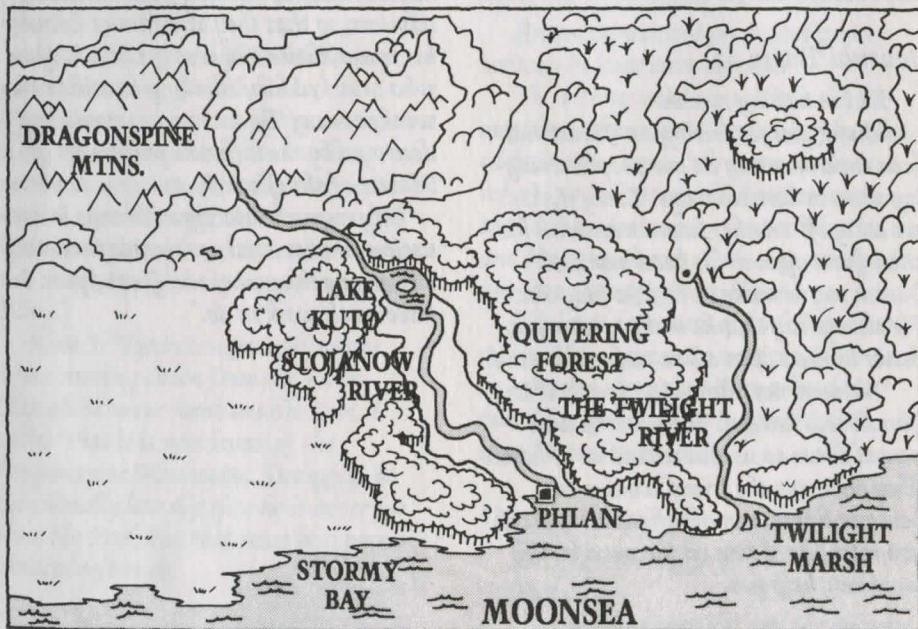
Journal Entry 37:

A massive atlas drawn by the great mathematician Tomarus.

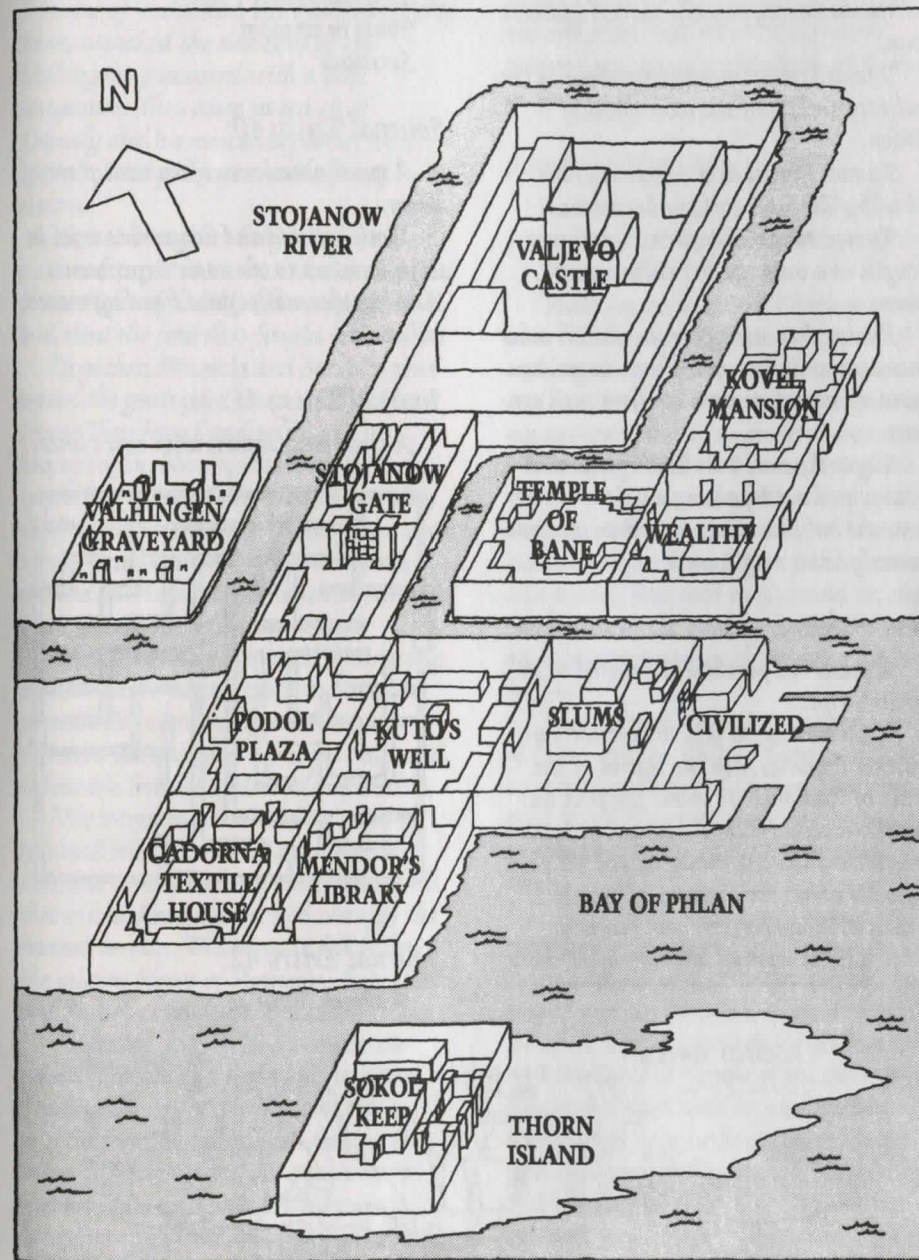
THE MOONSEA



AREA NEAR PHLAN



PHLAN



Journal Entry 38:

Several pieces of paper with highly organized writing.

Fact: Werner von Urslingen is a retired mercenary captain turned business man.

Strong Rumor: mostly interested in the military aspects of the reconquest of Phlan.

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

Rumor: hates Zhentarrim because he fought in a unit against them several times.

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

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

Journal Entry 39:

A preserved parchment covered with giant script.

'I am writing to you to describe my further inquiries into the legend of the Pool of Radiance. It seems the pool has moved several times. Long ago, at least one wise wizard actually moved the pool into his abode for a period of time to study it. However, the pool seems to return to its original location after every

move. I am now watching the dry hole that is the pool's natural location. When it returns I will be ready. I truly believe that the Pool of Radiance is the key to the secret wisdom that I seek.'

Yours in wisdom

Sorrassar

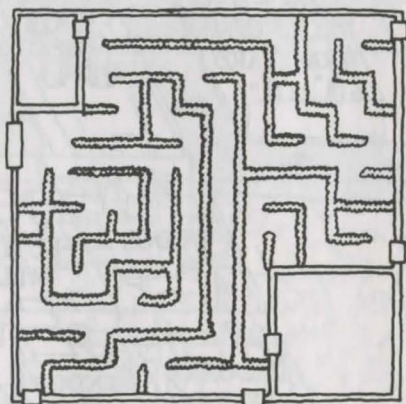
Journal Entry 40:

A quick note on an often used piece of paper.

'Both kobolds and hobgoblins exist in large numbers to the east. Experiments show neither makes good breeding material.'

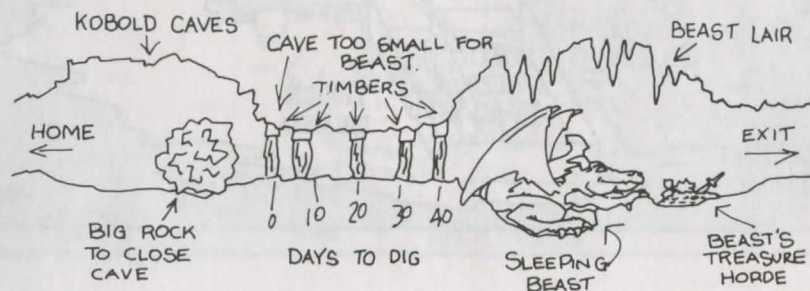
Journal Entry 41:

A clean map drawn with exact lines.



Journal Entry 42:

A sketch drawing.



Journal Entry 43:

A loosely wrapped scroll.

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

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

'Together, Aramalg and Sarasim penetrated the graveyard to an evil marble crypt. They found and splintered an empty coffin, blessing the remains and sprinkling it with holy water. Then they confronted the owner of the coffin, a creature of great evil and the leader of the undead in Valhingen, an ancient vampire. The three began a furious melee.

'The vampire was swayed by Aramalg and Sarasim's power, but would not be turned. The vampire shouted, 'I have defeated Taimalg and his warriors, I will defeat the brother of Taimalg as well!'

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

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

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

Journal Entry 44:

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

Aleram,

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

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

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

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

Your Friend,

Burach

Journal Entry 45:

'Told in perfect, stylized, common.

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

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

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

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

'But now you have come. You have defeated our warriors, evaded our traps. We admit your power. We have nothing further to gain by combat. If you will leave us in peace you may take the gold and gems that were sacred to our gods, we have been abandoned by them. If you will not leave us in peace then we must fight to the last. What is your decision?'

Journal Entry 46:

Told as jaunty, after dinner conversation.

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

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

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

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

Journal Entry 47:

A small wrinkled parchment with roughly scratched notes.

'Hobgoblins transferred out of Valjevo Castle. Now replaced by giants and trolls. Sounds very tough.

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

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

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

Journal Entry 48:

Several pieces of paper with highly organized writing.

Strong Rumor: The Boss is a dragon or is a human who can take the form of a dragon.

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

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

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

Fact: maze inside castle wall; passwords are needed to get past castle gates.

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

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

Journal Entry 49:

A letter on clean white paper in a strong hand

To:

The Boss

Valjevo Castle, Phlan

Sir,

'I categorically reject your demand that I submit my island and my powers to

your control. I am a free man and I will remain free. No petty tyrant can order about a true mage.

'If you or your troops make any move toward Sorcerer's Island I shall send an army of my unstoppable aquatic creations down the Barren River and sink your precious castle. Until now you have been beneath my notice. If you value your empire, let us keep it that way.'

Signed

Jarash, the Sorcerer

Journal Entry 50:

An official looking notice

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

Signed,

The Boss

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

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

Signed,

Norris the Gray

Journal Entry 51:

Several pieces of paper with highly organized writing.

Fact: Bishop Braccio is the highest ranking religious leader in Phlan. Runs small temple in civilized section of city.

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

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

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

Journal Entry 52:

Delivered in chillingly clear tones.

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

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

Journal Entry 53:

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

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

Journal Entry 54:

A page from an unknown diary.

'They stole my map to the Pool.

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

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

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

Journal Entry 55:

Delivered as you sit around the campfire.

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

Journal Entry 56:

An unsent note written on sturdy parchment.

'An active dragon has made its home in the Dragonspine Mountains to the northwest. Keep search parties away from the area so as not to catch the dragon's attention.'

Journal Entry 57:

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

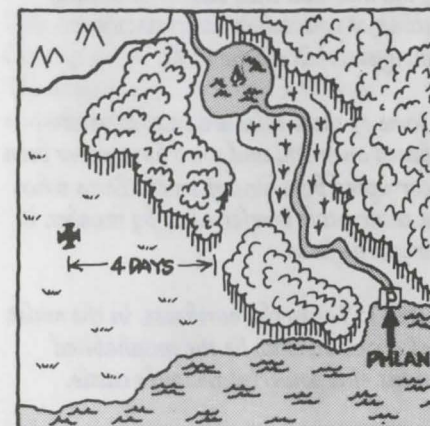
'Our spies in the city inform us that a party of invaders will travel to Sokal Keep to free it. To combat these invaders, assemble a force of no less than three squads. Travel by boat from the small docks at the west of town to Thorn Island. Move undetected to Sokal Keep. Find the adventurers in or around Sokal Keep. Kill them before they can return to the city council with information about

the true situation at the keep. Return with the invader's heads as proof of completion of your mission. Upon completion you will be rewarded with food, treasure, and many slaves.'

Signed,
The Boss

Journal Entry 58:

A tattered piece of parchment



Tavern Tales

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

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

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

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

Tale 2: A drunk bard sits in a corner of the tavern spinning a seemingly endless tale, but no one is listening.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Tale 19: Mighty tribes of wild dwarves, thousands of them, roam the Dragonspine Mountains, destroying villagers and killing travelers.

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

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

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

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

APPENDICES

MONEY CONVERSIONS

Coin Type	Gold Equivalent
Copper	200 cp = 1 gp
Silver	20 sp = 1 gp
Electrum	2 ep = 1 gp
Gold	1 gp = 1 gp
Platinum	1/5 pp = 1 gp

SPELL LIST

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

FIRST LEVEL CLERICAL SPELLS

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

SECOND LEVEL CLERICAL SPELLS

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

THIRD LEVEL CLERICAL SPELLS

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

FIRST LEVEL MAGIC-USER SPELLS

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

SECOND LEVEL MAGIC-USER SPELLS

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

THIRD LEVEL MAGIC-USER SPELLS

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

ARMOR LIST

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

character who is a fighter-thief and has earned 1,800 experience points in each class (a total of 3,600 XP), will be shown to be 2nd level because he has earned that level as a thief, though not as a fighter. His fighting abilities are still based on his being a 1st level fighter.

CLERIC:		Spells*		
Level	Experience	1	2	3
1	0-1,500	1	-	-
2	1,501-3,000	2	-	-
3	3,001-6,000	2	1	-
4	6,001-13,000	3	2	-
5	13,001-27,500	3	3	1
6	27,501-55,000	3	3	2

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

FIGHTER:

Level	Experience
1	0-2,000
2	2,001-4,000
3	4,001-8,000
4	8,001-18,000
5	18,001-35,000
6	35,001-70,000
7	70,001-125,000
8	125,001-250,000

MAGIC-USER:

Level	Experience	1	2	3
1	0-2,500	1	-	-
2	2,501-5,000	2	-	-
3	5,001-10,000	2	1	-
4	10,001-22,500	3	2	-
5	22,501-40,000	4	2	1
6	40,001-60,000	4	2	2

THIEF:

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

CLERICS VS. UNDEAD

A good or evil cleric (not a neutral one) has a certain influence on undead. He extends this influence by using the Turn command in the Combat Menu. His level determines how many undead and what kind he can influence. Evil clerics can make undead either neutral or friendly to the party. Good clerics can drive the

undead away and may be able to destroy them if the cleric is of a high enough level and the undead are of a low-enough level.

The following is a list of undead in increasing order of power and what minimum level of cleric a character has to be to have any influence over them. Low level clerics generally have a chance, not a certainty, of affecting undead.

Undead Type	Minimum Level of Cleric
Skeleton	1st
Zombie	1st
Ghoul	1st
Wight	1st
Wraith	3rd
Mummy	4th
Spectre	5th
Vampire	6th

GLOSSARY OF AD&D® GAME TERMS AND COMPUTER TERMS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Dungeon Level. This is a measure of how far down in the earth a dungeon is. For the most part, the further down one is, the more ferocious the monsters. Thus, a high-level dungeon refers either to how deep it goes or the relative toughness of the monsters.

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

Spell Level. Spells come in degrees of difficulty. The higher the level of the spell, the higher the difficulty. Only very experi-

enced magic-users and clerics can learn high level spells.

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

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

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

Monster. This term actually includes human and other player races as well as such creatures as ogres and dragons. In general, if it isn't part of your party, it's a monster. Monsters are not necessarily hostile. Some may be helpful. That's what the Parlay command in the Encounter Menu is for.

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

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

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

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

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

ARMOR AND WEAPONS PERMITTED BY CHARACTER CLASS

Class	Armor	Shield	Weapons
Cleric	any	any	club, flail, hammer, mace, staff
Fighter	any	any	any
Magic-User	none	none	dagger, dart, staff
Thief	leather	none	club, dagger, dart, sling, one handed swords

WEAPON LIST

Name	Damage vs. Man Sized	Damage vs. Larger Than Man Sized	Number of Hands	Class
Axe, Hand	1-6	1-4	1	f
Bardiche+	2-8	3-12	2	f
Bastard Sword	2-8	2-16	2	f
Battleaxe	1-8	1-8	1	f
Bec de Corbin+	1-8	1-6	2	f
Bill-Guisarme+	2-8	1-10	2	f
Bo Stick	1-6	1-3	2	f
Broad Sword	2-8	2-7	1	f,th
Club	1-6	1-3	1	f,cl,th
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Fauchard+	1-6	1-8	2	f
Fauchard-Fork+	1-8	1-10	2	f
Flail	2-7	2-8	1	f,cl
Fork, Military+	1-8	2-8	2	f
Glaive+	1-6	1-10	2	f
Glaive, Guisarme+	2-8	2-12	2	f
Guisarme +	2-8	1-8	2	f
Guisarme-Voulge+	2-8	2-8	2	f
Halberd+	1-10	2-12	2	f
Lucern Hammer+	2-8	1-6	2	f
Hammer	2-5	1-4	1	f,cl
Javelin	1-6	1-6	1	f
Jo Stick	1-6	1-4	1	f
Long Sword	1-8	1-12	1	f,th
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Partisan+	1-6	2-7	2	f
Pick, Military	2-5	1-4	1	f
Pike, Awl+	1-6	2-12	1	f
Quarterstaff	1-6	1-6	2	f,cl,mu
Ranseur+	2-8	2-8	2	f
Scimitar	1-8	1-8	1	f,th
Short Sword	1-6	1-8	1	f,th
Spear	1-6	1-8	1	f
Spetum+	2-7	2-12	2	f
Trident	2-7	3-12	1	f
Two-Handed Sword	1-10	3-18	2	f
Voulge+	2-8	2-8	2	f
Composite Long Bow *	1-6	1-6	2	f
Composite Short Bow *	1-6	1-6	2	f
Long Bow *	1-6	1-6	2	f
Heavy Crossbow#	2-5	2-7	2	f
Light Crossbow#	1-4	1-4	2	f
Short Bow *	1-6	1-6	2	f
Sling	1-4	1-4	1	f,th

+ Polearm * Must have ready arrows to fire.
f-fighter, cl-cleric, th-thief, mu-magic-user

Must have ready quarrels to fire.

