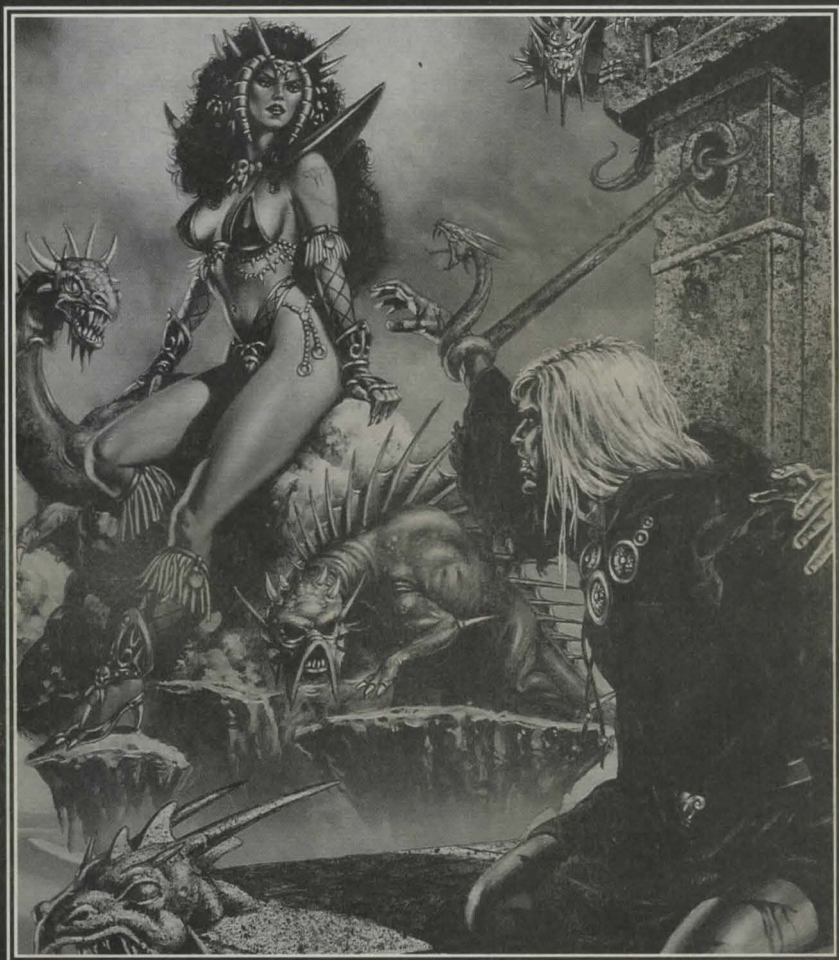


THE DARK QUEEN OF KRYNN
**ADVENTURER'S
JOURNAL**



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INTRODUCTION

A LETTER FROM THE GENERAL

Esteemed Heroes,

Word of your deeds has reached me here at Palanthis. I extend to you heartfelt thanks for the glorious deeds you have performed for our beloved Ansalon.

I, myself, am no stranger to the vile machinations of Lord Soth and his ruthless consort, Kitiara. By liberating the world from their dark influence, you have helped to heal the wounds left by the War of the Lance.

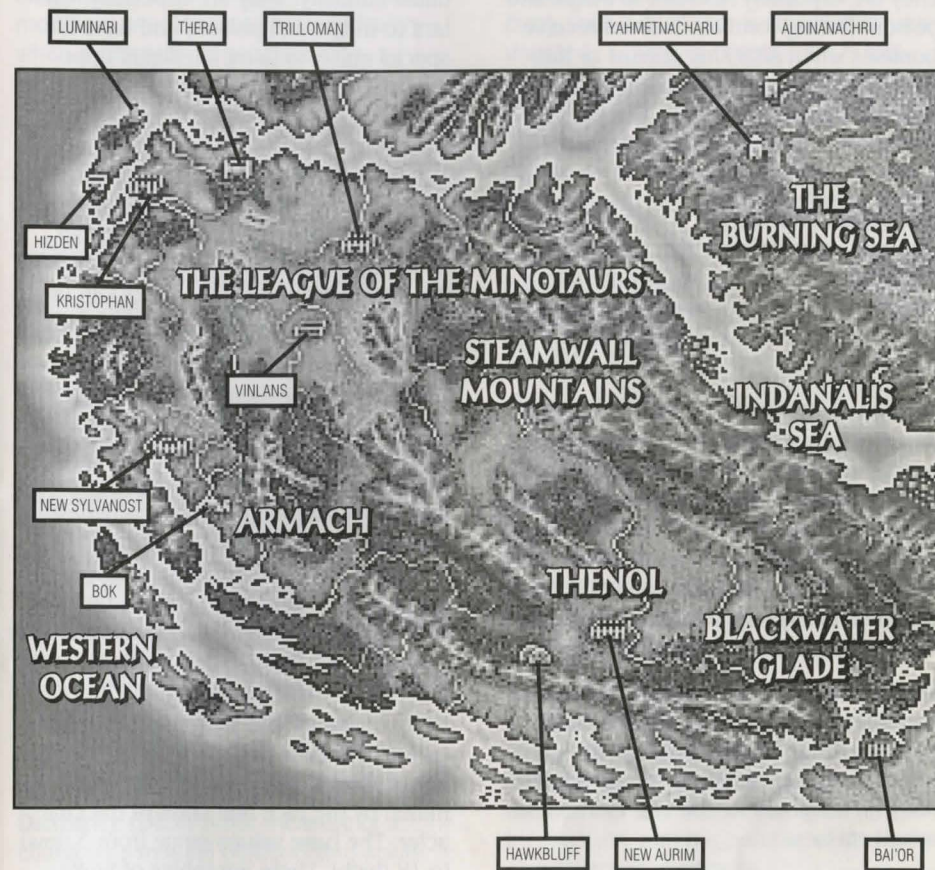
Despite your great victories, I fear that dark clouds still gather. My troops continue to scour the farthest reaches of the continent, in search of those still faithful to the Dark Queen.

I was resolved to invite you to our illustrious city, where you would be honored in a fashion appropriate to your valor. Instead, I must exhort you to journey in all haste to Palanthis, where I will receive you for a very different purpose.

General Lauralanthalasa



IMPORTANT FEATURES



CHARACTERS AND PARTIES

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

Player Races

There are seven races from which you may construct player characters, each with different talents and limitations. Tables beginning on page 49 summarize the racial class limitations and ability score modifiers. The following describes each race and tells which classes are open to them.

Hill Dwarves are a stubborn and rough race of sturdy workers and craftsmen. They are especially resistant to magic and poison. During combat, dwarves receive bonuses when attacking goblins or hobgoblins, and are adept at dodging the attacks of ogres and giants. Dwarves can be fighters, thieves, rangers, clerics of Reorx, or mixed classes.

Mountain Dwarves are somewhat clan-nish and more refined than their Hill Dwarf cousins, otherwise they are nearly identical. Mountain dwarves may be fighters, paladins, thieves, clerics of Reorx, or mixed classes.

Silvanesti Elves (High Elves) are a tall, arrogant, and long-lived race. They are nearly immune to *sleep* and *charm* spells, and are adept at finding hidden doors. During combat, elves receive bonuses when attacking with swords or bows. They cannot be raised from the dead. Silvanesti elves can be fighters, paladins, magic-users, clerics, rangers, and mixed classes.

Qualinesti Elves are slightly smaller and friendlier than their Silvanesti brethren, but they have identical abilities and bonuses. Qualinesti elves can be fighters, rangers, magic-users, thieves, clerics and mixed classes.

Half-Elves are hybrids, with many of the virtues of both humans and elves. Like their elf ancestors, they are resistant to *sleep* and *charm* spells, and are adept at finding hidden doors. Half-elves can be fighters, knights, magic-users, clerics, thieves, rangers, and mixed classes.

Kender are a small people characterized by an absolute lack of fear, and an insatiable curiosity. They are especially resistant to magic and poison, and have the special ability to taunt intelligent opponents. When kender successfully taunt, an opponent will attack in a mindless rage, suffering a loss of combat effectiveness. The preferred weapon of the kender is the hoopak, part staff-sling, part metal-shod staff, which only they can use. Kender receive bonuses to hit with hoopaks, and are deadly accurate shots. They can be thieves, fighters, rangers, clerics or mixed classes.

Humans are the most common player-race in the world of Krynn. Humans do have the disability of shorter life-spans than the other races. This may be a problem if they are subjected to many *haste* spells, which age the hasted character one year. They can be fighters, magic-users, clerics, thieves, paladins, rangers, and knights — but not mixed classes.

Ability Scores

Every character has six randomly generated ability scores as described below. These scores fall within a range determined by the race and class of the character. The base values range from 3 (low) to 18 (high). There are tables of limitations, modifiers, and bonuses starting on page 49.

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

Dwarves for instance, get a +1 constitution bonus and may have a maximum constitution of 19 instead of 18. All racial modifiers are calculated automatically when a character is generated.

Strength (STR) is the measure of a character's physical power, muscle mass, and stamina. Fighter-type characters (fighters, paladins, and rangers) may have exceptional strengths greater than 18 that are indicated by a percent value (01, 02, 03 . . . 98, 99, 00) following the base strength. High strength increases a character's combat ability with melee weapons, such as swords or maces. Strength also determines how much a character can carry without becoming encumbered and slowed in combat.

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

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

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

Constitution (CON) is the measure of a character's overall health. Characters receive one extra hit point if their constitution is 15, and two points if it is 16. Fighter-types (fighters, rangers, knights, and paladins) receive additional bonuses for constitutions of 17 or 18. A character's constitution also determines the maximum number of times that character can

be raised from the dead with *raise dead* or *resurrection* spells, and the chance of a resurrection attempt being successful. Every time a character is successfully resurrected, 1 point of constitution is lost.

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

Charisma is sometimes a factor when encountering NPCs — the higher a character's charisma, the more that character can persuade others to do what he wants. The character with the highest charisma should be the active character when dealing with NPCs.

Character Classes

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

Characters receive hit points, spells, and abilities based on their class, level, and (sometimes) ability scores. Refer to the tables at the back of this journal to find the number and size of hit dice a character receives, and the number of spells the character can memorize.

Clerics have spells bestowed on them by their deity and can fight wearing armor and using crushing (no edged or pointed) weapons. After selecting an alignment, clerics may only choose a deity appropriate to their alignment. Each of the deities extend special abilities to their followers. For more information, see the "Deities"

section on page 13. Clerics have the ability to sometimes turn away, or even destroy undead creatures such as skeletons or zombies. This power increases as the cleric increases in level. Clerics must memorize their spells just as magic-users, but they do not use spell books. When clerics gain a new spell level, they can automatically memorize any of the available spells for that level. The prime requisite for clerics is wisdom.

Fighters can fight with any armor or weapons, but they cannot cast magic spells. All fighter-types (fighters, paladins, knights, and rangers) gain the ability to attack more than one time per round when they reach higher levels. They can also have exceptional strength; gaining additional hit point bonuses if they have a constitution of 17+. The prime requisite for fighters is strength.

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

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

Rangers are a type of fighter, and can fight with any armor or weapons. They do additional damage when fighting giant-class creatures. Rangers must be of good alignment and have ability scores of at least 13 in strength and intelligence, and at least 14 in wisdom and constitution. They can use druid spells when they reach 8th level, and magic-user spells when they reach 9th level. Their spell-casting ability advances until 17th level. Rangers can never use scrolls of any type. The prime requisites for rangers are strength, intelligence, and wisdom.

Solamnic Knights are the pride of chivalric honor in the world of Krynn. The knights are divided into three orders: the Knights of the Crown, the Knights of the Sword, and the prestigious Knights of the Rose. All are renowned for their bravery and skill at arms. Knights begin the game with Solamnic Plate Mail, helm +2, long sword +2, and a shield +2.

Knights are valuable for their leadership ability in combat. Whenever a party with a Knight enters combat, he makes a leadership check. If the check is successful all NPCs in the party come under your control like regular PCs. Chance of success increases dramatically as a Knight rises through the three orders.

If a Knight of either of the first two orders (Crown or Sword) is of sufficient level, and has high enough ability scores, he may petition the next higher order for admission. When Knights of the Sword or the Rose become sixth-level, they gain the ability to cast some clerical spells.

Note: Knights receive experience bonuses for doing knightly deeds and not for meeting prime requisites minimums.

To join the Knights of the Sword a knight must have the following minimum ability scores: STR 12, INT 9, WIS 13, DEX 9, CON 10.

To join the Knights of the Rose a knight must have the following minimum ability scores: STR 15, INT 10, WIS 13, DEX 12, CON 15.

Magic-Users have powerful spells, but can use no armor and few weapons. They can only memorize those spells available in their personal spell books. Magic-users may add entries to their spell books whenever they go up in level or find scrolls with spells of levels that they are able to scribe. In the world of Krynn, the power of magic-users is moderated by the three moons, and magic-users are divided into three orders based on alignment. A magic-user's power fluctuates with the cycles of the moon that influences his order. For more information on the orders and moons see the "Magic" section (page 12). The prime requisite for magic-users is intelligence.

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

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

Alignment

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

World View

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

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

Chaotic indicates that the character values the individual over society.

Ethics

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

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

Evil indicates that the character acts without regard to others, or in an overtly malignant manner. Player characters cannot be evil.

Other Attributes

Each character also has three important values that change as the game goes on: hit points, experience points, and levels.

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

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

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

Experience Points are a measure of what a character has learned while adventuring. Characters receive experience points for actions such as fighting monsters, finding treasures, and successfully

completing quests. The computer keeps track of experience, and when characters earn enough, they may advance in levels. See the Level Advancement Tables beginning on page 55 for experience requirements.

New characters start the game with 1,000,001 EXP, which puts most single-class characters at about 12th level.

Levels are a measure of how much a character has advanced in his class. When they have enough experience points, characters may go to a training hall and receive the training required to increase in level. Characters may only advance one level at a time.

If a character has gained enough experience to go up two or more levels since the last time he has trained, he goes up one level, and lose all experience in excess of one point below the next level.

Example:

An 9th level thief enters a training hall with 375,000 experience points (enough for 11th level). He will leave as a 10th level thief with 220,000 experience points—one point below 11th level.

Characters cannot train for new levels once they have reached the maximum levels allowed.

Building a Successful Party

Forming a strong and adaptable party is a key to success in *THE DARK QUEEN OF KRYNN*. Up to six Player Characters (PCs) may be in a party—a party with fewer is less powerful and more likely to be eliminated by opponents.

Include a variety of classes in a party to get a good mix of skills. Here are two sample parties:

Sample Party #1:

1 Human Knight
1 Human Paladin
1 Dwarf Ranger
1 Kender Cleric of Mishakal/Thief
1 Qualinesti Elf Cleric of
Shinare/Fighter/Red Robe Mage
1 Silvanesti Cleric of
Majere/Fighter/White Robe Mage

Sample Party #2:

1 Human Knight
1 Silvanesti Elf Cleric of Mishakal/
Fighter/White Robe Mage
1 Half-Elf Ranger/Cleric of Majere
1 Qualinesti Elf Cleric of
Shinare/Fighter/Red Robe Mage
1 Kender Cleric of Kiri-Jolith/Thief
1 Qualinesti Elf Fighter/Red Robe
Mage

Why These Classes?

Cleric/Fighter/Magic-Users are the ultimate multi-purpose character. A cleric/fighter/magic-user can cast both magic-user and cleric spells while wielding the armor and weapons of a fighter. The main disadvantage of the cleric/fighter/magic-user is that, as a triple-class character, they advance in levels quite slowly.

Fighter/Magic-Users may cast spells while wearing armor. This split class can fight as well as a fighter and receives more hit points than a pure magic-user.

Cleric/Thieves have more hit points and a better armor class than pure thieves. As a cleric, the cleric/thief can cast healing and support spells, allowing the character to perform double duty as both the party thief and additional healer. The thief status permits the powerful 'back stab' attack which is described in the "Combat" section.

Clerics are essential for healing the party after engagements. The most efficient way to heal is to ENPCAMP and select FIX (you can issue this command several times while encamped). FIX works as follows:

If a cleric is in the party, all available cure spells are cast and automatically memorized until all characters are healed. If the party has taken more damage than clerics have cure spells, the FIX option may be used again. When FIX is used, characters at the top of the list will be healed before the characters below them. If a cleric is not in the party, hit points may be recovered through rest (1 HP per 24 hour period), potions or Temple services.

Rangers normally start the game with more HP than other fighter types. They do extra damage versus giant monsters, and receive magic and druidic spells at high level.

Knights are powerful fighters and there are some items that may only be used by them. Knights have special leadership abilities and gain clerical spells at high levels.

Paladins are great warriors. In addition to their martial prowess, they have natural *protection from evil 10' radius*, healing powers, and they gain clerical spells.

Preparation Tips

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

COMBAT

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

Combat Map

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

Initiative

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

Computer Control

In combat you control the actions of PCs. The computer controls the actions of monsters, NPCs, and PCs set to computer control with the QUICK command. If you have a Knight or paladin in your party, he may take control of NPCs at the start of combat by making a successful leadership check. A successful leadership check puts NPCs under normal control for that combat.

Combat Ability

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

Armor Class

A character's or monster's difficulty to be hit is represented by armor class (AC). The lower the AC, the harder the target is to hit. AC is based on readied armor and a dexterity bonus. Some magic items, such as some bracers, also help improve AC.

THACØ

The ability to hit enemies in melee or with missile fire is represented by THACØ. THACØ stands for **To Hit Armor Class Ø**. This is the number a character must 'roll' equal to or greater than to do damage on a target with an AC of 0. The lower the THACØ, the better the chance to hit the target.

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

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

Example:

A fighter with a THACØ of 5 attacking a monster with an AC of 3 would need to roll $(\text{THACØ } 5) - (\text{AC } 3) = 2+$

But to hit a monster with an AC of -2 he would need to roll $(\text{THACØ } 5) - (\text{AC } -2) = 7+$

Damage

Damage is the range of hit point loss the attacker inflicts and is based on the attacker's strength, weapon type, and any magic bonuses the weapon has. The base damage for each weapon is summarized in the Weapons Table on page 51.

Some monsters take only partial or no damage from certain weapon types. Skeletons, for example, take only half damage from sharp or edged weapons, while some other monsters may only be damaged by magical weapons.

Attacking

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

Melee Combat

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

Ranged Combat

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

Multiple Attacks

After seventh-level (eighth for rangers) all fighter-type characters increase the number of attacks they make with melee weapons. The first increase is three

attacks every two rounds, then two attacks every round. See the Bonus Attacks for High Level Fighters table on page 50.

All of a character's attacks are taken against his first target. If the first target goes down with the first attack, you can aim the remaining attack at another target. Fighter-types may also 'sweep' through several weak opponents in one combat round. When a character 'sweeps,' he automatically attacks all of the weak opponents.

Back Stabbing

A thief 'back stabs' if he attacks a target from exactly opposite the first character to attack the target. The thief may not 'back stab' if he has readied armor heavier than leather. A 'back stab' has a better chance of hitting the defender and does additional damage.

Saving Throws

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

Note: some monsters have natural magic resistance which decreases the chance that they will be affected by spells.

Combat Movement

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

Running Away

A character may flee from the battlefield if he moves faster than all enemies, but not if he moves slower than any enemies. A character has a 50% chance to move off the battlefield if he moves as fast as the fastest foe.

Exception: if a character can reach the edge of the combat map without any of his opponents being able to see him, he may then flee successfully even though he is slower than his opponents.

Returning to the Party

A character that moves off the battlefield returns to the party after the fight is over. If all active characters flee combat, any dead or unconscious characters are lost. Characters that flee a combat receive no experience points for the battle.

Combat Strategies

To succeed in combat, a skilled player deploys his party well, casts effective spells before and during combat, maneuvers his characters into advantageous positions, and attacks using his most powerful characters and weapons.

Deploying the Party

When a battle begins, your party is automatically positioned based on the order list of the characters. Characters near the top of the order are in the front lines and vulnerable to attack. To change the starting deployment, change the party order from the ALT menu while encamped. Shift the heavily armored fighters up the list and the vulnerable magic-users and thieves toward the bottom. Party order cannot be changed while in combat, although characters are free to move.

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

Wounded Characters

Characters who are seriously injured should be cured or moved out of the front lines if possible. Remember: if you move away from an adjacent enemy, he gets a free attack at your back and has an improved chance to hit.

Stopping Ranged Attacks

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

Exploiting Enemies' Weaknesses

Exploit your opponents' weaknesses by directing attacks against helpless, wounded, or isolated foes. Concentrate your attacks to eliminate one opponent rather than injure many (exception: enemy spellcasters). A foe with one hit point remaining attacks as powerfully as an uninjured one.

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

After Combat

If one or more characters survive on the battlefield at the end of combat, the bodies of unconscious or dead party members stay with the party. If the entire party flees from combat, all unconscious and dead party members are permanently lost. If ALL the party members are slain, go back to your last saved game and try again from that point.

MAGIC

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

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

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

Example:

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

$$(6 \text{ hours preparation}) + (2 * 15 \text{ min}) + (1 * 30 \text{ min}) + (1 * 45 \text{ min}) = 7 \text{ hours } 45 \text{ min}$$

Spells do not automatically have their full effect on their target. Each target of a spell may get a saving throw to avoid some or all of the effects of the spell.

Magic-Users

There are two orders of magic-users you can play — White Robe Mages and Red Robe Mages. All good alignment magic-users are White Robe Mages and all neutral alignment magic-users are Red Robe Mages. Evil magic-users are Black Robe Mages. The few magic-users in the world who do not enter an order are called 'Rogues,' and are attacked on sight by all of the other orders. Magic-users keep spell information in their personal spell books, and may only memorize spells that are recorded there.

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

The Moons of Krynn

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



LOW SANCTION (NEW MOON) WANING WAXING HIGH SANCTION (FULL MOON)

Saving Throws	-1	Normal	Normal	+1
Additional Spells*	0	0	+1	+2
Effective level	-1	Even	Even	+1**

* The additional spells can be of any level the magic-user can cast.

** Only a magic-user of sixth-level or higher who also has an intelligence of 15 or greater gains this benefit.

Spheres of Magic

The magic of Krynn operates in spheres, with the different schools of magic-users only able to manipulate certain of them; spells castable by one order may not necessarily be cast by another. The "Spell Parameters List" on page 52, and the "Spell Descriptions" beginning on page 24 detail which magic-user orders can cast each spell.

Clerics

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

Deities

Since the earliest days of Krynn, the wisdom of the deities has been brought to all the races through the efforts of the clerics, the mortal messengers of the will of the heavens. As a sign of favor, deities bestow upon their clerics special bonuses or additional spells. The following is a list of the deities of Krynn that are available to characters, their alignment, and clerical bonuses:

Good Aligned Deities

Paladine

Powers: None

Extra spells: protection from evil
10' radius

Majere

Powers: Turn undead as if cleric is two levels higher

Extra spells: silence 15' radius

Kiri-Jolith

Powers: +1 THAC0

Extra spells: detect magic

Mishakal

Powers: +1 die on all healing spells

Extra spells: charm person, remove curse, bless

Neutral Aligned Deities

Sirion

Powers: None

Extra Spells: burning hands

Reorx*

Powers: +1 THAC0 (dwarves only)

Extra spells: none

Shinare

Powers: None

Extra Spells: charm person

*All dwarven clerics must select Reorx and therefore must be neutral.

Knights and Paladins

Knights and paladins use their clerical spells identically to clerics, except that they can never use clerical scrolls, even if they may cast the spells.

Rangers

Rangers use magic and druidic spells.

They use magic spells identically to magic-users and the druidic spells as clerics use their magic. Rangers can never cast spells from scrolls, even if they can memorize and cast the scroll spell normally.

Tips on Magic

Both clerics and magic-users may cast spells which assist the party in combat. Preparatory spells, such as *bless* or *strength*, cast just before a tough battle can protect or strengthen characters. Combat spells can be cast to damage foes during combat. Healing spells can be cast either during or after combat to revive wounded comrades.

Spells should be memorized as soon as possible after they are used. This is most likely to happen after combat. When in camp, have your spellcasters memorize spells and select REST to allow them to imprint the spells for later use. Selecting REST without choosing new spells has the spellcasters memorize the spells they have cast since last resting.

Note: Before resting, it is a good idea to save your game—especially after tough combats. Also, keep at least two separate saved games at all times and alternate between them. This will allow you to go back to a save before that last, fatal battle or to try different strategies at key points.

MAGICAL TREASURES

As you travel about and encounter the monsters and puzzles that stand between you and finishing your various quests, you will find magical items to help you on your way. You can find magic items in a treasure by casting a *detect magic* spell using the DETECT command. To find out specifically what an item is, you must take it to a shop and have it identified.

Some magic items are in reality cursed and can do great harm. When a character reads a cursed item, a *remove curse* spell must be cast before the item can be dropped. Some magic items, such as wands or scrolls, may only be used by certain classes. Others may not work at all if certain other magic items are also in use.

Here are descriptions of some items that you may find. Remember: Some items are very rare, and you may not find all of them in your adventure.

Wands generally cast a set number of a given spell (for example, 10 *fireballs* or 15 *magic missiles*). Only experimentation or paying to have them identified tells what a wand does. The USE command allows a character to cast spells with a readied wand.

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

Scrolls carry either clerical or magic-user spells. A magic-user may use SCRIBE to permanently transfer a scroll into his spell book if the spell is of a level that he can memorize. Magic-users and clerics can both cast spells directly from scrolls with the USE command, even if they could not otherwise memorize the spells. Scrolls disappear after they have been used or scribed. Magic-users must cast *read magic*, or have scrolls identified in a shop before scribing or casting from them. Also, thieves of 10th level or higher have a chance of casting spells from magic-user scrolls.

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

Enchanted Weapons come in many sizes, shapes, and potencies. Sometimes a weapon will add between one and five to your THAC \emptyset and damage. Some weapons may have other fantastic magical properties including extra bonuses against specific types of creatures. Once a magic weapon has been readied from the Items Menu, the character has it for all combats.

Dragonlances are powerful enchanted weapons that were created for the War of the Lance to combat the evil dragons. They have large bonuses against any foe, but are deadly when attacking dragons, where they do the wielder's hit points in damage to the beast.

Enchanted Adornments such as bracers, necklaces, periapts, and especially rings are favorite objects for magical enchantment. These items may have any number of magical properties. Some items will help your AC, others may fire *magic missiles*, or offer protection from fire-based attacks. Once one of these items has been readied from the Items Menu, a character automatically gains all of its effects. The exception to this rule is that certain magical necklaces require the USE command to work.

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

CREATURES OF THE DRAGONLANCE™ SAGA

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

Bakali



These lizard-men of Taladas are powerful warriors, but they are susceptible to extra damage from cold attacks. Bakali warlords are the mightiest of their kind, and they may be accompanied by evil shamans.

Beholder



Also called "eye tyrants" or "spheres of many eyes," these are solitary horrors of great power. Each of the creature's eyes has a unique magical power. Beholders are armored with tough chitinous skin.

Black Pudding



Black puddings are lurking horrors of deep caverns and dungeons. They are immune to damage from weapons, lightning, and cold, but take normal damage from fire. A black pudding can dissolve armor; non-magical banded or plate mail can be dissolved in two rounds, while lesser armor can be dissolved in a single round. Each magical bonus on a suit of armor takes one additional round to dissolve.

Boring Beetle



These giant beetles favor rotting wood and similar organic material upon which to feed. They are usually found inside huge trees or unused underground tunnel complexes.

Disir



Disir are skulking monsters which are perpetually swathed in layers of poisonous slime. The slime protects a disir from damage from fire, and it also afflicts a person who is hit by a disir with momentarily severe agony, making it difficult for the victim to attack the disir until the effect of the toxin is overcome.

Draconian

Draconians are special troops of the Dragon Highlords. They are created by corrupting the eggs of good dragons with vile sorceries. Because of their magical origins, all draconians are somewhat resistant to magic. There are six types of draconians:



Aurak
Created from the eggs of gold dragons, they attack with energy bolts, poisonous gas clouds, or their claws and fangs. When an aurak is slain, it turns into a blazing ball of attacking energy and then explodes.

**Baaz**

Made from brass dragon eggs, they are the most common of the draconians. When killed, baaz will turn to stone and then crumble into a pile of rubble. The weapon used to slay a baaz will sometimes be trapped in its crumbling stone corpse and pulled from the attacker's hand.

**Bozak**

These draconians were created from bronze dragon eggs and can cast spells in addition to attacking with their claws and fangs. Bozaks explode when killed.

**Kapak**

These draconians can be distinguished from the others by their poisonous venom. Frequently kapaks will lick their weapons and coat them with venom. When a kapak is killed, it dissolves into a pool of dangerous acid.

**Sivak**

Sivaks are created from silver dragon eggs and are the only draconians that can truly fly. They are shapeshifters and are very deadly in combat.

**Traag (proto-)**

The traag draconians are among the first failed attempts to create draconians, a precursor to the more successful baaz. While not overtly tall, they are emaciated and gangly. They have sharp taloned hands, and crocodile-like snouts.

Dragons

These are some of the most powerful and dangerous monsters a party can encounter. The older and larger a dragon, the more damage it can do and the harder it is to kill. In addition to their awesome strength, dragons inspire an insidious terror called *dragon fear*. Many times the mere sight of a dragon will cause opponents to panic and flee:

**Amphi dragon**

These creatures, a unique crossbreed of a green dragon and a sea dragon, are vast toad-like inhabitants of swamps and ocean floors. They are most at home underwater, although they can hop about on land. Amphi dragons can breathe a jet of deadly acid upon their adversaries.

**Black Dragon**

These dragons attack by spitting streams of acid and slashing with razor sharp claws and fangs. Since they are extremely independent and only obey commands if it suits their purpose, black dragons were rarely used in direct assaults by the evil Dragon Highlords. They are more highly valued as guards.

**Blue Dragon**

Highly intelligent and greatly feared, these dragons exhale lightning bolts and attack in melee with claws and fangs. Blue dragons are more gregarious than many of their cousins. They obey orders and can act and fight together as a cohesive unit. They are loyal allies of the evil Dragon Highlords.

**Dragon, Death**

When some highly magical and intelligent dragons die, they become death dragons. Their will is so powerful that their dead and rotting bodies remain animated. They breathe a lethal cloud of gas.

**Green Dragon**

These dragons are notorious even among the other dragons for their cruel natures. They attack with a poisonous breath, and their claws and fangs. They will obey orders, but only from leaders whom they respect. Clever and subtle, green dragons prefer to use trickery and magic on an enemy rather than an all-out assault.

**Red Dragon**

Perhaps the most feared of all the evil dragons, these beasts were the favored assault force of the Dragon Highlord armies during the War of the Lance. Not usually inclined to obey orders, red dragons enjoy nothing more than setting cities ablaze, destroying, and looting. Red dragons can exhale great spouts of flame, cast magic spells, or attack with their claws and fangs.

**Sea Dragon**

The fearsome sea dragons resemble giant turtles with a dragon's head and tail. They travel the deep oceans, occasionally overturning small vessels for sustenance and entertainment. They can breathe a cloud of boiling steam which is equally destructive above and below the surface of the sea.

**White Dragon**

Unique among dragons in their preference for cold climates, these creatures can attack with their freezing cold breath in addition to razor sharp claws and fangs. These are one of the smaller and less intelligent of the dragon species.

Ettin

These fierce creatures look like giant two-headed orcs. They have great strength and wield spiked clubs that inflict terrible damage in combat.

Eye of the Deep

Eyes of the deep are oceanic cousins of the beholder. From their large central eyes, they can emit a blinding ray, which will stun all within their path. Even the gaze from one of their smaller eyes can paralyze the largest creatures of the sea.

Fire Elemental

These elementals are conjured up from their normal habitat on the elemental plane of fire. They are terrible to behold and can be fierce opponents. They are immune to both magical and non-magical fire attacks.

Fire Giant

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

Fire Minion



These fearsome creatures are composed of living flame, most often taking the shape of large humanoids. They radiate intense heat and are healed by fire.

Fireshadow



These are terrifying creatures of the abyss which are perpetually wreathed in an aura of pale green fire. They are immune to fire and their flaming green touch can consume a victim in minutes. They can also cast a *ray of oblivion* that instantly disintegrates all in its path.

Gas Spore



These floating spheres resemble beholders, but are actually benign. If a gas spore is attacked, it often explodes.

Ghast



These creatures are humans transformed into undead monsters which feed on the decaying flesh of corpses. Although the transformation from human-form has deranged and destroyed their minds, they maintain an evil cunning. Their touch paralyzes humans and they exude a carrion stench which causes retching and nausea. The ghast is susceptible to cold.

Giant Anemone



These sedentary submarine monsters catch prey in their tentacles, and inject a paralyzing poison. They then draw their prey in and devour it.

Giant Squid



The giant squids of the deep ocean can attack their prey with eight tentacles and a sharp beak. If a giant squid is seriously threatened, it will squirt

a blinding cloud of sepia ink, preventing attackers from hindering it as it departs for safer quarters.

Gorgon



These are large, carnivorous, bull-like creatures protected by a metallic hide. They can breathe a cloud of petrifying gas on their adversaries.

Hydra



These creatures are immense reptilian monsters with multiple heads. All of its heads must be severed before it can be slain.

Iron Golem



Fashioned in the form of stylized armor, iron golems are dangerous, fearless foes. They are affected only by very powerful magic weapons, magical electrical attacks (which slow them), and magical fire attacks (which heal them.)

Lich



These are undead wizards who have kept their body animated and their twisted spirits intact through magic. Liches maintain the magical ability they possessed in life.

Minotaur



These creatures are part-man and part-bull warriors from the Blood Sea Islands of Krynn. They are highly intelligent and dangerous opponents.

Mummy



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

Purple Worm



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

Sahuagin



The sahuagin are half-human, half-fish, and all evil. These marauders of the deep sea occasionally come ashore for brief raids to wreak havoc upon coastal dwellers. The mighty warriors and savage priestesses of the Sahuagin are fearsome foes.

Salamander



These reptilian creatures are immune to all fire-based attacks. They are dangerous foes because of their evil nature and their immunity to all but magical weapons.

Sea Snake



These snakes are venomous marine monsters which like to immobilize their prey with powerful toxins before swallowing the victim whole.

Shambling Mound



These huge creatures resemble animated piles of moss and slime. They attack with their club-like arms and can smother opponents in their slime. Their slimy forms are immune to fire and strengthened by *lightning bolts*.

Skeleton Warrior



These undead warriors are forced into their nightmarish states by powerful wizards. They are used by their controllers as bodyguards, servants, or workers. Clerics have no power over these undead.

Spectral Minion



These undead are the spirits of humans and demi-humans who died before they could fulfill powerful vows or quests.

Spectral minions are often not evil — their unfulfilled obligations are often quite noble. They can only be hit with magic weapons.

Spectre



These undead spirits haunt the most desolate and deserted places. They attack all living creatures with mindless rage, drain life levels, and can only be hit by magical weapons.

Spiders

These creatures are aggressive predators—even when not hungry, they attack creatures that disturb them. These are some of the species you may encounter:



Enormous Spider

These spiders are poisonous, quick, and all too common hunters.



Whisper Spider

These spiders use lures and misdirection to capture their prey, slaying them with a deadly poisonous bite.

Two-Headed Troll



Kin to both the troll and the ettin, these creatures pack twice the punch of smaller trolls. Luckily, two-headed trolls do not regenerate as fast as their weaker, single-headed cousins.

Umber Hulk



These subterranean carnivores burrow through the ground with powerful claws.

Vampire



These undead feed on the blood of the living. Often they are indistinguishable from humans, and they maintain abilities they possessed in life (This sometimes includes spellcasting). Vampires can only be hit by magical weapons.

Wraith



These evil undead spirits feed on adventurers' life essence and can only be hit by silver or magical weapons.

Wyndlass



These are tentacled horrors that lurk in desolate swamps and gloomy forests. A powerful predator, they can easily devour an entire horse.

Few have survived a firsthand meeting with a wyndlass.

Zombie



These are mindless, animated undead controlled by evil wizards or clerics. Although they are more dangerous than skeletons, they move very slowly. These evil spirits' keening wail strikes fear into the hearts of men. They attack with a chilling touch.

Zombie Minotaur



These zombies are created from the remains of minotaurs.

New Monsters

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

Legend:

AC: Armor Class

HD: Hit Dice

Mv: Movement

Int: Intelligence

Size: Size (M = Man Size, L = Large)

Align: Alignment

(TN = True Neutral, LE = Lawful Evil,

NE = Neutral Evil, CE = Chaotic Evil)

THACØ: To Hit Armor Class Ø

Att: Number of attacks

Dmg: Damage

Spec Att: Special Attacks

Spec Def: Special Defenses

XP: Experience Point Value

Enchanted Aurak Draconian



AC: -8; HD: 16; Mv: 15; Int: Genius;

Size: M; Align: LE; THACØ: -3;

Att: 2; Dmg: 4d8/4d8;

Spec Att: Exploding, Magic; XP: 16,000

Enchanted draconians are deadlier forms of the draconians of Ansalon, their abilities enhanced by powerful sorcery. The enchanted aurak can cast *meteor swarm*, *otto's irresistible dance*, *delayed blast fireball*, *disintegrate*, and *flesh to stone*, once per day. Enchanted auraks go berserk when slain, like auraks, and do double damage when they hit while dying. When they finally explode, enchanted auraks do 16d8 points of damage over the same area as a *fireball*.

Enchanted Baaz Draconian



AC: 0; HD: 9; Mv: 15; Int: High;

Size: M; Align: CE; THACØ: 5;

Att: 2; Dmg: 2d8/2d8;

Spec Def: Trap Weapons; XP: 6,000

Enchanted Baaz can capture weapons by turning portions of their bodies to stone whenever they are hit, not merely when they are killed.

Enchanted Bozak Draconian



AC: -4; HD: 12; Mv: 15; Int: Genius;

Size: M; Align: LE; THACØ: 1;

Att: 2; Dmg: 3d8/3d8;

Spec Att: Explosion, Magic; XP: 11,000

Enchanted Bozaks may cast *cone of cold*, *ice storm*, *fire shield*, *lightning bolt*, and *slow*, once per day. When an enchanted bozak is slain, it explodes into fragments, with the same effect as an *ice storm*.

Enchanted Kapak Draconian



AC: -2; HD: 10; Mv: 15; Int: High;

Size: M; Align: LE; THACØ: 3;

Att: 1; Dmg: 2d10;

Spec Att: Poison, Acid; XP: 8,000

Enchanted Kapaks coat their weapons with their toxic saliva; anyone hit by a kapak must save versus poison at -4 or be paralyzed for 3d6 rounds. When an enchanted kapak is slain, it dissolves into a pool of fuming acid which may spatter up to 10 feet in any direction.

Enchanted Sivak Draconian



AC: -6; HD: 14; Mv: 24; Int: Genius;
Size: M; Align: NE; THACØ: -1;
Att: 3; Dmg: 2d8/2d8/4d8;
Spec Att: Back stab, Explosion; XP: 13,000

Enchanted sivaks which sneak up behind their adversaries may 'back stab' as thieves do. When an enchanted sivak is slain, it erupts with the effect of a *meteor swarm*.

Enchanted Traag Draconian



AC: 2; HD: 8; Mv: 6; Int: Average;
Size: M; Align: CE; THACØ: 7;
Att: 2; Dmg: 2d6/2d6; XP: 3,000

Enchanted traag draconian are enhanced specimens of the first, experimental breed of draconians. They have no special powers.

Greater Disir



AC: 0; HD: 9; Mv: 12; Int: High;
Size: M; Align: LE; THACØ: 12;
Att: 3; Dmg: 2d6/2d6/3d8;
Spec Att: Poison;
Spec Def: Fire Resistance; XP: 7,000

Greater disirs are close relatives of the slime-covered disir, and the two can frequently be found in the same horrid company.

Greater Otyugh



AC: 0; HD: 14; Mv: 6; Int: Average;
Size: L; Align: TN; THACØ: 7;
Att: 3; Dmg: 2d10/2d10/1d6;
Spec Def: Immunity to Disease;
XP: 10000

Mages in the Realms have found that otyughs provide excellent defense while disposing of useless offal. Since many mages are dissatisfied with what already exists, some have improved on the otyugh. Except for their great size and strength, greater otyughs are identical to the otyugh.

Huge Bat



AC: 2; HD: 9; Mv: 18; Int: Low;
Size: L; Align: NE; THACØ: 12;
Att: 3; Dmg: 2d4/2d4/1d8;
XP: 1,400

These are mighty cousins of the cave-dwelling bat. They attack with the claws on their wings and a vicious bite.

Huge Crocodile



AC: 2; HD: 12; Mv: 12;
Int: Animal; Size: L;
Align: TN; THACØ: 9;
Att: 2; Dmg: 5d6/3d10;
XP: 6,000

The huge crocodiles of the marshes and fens of the Blackwater Glade are the largest of their kindred upon Krynn. They can attack with their mighty jaws and by sweeping their powerful tails with the speed of a striking cobra.

SPELL DESCRIPTIONS

First Level Cleric Spells

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

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

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

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

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

Second Level Cleric Spells

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

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

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

Silence 15' Radius magically dampens all sound in the area around the target. The target character or monster, and all adjacent, cannot cast spells for the duration of the spell.

Slow Poison revives a poisoned person for the duration of the spell.

Snake Charm paralyzes as many hit points of snakes as the cleric has hit points.

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

Third Level Cleric Spells

Cure Blindness counters the effects of *cause blindness* and *power word blind*.

Cure Disease removes the effects of disease caused by some monsters or *cause disease*.

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

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

Remove Curse removes the effects of *bestow curse* and allows the target to unready cursed magic items.

Fourth Level Cleric Spells

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

Neutralize Poison counteracts all toxins and revives a poisoned person.

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

Sticks to Snakes causes a distracting mass of snakes to irritate the target. The snakes will make movement and spell casting impossible for the duration of the spell. Powerful creatures may ignore the created snakes.

Fifth Level Cleric Spells

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

Dispel Evil improves the target's AC by 7 versus summoned evil creatures for the duration of the spell, or until the target hits a summoned creature. The creature must make a saving throw when it is hit or be dispelled.

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

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

Sixth Level Cleric Spells

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

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

Seventh Level Cleric Spells

Resurrection is similar to *raise dead*, except that it also restores all hit points.

Restoration returns life energy stolen by *energy drain* or the attacks of such undead as wights.

First Level Druid Spells

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

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

Faerie Fire rings a targeted creature in magical light. This spell will outline otherwise invisible targets and give a +2 THACØ bonus to anyone attacking an affected creature.

Invisibility to Animals makes the target invisible to non-magical, low or non-intelligent animals. This spell does not offer protection against intelligent opponents or magical creatures.

Second Level Druid Spells

Barkskin causes the target's skin to become tougher and harder to damage. The tough skin improves AC by 1. This is a good spell to cast before combat.

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

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

Third Level Druid Spells

Cure Disease removes the effects of diseases caused by some monsters or *cause disease*.

Hold Animal is similar to the cleric spell *hold person*, except that only normal and giant-sized animals are affected. This spell does not affect monsters or NPCs.

Neutralize Poison revives a poisoned person.

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

First Level Magic-User Spells

Burning Hands causes 1 hit point of fire damage per level of the caster. There is no saving throw. Usable by both Red and White Robe Mages.

Charm Person changes the target's allegiance in combat so that an opponent will fight for the caster's side. It only affects character types (human, dwarf, etc.). Usable by both Red and White Robe Mages.

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

Enlarge makes the recipient larger and stronger. The higher the caster's level, the greater the spell's effect. Usable by both Red and White Robe Mages.

Friends raises the caster's charisma by 2-8 points. It is best cast just before dealing with NPCs. Usable by both Red and White Robe Mages.

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

Protection from Evil improves the AC and saving throws of the target by 2 against attackers of evil alignment. Usable by both Red and White Robe Mages.

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

Shield negates enemy *magic missile* spells, improves the magic-user's saving throw, and may increase his AC. Usable by both Red and White Robe Mages.

Shocking Grasp does 1-8 hit points of electrical damage +1 hit point per level of caster. Usable by both Red and White Robe Mages.

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

Second Level Magic-User Spells

Detect Invisibility allows the target to spot invisible creatures. Usable by both Red and White Robe Mages.

Invisibility makes the target invisible. The THACØ of melee attacks against invisible targets is reduced by 4, and it is impossible to aim ranged attacks at them. Invisibility is dispelled when the target attacks or casts a spell. Usable by both Red and White Robe Mages.

Knock opens locks. The spell will affect both magically and non-magically locked doors, chests, etc. Usable by Red Robe Mages only.

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

Ray of Enfeeblement reduces the target's strength by 25% + 2% per level of the caster. Usable White Robe Mages only.

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

Strength raises the target's strength by 1-8 points depending on the class of the target. Usable by Red Robe Mages only.

Third Level Magic-User Spells

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

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

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

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

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

Invisibility, 10' Radius makes all targets adjacent to the caster invisible. The THACØ of melee attacks against invisible targets is reduced by 4, and it is impossible to aim ranged attacks at them. Use

this spell to set up a battle line while your enemies seek you out. Characters lose invisibility if they do anything but move. Remember: some monsters can see invisible creatures. Usable by Red Robe Mages only.

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

Protection from Evil, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against attackers of evil alignment. Usable by White Robe Mages only.

Protection from Normal Missiles makes the target immune to non-magical missiles. Usable by White Robe Mages only.

Slow affects 1 target per level of caster and halves the target's movement and number of melee attacks per round. *Slow* can be used to negate a *haste* spell and only affects the side opposing the spellcaster. Usable by Red Robe Mages only.

Fourth Level Magic-user Spells

Bestow Curse reduces the targets THACO and saving throws by 4. Usable by White Robe Mages only.

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

1-2 three hit-die targets, or 1 target of four or more hit dice. Usable by White Robe Mages only.

Confusion affects 2-16 targets, causing them to make a saving throw each round or stand confused, become enraged, flee in terror, or go berserk. *Confusion* is most effective when used against a large number of enemies. Usable by White Robe Mages only.

Dimension Door allows the magic-user to teleport himself to another point on the battlefield within his line of sight and the range of the spell. Magic-users can use it for quick escapes. Fighter/magic-users can use *dimension door* to reach enemy spellcasters or ranged weapons. Usable by Red Robe Mages only.

Fear causes all within its area to flee in terror if they fail their saving throws. Usable by Red Robe Mages only.

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

Fumble causes the target to become clumsy and unable to move or attack. If the target makes his saving throw, his attacks and movement are halved. Usable by White Robe Mages only.

Ice Storm does 3-30 hit points to all targets within its area. There is no saving throw. This spell will even inflict full damage on opponents protected by *resist cold*. Usable by both Red and White Robe Mages.

Minor Globe of Invulnerability protects the caster from incoming first, second, or third-level spells. The globe is very effective when used in combination with *fire shield*. Usable by White Robe Mages only.

Remove Curse removes the effects of *bestow curse* and allows the target to unready cursed magic items. Usable by White Robe Mages only.

Fifth Level Magic-user Spells

Cloud Kill is similar to the *stinking cloud* spell, except that its area of effect is larger and it kills weaker monsters. More powerful monsters may be immune to the spell. Usable by both Red and White Robe Mages.

Cone of Cold unleashes a withering cone-shaped blast of cold. The spell's range and damage increases with the caster's level. Usable by both Red and White Robe Mages.

Feeblemind causes targets who fail their saving throw to drop dramatically in intelligence and wisdom and become unable to cast spells. A *heal* spell must be cast on the victim to recover from the effect. Usable by White Robe Mages only.

Fire Touch creates a blazing aura around the recipient. This aura adds 2-12 points of extra fire damage to all of the recipient's attacks. Usable by Red Robe Mages Only.

Hold Monster is similar to *hold person*, except that it affects a wider variety of creatures. Usable by White Robe Mages only.

Iron Skin causes the magic-user's skin to become extremely tough and damage resistant. The magic-user's AC is reduced by four. Usable by Red Robe Mages Only.

Sixth Level Magic-user Spells

Death Spell kills opponents instantly and irrevocably. The spell will slay a greater number of weak opponents than strong. Usable by both Red and White Robe Mages.

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

Flesh to Stone causes the target to make a saving throw or be turned into stone. Usable by Red Robe Mages only.

Globe of Invulnerability protects against 1st through 4th level spells. Usable by White Robe Mages only.

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

Seventh Level Magic-user Spells

Delayed Blast Fireball is a more powerful version of the third level spell and will go through a *minor globe of invulnerability*. Usable by both Red and White Robe Mages.

Mass Invisibility is identical to the *invisibility* spell, except that it will effect several targets at once. This can be a valuable spell to cast before a known encounter. Usable by Red Robe Mages only.

Power Word, Stun will cause one creature to be stunned and unable to think or act effectively. The weaker the target, the longer it will be stunned. Usable by both Red and White Robe Mages.

Eighth Level Magic-User Spells

Mass Charm is similar to the fourth-level spell, except that it affects a much larger number of targets. Usable by White Robe Mages only.

Mind Blank is a powerful protective spell that defends the recipient from all spells that attack a character's will, such as *charm* or *feeblemind*. Usable by White Robe Mages only.

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

Power Word, Blind strikes a target instantly blind. Usable by both Red and White Robe Mages.

Ninth Level Magic-User Spells

Meteor Swarm is a very powerful and spectacular spell, similar to a *fireball*. When cast, four magical spheres fly from the caster's hand toward the target. Anything in the spell's path receives 10-40 hit points of damage. Usable by both Red and White Robe Mages.

Monster Summoning calls forth one or two powerful creatures to fight on the side of the spell magic-user. The creatures disappear after the battle. Usable by both Red and White Robe Mages.

Power Word, Kill will instantly slay one or more creatures within the spell's range. The spell affects approximately 120 hit points worth of targets. Usable by both Red and White Robe Mages.

JOURNAL ENTRIES

ERKJUT

JOURNAL ENTRY 1 THE HAG'S PROBLEM

"My name is Eshalla. Not long ago, I was shopping in the Imperial City, just minding my own business. All of a sudden, I looked down and saw this coin purse lying in the street. I innocently picked it up and this brutish minotaur grabbed me by the arm and accused me of stealing his purse! I broke free and called him an ugly cow-faced spawn of a gnome. It was all I could do! He took this quite personally, and roared in anger. He signaled to a mage who was in his attendance, and before I could run away . . . poof! I am as you see me, a withered hag, with bad teeth, and not a friend in the world."

JOURNAL ENTRY 2 DRAGONMEN JUSTICE

The elders of the dragonmen finish their council and the eldest approaches you. "Your talk, no money. Zarketh, no guide. No money. You talk, no money, truth talk?" His speech is hard to understand, but Zarketh translates for you: "You may give witness, but you will get no money in return. And they will not permit me to be guide, as I swore. 'Let the drylanders flounder and sink,' they say."

MAKENE - Gebone
WFFBENE - don't in
pace + walk in
light

JOURNAL ENTRY 3 THE GUARD'S TALE

THE GUARD'S TALE

"Eons ago, before the minotaurs arrived on the shores of Kristophan and claimed the city for their own, my wife and I were members of royalty. The minotaurs forced us into slavery, and we labored each day with barely enough food to survive.

"With our children starving, my beloved wife stole some crusts of bread. An old cow caught her and we were both quickly sentenced to an eternity of agony. My wife was locked in this cell, where each day she perishes anew from hunger. I was condemned to stand guard at the door, lest anyone try to rescue her from this misery. The only thing that will break the spell is the Heart-Shaped Key, which will unlock the door and unite us again. Alas, the key was hidden ages ago, somewhere in the depths of the Tomb."

JOURNAL ENTRY 4 TREACHERY

You awake with Baldric's strange music still playing over and over in your heads. All of your money is gone, as are several of your magical items. Worst of all, the priceless dragon scale is nowhere to be found.

(GREEN) GEBENE we have pace in our NEARS (TREAS) (TREAS)



JOURNAL ENTRY 5 THE ELEVATOR

Looking up, you see jagged pipes and cracked walls as light trickles out of dozens of hallways every ten feet up. Before you, where some sort of intricate platform used to be, sits a huge, hot air bag floating above a large basket. Two gnomes, dressed in jackets, caps and white gloves, come to attention at your approach. They awkwardly raise a hand to their foreheads and bid you greetings. Tas says "They're kind of new at this." Other gnomes squeal, "More people to test the new lift!"

The well dressed gnomes usher you in, then nervously climb in with you. The other gnome swings a large pipe over from the wall and sets the end under the bag floating over your heads. He yells, "Clear!" and all of the gnomes fall to the floor of the basket just as hot scalding steam gushes out, blasting you in the face. The bag rises, and you bump and crash your way up the shaft.

You hear a voice below saying " . . . well, if they weren't so tall. . . ."

JOURNAL ENTRY 6 TASSLEHOFF BURRFOOT

"After the War of the Lance, I was bored and someone told me about the marak kender, here on Taladas. I was curious, and made my way over. There was this ship and such. But have you met the marak? They— they— they're as uninteresting as life gets. They worry and complain and it's hard to believe we're even related. Then a passing dragon mentioned the old elves here in Tualtin. So I came to visit."

we politely but firmly decline

LIMENE
BILBARA
SHU WARA

JOURNAL ENTRY 7 THENOL KING

"Many come to tell me that my alliance with the draconians is a mistake. They rant how the draconians have some dark purpose that will kill us all. Balderdash! The power of Thenol is on the rise, and they wish to rush with us to glory. See how carefully they guard my own person and Trandamere, my valued councilor, in Hawkbluff.

"These same people used to tell me that the priesthood of Hith was bad for Thenol. And see how wrong they were. Since the Cataclysm, we have been the most resourceful and adaptable of peoples. It is the great Thenolian gift."

JOURNAL ENTRY 8 LANDED

You followed the monsters that landed ashore.

They killed and they burned, but also found friends,

In the men who bring fact to the dire Sharkmen's lore.

JOURNAL ENTRY 9 MIRROR

"We have something in common now, travelers. We are both among the very few to have foiled the careful plans of Raistlin Majere. For that you have my grudging respect, but no less hatred, of course.

(ELCA)

we will THA INSTANTLY NOCBANI - Honor is your treasure greatest
- we block our ears to language of THAT SORT

"You think you have defeated me, but of course you are quite wrong. You are mortals; do not dare to think more than mortal thoughts, lest you join Raistlin.

"One day you will grow old, and weak, or foolish. Meanwhile my malice goes on and on, growing stronger, deeper, more subtle. Which is why I propose this bargain to you."

JOURNAL ENTRY 10

FASTILLION SPEAKS

"Hmm, well then, I suppose it's a good thing you came after all. There's evil at work in Thenol to the south, you know. Or I suppose you don't know and that's why you're here, isn't it? Well, yes, there's evil at work in Thenol, and Trandamere's probably behind it. He's sworn to conquer all Taladas, actually. Never was such a nice guy, that Trandamere. The draconians are up to no good, and Thenol's involved, no doubt about it.

"The Hulderfolk might help. Probably would in fact. You can find them to the east of Trilloman. But the price is high; the price is always high. And you ought to go find the Oracle of Tengur in the Tombs of Kristophan. You can't beat the Oracle for a good augury. And that's what you need most likely, a good augury. I had the keys to the inner chambers of the Tombs here somewhere."

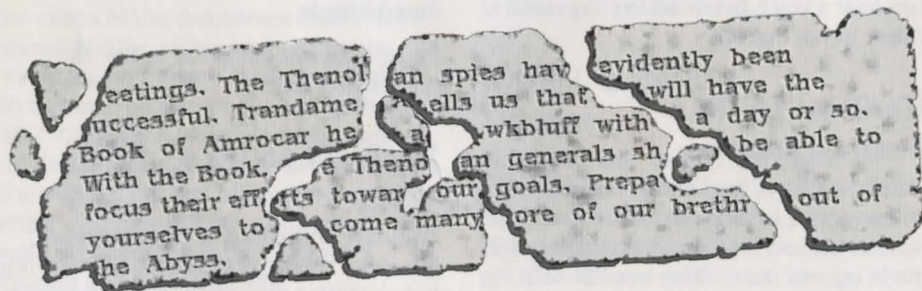
JOURNAL ENTRY 11

A SADDENED CAPTAIN DAENOR

"I kept my vow but slew Crysia in its keeping. My heart is heavy, for she was all in Krynn that I had. Forgive me, friends, for there is no greater torment than failure." The captain's eyes rise darkly, "Let these draconians beware, for vengeance lurks within my heart!"

JOURNAL ENTRY 12

SHARDS



JOURNAL ENTRY 14

SHIPWRECK

"One of our number spied your ship in distress and summoned others. We sped like arrows, but when we arrived the ship was already in pieces. We pulled all the landfolk out, cast spells upon them, and brought them to our city Naulidis. The ship's crew proved to be a superstitious lot, ill-suited to life undersea, and so we sent them back to Ansalon. 'Tis strange to me that they who spend their life on the sea should be so fearful of what is underneath it, but so it is."

JOURNAL ENTRY 15

STAFF

In the Thenol state, find a staff,
Wield its power, exert its might.
Strike down the gnomes and hesitate not,
Steel your nerve, your task is right!

JOURNAL ENTRY 16

VOID

You stand upon a vast undulating plain. It seems featureless, but as you look more closely, here and there, a bit of ruin juts above the sand. Suddenly, on a wave of despair, all the lore you've ever heard about the Abyss comes flooding back into your minds. You remember hearing about how whole houses, ships, and cities, doomed by pride, hate, or treachery, have been thrown into the Abyss. And how those doomed to sojourn here, end up begging others for death, a boon that is

seldom granted. You recall hearing that the abishai, minions that dwell here, maniacally claw each other to reach the Red Gate of Wyrllish, where they are reincarnated as draconians. You remember the immense price that the hero Huma made to banish Takhisis, creator of all evil, to this loathsome plane. And finally you recall the folk wisdom about the Abyss: "Easy to get into. Impossible to leave."

JOURNAL ENTRY 17

TREMOR

"You may think us cowards, but we are the noblest of creatures, toiling under our Burden. Because we chose not to fight Takhisis' battles for her during the Wars of the Lance, she struck a scale from the chest of Kothar, our leader, and cursed away our confidence. Since then, the leader of the red othlorx has had Kothar's blemish, and our Burden shall remain until the scale is returned.

"But now the puny Thenolites invade our realm! If not for the Burden, we would drive them back in fear and ruin!" Tremor lowers his head. "It is not just. Baldranous and the other othlorx defend us, as is only right, but the Burden is so great, we curse Takhisis every day!" As Tremor turns away, you notice a scale missing from his chest.

JOURNAL ENTRY 18**AIR SHAFT**

The sounds echo so much they are barely recognizable. Noises of machinery blend with the clash of weapons and the bellow of fire creatures. Then the unmistakable shout of a kender taunting his foes reverberates through the shaft. Tasslehoff Burrfoot is going into combat!

JOURNAL ENTRY 19**THE DRACONIAN'S SCROLL**

"Commander Barath -

You are hereby granted leave to make any and all arrangements with the Thenolian government necessary to acquire their full cooperation. Do not concern yourself with the particulars of promises made, as we have no intention of fulfilling them. Consider the Thenols a tool to be used and discarded when no longer useful. Pass this information on as necessary to subordinates, then destroy this message." At the bottom of the scroll is an impressive seal.

JOURNAL ENTRY 20**THE BLACK ROBED ONE**

The hood falls to the shoulders of the black robed figure. The pale mage smiles cruelly, "I see you have received my call. I am glad to see you, my fine champions. I need your help in order to succeed with my plan." He casually waves a thin hand

before you. Suddenly, your vision begins to blur and you begin to feel dizzy. "My plan is to stop you before you can interfere with Her Highness' plan. I see you will not be a problem . . . not a problem at all."

As you fall to your knees, you see the mage's face twist and stretch into the hideous countenance of a draconian. As its coarse laughter fills the chamber, everything goes black.

JOURNAL ENTRY 21**THE GREAT ORACLE**

"Centuries ago, a group of humans marched from Styrillia in search of a new home. Led by the great Kristophus, their trek brought them here, where they began construction of a city. But soon, the Minotaurs arrived from far off Ansalon and claimed this land for their own.

"Eragas the Brutish became the new emperor and at his side was the human Oracle of Tengur. The Oracle led the emperor wisely in his conquests, and for this, some have called him a traitor. That is a lie! The Oracle used his position to win rights for the humans and the other conquered races. In exchange for his wisdom, the Minotaurs swore to enslave only a fraction of those whose lands they annexed. This is a promise that is kept to this day.

"When he died, the Oracle's spirit was hidden somewhere within the city walls, until it could be put to good use once again."

JOURNAL ENTRY 22**THE TRUTH**

"Don't believe everything you hear," continues Lord Trandamere, puffing on his pipe as he relaxes on the sofa.

"Fastillion's had it in for me since I boot-ed him out of Thenol for counterfeiting coin of the realm. He made himself a size-able fortune passing around fool's gold, before we wised up to his tricks. Last I heard, he was hanging his hat in a light-house up in the League someplace, mooning after some mermaid doxy. Anyway, I could use your help, controlling these dragonmen which are making life miserable for folks around here. Interested?"

JOURNAL ENTRY 23**THE SENSITIVE MINOTAUR**

"Superiority is clearly the right of all minotaurs. But, do not let this great gift work against you! How easy it is to belittle, insult, or even trample our servants. It is indeed our right to do so, but it may be in our favor to show occasional restraint.

"It is natural for other races to be resentful, or even to feel hatred toward their betters. These feelings may lead to inefficiency and sloth. So next time, instead of flogging your human slave, try a gentle reprimand, or even a kind word, like, 'I am not angry at you, only at the result of your actions.' This will instill more confidence in your slave, which may actually blossom into affection towards you. Remember, 'a happy slave is a productive slave.'

"In these modern times, we must be more sensitive to the feelings of those beneath us. It may be time to put behind that old adage; 'If you weren't born with horns, you were born to be scorned.'"

JOURNAL ENTRY 24**ANTHELA**

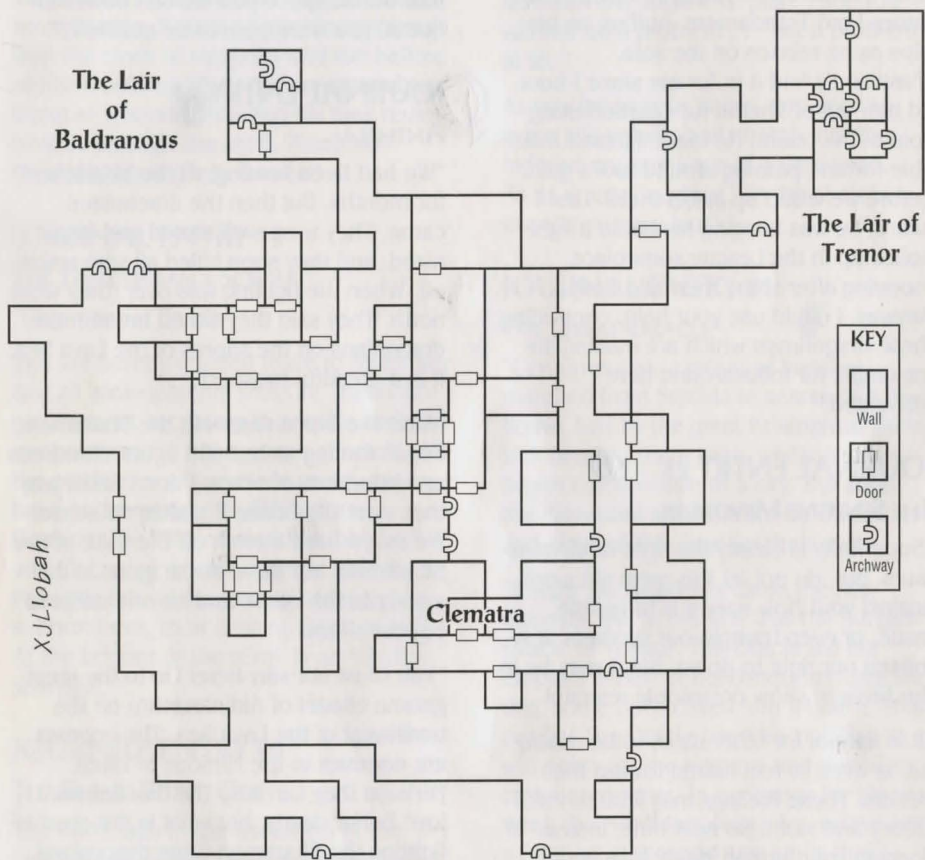
"We had been holding off the Sharkmen for months. But then the draconians came. They were well armed and organized, and they soon killed all who resisted. When the fighting was over, they went north. They said they would breed more draconians on the shores of the Lava Sea. It is a dreadful prospect.

"After the draconians left, the Sharkmen began forcing us to build boats. Hundreds and hundreds of boats. I don't know why they want the boats; it makes no sense. We might have thrown off the yoke of the Sharkmen, but there are dragons in the woods to the north, and no one dares to oppose them.

"You must not stay here! Go to the great gnome citadel of Aldinanachru on the northwest of the Lava Sea. The gnomes are enemies to the Minions of Hiteh. Perhaps they can stop the draconians. I love Bai'or dearly, but what is the good of fighting the Sharkmen if the draconians will soon conquer all the lands? Go now and warn the gnomes. Do not incite the wrath of the dragons to the north, or there may be no one left when you return . . . no one left in Bai'or."

JOURNAL ENTRY 25

LAIRS



JOURNAL ENTRY 26

SOME RELIEF

"And the gnomes really want to help, too. But the King said, 'Help is completely out of the question at this point in time!'" Tas raises his head and mimics the King. "Our own situation is a parliament of importance!" Captain Daenor begins to smile and chuckle, then, as Tasslehoff begins stumbling around the room wiggling his head and crashing into things, Daenor bursts into hysterical laughter and says, "The good gnome peoples do not appreciate this unwarranted interruption in their daily schedules!"

All of the past weeks of worry and frustration pour out of Daenor in waves of laughter.

JOURNAL ENTRY 27

GRUNSCHKA'S OATH

The she-dwarf grins crookedly, as she holds the glowing Grathanitch in her hand. "My mother once told me, 'Every man for himself!' and my time has come. The Dark Queen is dead, the draconians are all gone. You don't need me anymore or this either."

The stone's power courses through the dwarf, filling her until she begins to swell. "It's mine! I feel myself growing stronger, bigger. Soon, I'll be unbeatable. I could be King of the World . . . I mean Queen."

JOURNAL ENTRY 28

PRESENT

Find the realm where Tremor is lord.

Choose the right present to add to his hoard.

JOURNAL ENTRY 29

RITUAL WORDS

- ✓ Limene: 'We will do that instantly.'
- ✓ Bilbara: 'We politely but firmly decline.'
- ✓ Shuwara: 'We block our ears to language of that sort.'
- ✓ Holbani: 'Your humor is your greatest treasure.'
- ✓ Gebene: 'We have peace in our hearts.'

JOURNAL ENTRY 30

FIRST TEMPLE

The desolate valley is dominated by a towering pillar of rock—Hawkbluff! Beneath the crag are assembled the shops, offices, and other buildings that serve those who visit the abode of Lord Trandamere. For miles now, there have been a constant stream of zealous pilgrims traveling to the great Temple of Hith, high atop Hawkbluff. And amongst them were the rich and well-armed processions of Lords and Senators coming to consult with the influential Trandamere. But all on the road give wide berth to the undead legions. Led by Hith fanatics and necromancers, they patrol here and all over Thenol.

JOURNAL ENTRY 31

A WORD OF WARNING

"Let's see, here is the village of Vinlans, and to the east are the Sikoni Mountains. The vast forest to the east of that is the realm of the Hulderfolk. As strangers to these lands, you must be wary of them. Every thief might not be of the Hulderfolk, but every Hulderfolk is a thief. They are renowned for stealing wagons from moving caravans, horses from under riders, and even children from their mother's bosom. Stay far away, else these boons I give you will go for naught. You must use this key to enter the tombs of New Aurim through the temple. Tell the priest that I have sent you and you have come to receive a special blessing."

JOURNAL ENTRY 32

THE HIDEOUS CAVERN

The foul cavern is covered with mounds of filth, decay, and rotting corpses. Some of the corpses are those of enormous spiders and huge bats. Others are of humanoid form. The stench is overwhelming. Torn and rotting flesh is mixed with something even fouler. The only illumination is a pale green light which comes from all around you. By the light of this hideous glow, you suddenly see forms rising from the mounds of filth.

JOURNAL ENTRY 33

TALHOOK

"I woke. Everyone was gone. Something was wrong! I hid under the bed. Soon some sea-devils came in. One was swimming around and around the room, proclaiming to the others where he would place his possessions, when he came to rule. The others called him Lord Prince Talhook. Then a sea dragon arrived! I could not understand his talk, but Talhook could. 'You will get your eggs back when the elves are under my command,' he said. 'Not before. Obey me, or I will cook your progeny.' After the dragon left, the sea-devils all snickered."

JOURNAL ENTRY 34

FRIENDS

A dragon you'll meet, more mighty than all.

To stop its rampage, seek help from three friends:

The black robed, the winged ones, and also the small.

JOURNAL ENTRY 35

PALACE

The first thing you notice is that like the rest of New Aurim, the Palace is decrepit. Pools of water stain what once were glossy marble floors. Cracks web the fine stone walls. The smell of decay is everywhere. But ahead you see something solid and new. The way is barred by a guard station built of hard stone and gates of cold steel.

JOURNAL ENTRY 36

A LETTER FROM TRANDAMERE

"It has come to my attention that the draconians being sent by you to their encampment at Hawkbluff have not been arriving. Your report that younger creatures are too willful for the Thenol Army is unacceptable.

"I have discussed this with Yanorak and he will accept all returned draconians for discipline and indoctrination. In the interim, all of your warehouses, taverns, and farms should be regularly patrolled to collect these young draconian recruits and return them to the rear door of the palace.

"In addition, you are to assign a squad of guards to escort each group of draconians to Hawkbluff to prevent them from wandering off. Hopefully this will greatly improve the size of our draconian army."

JOURNAL ENTRY 37

ADVICE

"Travel north, my friends, and soon you will come upon an ancient lighthouse. For eons, the light has guided sailors through the dangerous shoals of the Tiderun.

"Legend has it that the tower is deserted, except for whatever magic keeps it glowing. But I know that there is a keeper, and his wisdom is profound. Seek his aid and you will be richly rewarded. But be warned, strangers are not welcome in the ancient tower, and reaching its pinnacle may prove to be a dangerous task."

JOURNAL ENTRY 38

MARTHA

Davik chatters incessantly through the grill of the locked door. "Betray my Trandamere, will you? No you won't. No you won't. I'll show you what happens to those who try to betray my Trandamere! I built this place so I should know. I should. Yes, I should. Now Martha here is very old, very nasty when she's hungry. And I dare say it's been many years since she last ate. Yes, I dare say so. But that won't be the case long now, will it be Martha dear? No, not long at all. Not long at all. Ha ha! Ha ha ha! Ha ha ha ha!"

JOURNAL ENTRY 39

SENSILAN'S FINAL WORDS

Choking back tears, Daenor cradles the old man's head. "Sensilan, my old friend. It's all right now, it's almost over. Soon you'll be back at the town."

"Daenor, it gives me great pleasure to see your face again. But, it is too late for me, I only have a few minutes left. Oteef and I tried to escape, but we became lost in the labyrinth. I pray that he has made it to freedom. Daenor, have you found Crysia?"

The Captain bows his head in grief. "Yes, we have found her. She is with . . . *them*."

Sensilan clutches his hand. "Daenor, Crysia is caught in a powerful charm spell. She will flee from you and fight on the side of evil." The old man begins to cough violently. He wipes the blood from his lips and continues, "When you find her, you must break the spell or she will be lost forever."

The old man begins to cough again and then he is still. His head slumps against Daenor's chest. The Captain begins to sob quietly.

JOURNAL ENTRY 40

THE BARD

Your first warning is the tinkling of silver bells. Then, who should walk up but a fat, cheery bard, strumming a strident chord on a lyre. "Hello! I am Baldric. Pleased to meet you! I was just going out to look for work, but then I saw you. Perhaps I can entertain you? Oh, you may wonder how a mere bard can survive this swamp. Well, I have some small talent for soothing the ruffled beast." With this, he strums another cacophonous chord.

JOURNAL ENTRY 41

WORDS

The bright key opens the door to the crypt.

Within you will find some words you should heed.

Then find the Book that Amrocar wrote,

Within its pages, words you must read.

JOURNAL ENTRY 42

THE WAR COUNCIL

The king's advisors file into the room and take their seats at the enormous table. King Telemardklosminarus IV enters, wrapped from head to toe in blankets. "It's fr-eeep- freezing in here!" Suddenly, the door bursts open and Baldric storms into the room. "Friends! I come bearing grave news. The draconian army is even larger than we had feared!"

Driven by this new information, the Council agrees to a threefold plan. The elite corps of gnome warriors, the Company of the Dead, will ride the fire-fleets and attack the lower region of the Tower of Flame. The gnome army, accompanied by Baldric, Tremor, and Tasslehoff, will march on the draconian camp to the south. Meanwhile, you will ride the wind-ships and infiltrate the Tower from the top balconies while the Dragons guarantee your safe entrance.

Just then, a gnome bursts into the room. "The clouds over the Lava Sea have become the face of the dark goddess Erestem." There is no time to lose, the Dark Queen has descended!

JOURNAL ENTRY 43

BARBER'S GOSSIP

"Ah, your hair is long I see, but not as long as one of my recent customers. You see, I cut the hair of Temple prisoners, those prestigious enough to get a last audience with His Lordship Trandamere. Just the other day, I gave Davik the 'royal treatment,' so to speak. You don't know Davik? Why, he's the architect of the Temple. Quite a celebrated man until he, well, you know. Every so often, His Eminent Lordship forgets how to open a secret lock or where a particular passage goes, and hauls Davik out of the dungeon to demonstrate. Davik is a good customer; he sits still, and doesn't talk much. Well, there you go, fresh as can be!"

JOURNAL ENTRY 44

GLORIOUS THENOL!

After our army crushed the remains of the Armach invaders surrounded at Neul, the famed Thenolite army successfully repulsed the attack by the minotaur cows and their human toadies from across the Drungar Frontier. Gathering the carrion of our enemies, our beloved priests of Hith assembled a massive army of undead minotaurs and humans. Together with specially trained servants of Hith, our forces destroyed two ordines of the League overrun during our advance through the Spindle Gap. With the minotaurs in retreat, our armies are again victorious with the aid of Hith.

Peace is at hand, all give thanks to Hid-dukul. You can help preserve the peace with a prayer at the Hith Temple. If you're down on your luck, ask for a special blessing. The Church of Hith is always willing to help the less fortunate.

JOURNAL ENTRY 45

ERIC STRONGBOND

"Have you seen all the boats in our small harbor? To think that just a few short months ago, Bai'or was an insignificant little village. Now just look at us! Why, it makes a man proud to be part of something like this. Soon we'll have a boat for every man, woman, and child in Bai'or, and the gods will reward us with great riches. It just goes to show what can be accomplished when everyone pulls together and works as a team!"

JOURNAL ENTRY 46

FASTILLION

"One of those opens the inner chambers of the Tombs. That should help." He glances down at his models and seems lost in thought. Then he looks up. "I did notice that you've been fighting beholders. I can see the signs of it on your armor. There weren't supposed to be evil things in my tower. The gorgons are supposed to keep them out. I bet they were working with the beholders weren't they? Hmff. I really should get around to training them. Oh well, time flies."

JOURNAL ENTRY 47

THE MAYOR'S STORY

"Thank you, thank you, kind champions. Those monsters destroyed our beautiful town and then herded us on board a ship like cattle. They forced Aolan, a great sailor, to steer the ship, and to sail straight across the ocean. We told them there was nothing there, that they were mad. Then they struck us and told us not to ask questions.

"While the monsters were busy fighting among themselves, Aolan steered the ship onto the rocks, hoping to give us a chance to escape. But fate was cruel, the ship did not sink immediately. The monsters were able to drag us ashore and into these accursed caves. As for Aolan, they rewarded his brave act by slitting his throat. He died a hero."

"These monsters speak freely in front of us. They constantly complain about not being able to complete their great journey to the other side of the world. They say the Dark Queen will be very displeased with them. I hope she strikes them all dead!

"As for that wench, Crysia, I know her well. The traitor! They chose her from among us, and soon we saw her caring and grooming these disgusting monsters. Now they allow her to move around freely, as if she were one of them. She deserves to be sent to the Abyss, where she can spend eternity with her consorts."

JOURNAL ENTRY 48

THE TAVERN SONG

There was an old skeleton named Trey,
Who comes to life when they pray.

His handler cut down, while charging a town,

He bounces 'gainst their wall to this day.

JOURNAL ENTRY 49

TEARY GOODBYE

You overhear his wife saying, "You're going to get yourself killed! You've never even flown one of those stupid things before! How am I supposed to raise our children without you?" Perkelanamord whispers, "If I don't go, our children may never get the chance to grow up."

On that note, he abruptly turns and crashes headlong into the band drummer, who falls over, thumping the tuba player in the stomach with his mallet. With an echoing "Pphblaaaat-ooofff," the tuba falls forward knocking the band leader senseless with a thud. The leader falls, arms flailing for balance, and pokes the flutist in the eye with his stick. Grimacing with pain, the woman bites off the end of her flute and swallows it, gasping and wheezing for air. The marching song suddenly turns into a hideous cacophony of groans, wheezes, crashes, and thumps.

Perkelanamord hurries away muttering, "Oops, sorry, I didn't..., sorry," as his wife falls screaming to the ground, tears blubbering down her round, little face.

JOURNAL ENTRY 50

INSTRUCTIONS FOR PREPARATION OF BLACK PUDDING

Black pudding is considered a delicacy in the Fire Fleet, particularly after several months on the Boiling Sea. As black pudding is a ravenous carnivore, it first must be caught, before being prepared for consumption. Pages 2,976,341 through 3,123,882 of *Volume LXXIII* of *Thrapskaddidlogrumpanaciouslaxzitivity's* semi-authoritative study of monster hunting, *How People Try to Catch Monsters*, contain some 8,647 methods for acquiring puddings. Many of these techniques are not recommended, as they leave the black pudding in an inedible form. Black pudding must be kept in secure ceramic containers prior to cooking, to limit damage to culinary personnel. Special long-handled asbestos ladles are ideal for

transporting black pudding from these containers to the deck of the vessel. They are also used for cooking the black pudding. Black pudding is traditionally cooked by immersion in boiling lava. (Drikulomengrabaciflatorengulixfreibie, *Navigating the Burning Sea*, page 323, column 77), although the breath of a cooperative red or gold dragon may be substituted in a pinch. Four to five minutes of immersion per pint of black pudding is a reasonable cooking time; properly cooked black pudding will have a syrupy, gelatinous texture. *Extreme Care must be taken not to serve undercooked black pudding*; catastrophic cases of indigestion may result from improper preparation.

After removing the black pudding from the boiling lava, it must be set aside for about three hours, until the coating of basalt has fully congealed. After chipping off the basalt, the black pudding should be seasoned liberally with celebdil, ground caradhras, and fanuidhol seeds, then served hot. One quart of black pudding should serve two to three gnomes, unless they are especially hungry. Leftover black pudding may be served for several weeks, although its consistency will suffer.

JOURNAL ENTRY 51

THE FOETHUMPER

"The Foethumper is the weapon of a minoi warrior," says Benikobawoni, "not as random or clumsy as a broadsword — a complicated weapon for a complex era."

JOURNAL ENTRY 52

THE 'TO DO' LIST

Things To Do

- Fix the light
- Find more power
- Block doorway
- Train gorgons
- Bribery?
- Visit library
- Repair broken teleporter
- Install new doors
- Clean the basement

JOURNAL ENTRY 53

CARAMON'S QUEST

"If you know where I can find Raistlin, please tell me. I must find him, something has happened. Without his help Tika will die. I . . . I couldn't go on without her, not after everything that has happened. I'm sure you know where I can find my brother. You must tell me!" Tears spring to the big man's eyes as he slowly unsheathes his sword and steps toward you.

JOURNAL ENTRY 54

THE GENERAL

"It has been but a short time since you so valiantly helped us crush the draconian army. Yet, such is the nature of these creatures, that to sever the head from the beast only invites it to grow another. My emissaries have reported that some draconian scum may have survived, and are again gathering to the south. We must know if this is true. Every day we wait is foolhardy, for the danger may be growing.

"But, the good people of Palanthas deserve the hard-won peace they now enjoy. From time to time, I still see the shadows of old fears fleeing across their faces. I will not add to their troubles by letting this unproven rumor reach their ears. That is why I implore you, brave heroes, to hasten to Caergoth, and discover what truth there is in these fearful reports."

JOURNAL ENTRY 55

THE STRANGE DRAGON

"I am without hope. Sssuch a thing hasss never been done assss they did to me. Cursse them."

"In the Tower of Flame they made my egg, by the Ssstone of Grathanich. They wanted a body for Eressstem. A perfect body for a god to enter the world. Ssso the draconianssss made me . . . but I wasss flawed, a misssstake, a failure. Yet the foolsss continue. They will make oth-erssss. Finally they will sssuccsseed, and Ssshe will enter. Ssshe will become invincible. Ssshe will rule Taladasss, and then Ssshe will rule the world. Cursse them!"

JOURNAL ENTRY 56

FABLE OF THE STONE

"The god Reorx taught the smart gnomoi art of the forge and machine, pleased he be. He taught them to some humans and not pleased he be. Stupid they were with their power so cursed they becamed into the stupid minoi soon."

"But the god was good and gave a gift to King Aldinanachru. A stone he filled with the light and power of the big moon Luminari. The Grathanich they were proud to own."

"Then, the bad god Hiteh tricked some little minoi into letting the stone go. It drifted and burned, wreaked havoc to the west. So to punish these minoi, it was made so they must follow the stone from here to there. And there was the big island, far away, where one day the minoi stopped to live under a mountain. Nevermind."

JOURNAL ENTRY 57

THE RESCUE

The old woman's eyes light up. "You aren't monsters! You're people! Oh, thank Paladine! I escaped from the monsters yesterday and fled into these lower caves, hoping to find a way out. But the draconians pale in comparison to the monsters that fill these caverns, and I was afraid to go further. I found this wand and necklace on a body I stumbled upon. With them I was able to send many of these foul creatures back to the Abyss. If the draconians are no longer a threat, I'm sure I can find my way to the mouth of the cave. There is a small village not far from here, and I can take refuge there. Farewell, my friends." She turns to leave, but then adds, "Oh, here, why don't you take this." She removes the necklace and hands it to you. "You certainly look like you can handle yourselves, but you may be able to use this."

JOURNAL ENTRY 58

TAS' FINAL WORDS

Tas grips your arm feebly. "This wasn't suppose to happen! I can't die, I have too many things to do . . . places to go." The kender coughs pitifully, and clutches his chest. "I always thought you could trust gnomes . . . they're just so trustworthy. But . . . look, I . . . I can see Flint sitting under a tree, he's calling me . . . Flint . . . I'm coming. . . ." The kender's frail body goes limp, and quickly grows cold.

JOURNAL ENTRY 59

CAPTAIN'S STORY

"Hundreds of draconians invaded, pillaging the town and impounding the entire fleet of ships. Only those who could steer the ships were spared, everyone else either escaped or was slaughtered."

"Once they took what they wanted, a horde of blue dragons leveled the buildings and incinerated anyone trying to take refuge. The monsters then sailed out to sea, leaving this village a charred ruin."

"I can wait no longer! I must set sail and follow the loathsome beasts. My sister, Crysia, is among those kidnapped!"

JOURNAL ENTRY 60

GREETING FROM A HITH TEMPLE SERVANT

The man with a shaved head and loosely draped robes approaches you, carrying a large pointed stick in one hand and a basket of flowers in the other. "Hale ye travelers from afar, would ye care to donate to the Church of Hiddukel in exchange for a special flower?"

JOURNAL ENTRY 61

TASLEHOFF EXPLAINS

"After you guys left, I had the best time with the elves. But once, when we were playing hide-and-seek, I hid so well the elves never could find me! Then I found my new friend. You'll like him, he's looking for the draconians, too. He says we need the gnome armies and windships to stop these draconians, but King Teleman-something-or-other says he's much too busy to be worrying about dragons."

"You see, there are two different kinds of gnomes: the smart Gnomoi, gnomes who do all the inventing and designing, and

the fun Minoi gnomes, like the ones in Ansalon, who get stuck doing all the work. Well, the King says he doesn't want his people to be separated into classes anymore, so he had all the gnomes just switch jobs. And, boy, are things crazy in there! And dangerous, too!

"Come on, I'll show you where the lift is, or, um . . . was, I guess."

JOURNAL ENTRY 62

ANOTHER

I see flames and an egg and a crack and a head,

Then another, and another, and another, and more.

She rises up, the Queen of the Dark,

She conquers and rules leaving only the dead.

JOURNAL ENTRY 63

AMROCAR'S BOOK

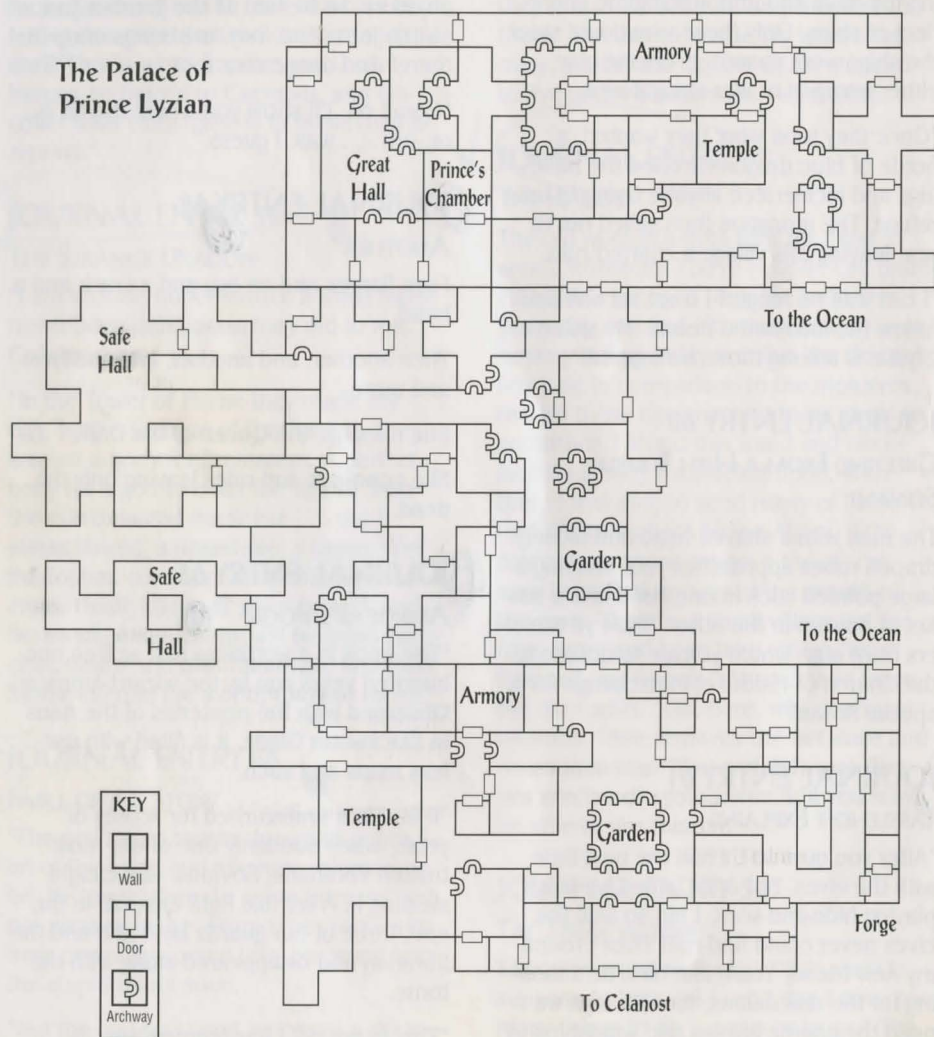
"The book is a worthless text written one hundred years ago by the wizard Amrocar. Obsessed with the mysteries of the ruins in Blackwater Glade, it is filled with useless maps and such."

"It had lain undisturbed for scores of years, when suddenly one of our most trusted librarians, Bovinus, was caught stealing it. A terrible fight ensued. In the end, three of our guards lay dead, and the librarian had disappeared along with the tome."

"That is not all. I just learned that Bovinus' body has been found in an alleyway with his throat slit. But, who killed him, and where is the book now?"

JOURNAL ENTRY 64

NAULIDIS, CITY OF THE DARGONESTI

The Palace of
Prince Lyzian

JOURNAL ENTRY 65

RUBBLE

Before you lies the smoldering ruins of Caergoth. Everything is blasted and burned. Once sturdy buildings are sagging and melted; their stone runs like candle wax. The sickening odor of burnt carrion floats on the gentle breeze as vultures circle through the smoke.

Then you notice the fuming pools of acid in the streets. Draconians have been here. The only consolation is that some of them paid for this abomination with their lives.

JOURNAL ENTRY 66

THE GRATHANICH

You quickly retrieve the small oblong box from behind the mirror. The box contains an oddly-shaped piece of gray stone, plain and unadorned, yet seeming to pulsate with hidden power.

"The Grathanich!" gasps Tasslehoff, reaching out to the stone, "With this artifact we can end the threat of the Dark Queen right here — we can unmake the race of draconians forever." He grasps the stone and holds it up to the light. "But what fun would that be?" he continues with a crooked grin. Before you can react, he drops the stone into a pocket and scampers off into the darkness.

JOURNAL ENTRY 67

FLAMEWALLS

The walls of the Tower's inner core flare brightly, but there is no heat. Whatever mighty spell formed these walls, holds the living flame trapped inside. After a moment, you see shapes among the dancing flames! You realize that the walls, ceiling, and floor swarm with fire creatures, and that they are watching you.

JOURNAL ENTRY 68

OTHLORX

"Back during the War of the Lance, Takhisis called all her dragon children to fight the forces of good. But here on Taladas, many evil dragons refused her call. Furious, she cursed each kind of evil dragon with a particular affliction.

"When the forces of Takhisis stole the eggs from the good dragons, many traveled to Taladas to search for them. When it was discovered that the eggs were on Ansalon being corrupted into draconians, many of the good dragons returned to Ansalon to fight in the War of the Lance. But not all thought it wise to join in a human's war. Those who stayed are shunned, quite unfairly, by the other good dragons. Over time, we outcast dragons have learned to work together against common dangers. We call ourselves 'othlorx.'"

TABLES

MAXIMUM LEVEL LIMITS BY RACE AND CLASS

CLASS	HUMANS	SILV. ELVES	QUAL. ELVES	HALF ELVES	HILL DWARVES	MTN. DWARVES	KENDER
Cleric	Max	Max	Max	Max	10	10	12
Fighter	Max	10	14	9	Max	Max	5
Paladin	Max	12	No	No	No	8	No
Ranger	Max	Max	Max	11	8	No	5
Knight	Max	No	No	10	No	No	No
Magic-User	Max	Max	Max	10	No	No	No
Thief	Max	No	Max	Max	10	8	Max

No: Characters of this race cannot be of this class.

Max: Highest Level Available in *THE DARK QUEEN OF KYNN*.

RANGE OF ABILITY SCORES BY RACE

ABILITY SCORE	STR	INT	WIS	DEX	CON	CHA
Humans	3 - 18 (00)*	3 - 18	3 - 18	3 - 18	3 - 18	3 - 18
(Females)	3 - 18 (50)*	3 - 18	3 - 18	3 - 18	3 - 18	3 - 18
Silvanesti Elves	3 - 18 (75)*	10 - 18	6 - 18	7 - 19	6 - 18	12 - 18
(Females)	3 - 16	10 - 18	6 - 18	7 - 19	6 - 18	12 - 18
Qualinesti Elves	7 - 18 (75)*	8 - 18	6 - 18	7 - 19	7 - 18	8 - 18
(Females)	3 - 16	8 - 18	6 - 18	7 - 19	7 - 18	8 - 18
Hill Dwarves	9 - 18 (99)*	3 - 18	3 - 18	3 - 17	14 - 19	3 - 12
(Females)	3 - 17	3 - 18	3 - 18	3 - 17	14 - 19	3 - 12
Mountain Dwarves	8 - 18 (99)*	3 - 18	3 - 18	3 - 17	12 - 19	3 - 16
(Females)	3 - 17	3 - 18	3 - 18	3 - 17	12 - 19	3 - 16
Half-Elves	3 - 18 (90)*	4 - 18	3 - 18	6 - 18	6 - 18	3 - 18
(Females)	3 - 17	4 - 18	3 - 18	6 - 18	6 - 18	3 - 18
Kender (Both)	6 - 16	6 - 18	3 - 16	8 - 19	10 - 18	6 - 18

* Maximum percentage for 18 strength for fighter type classes only (fighter, paladin, ranger, knight).

ABILITY SCORE MODIFIERS BY RACE

RACE	MODIFIERS
Dwarf, Hill	Constitution+1, Charisma-1
Dwarf, Mountain	Constitution+1, Charisma-1
Elf, Qualinesti	Dexterity+1, Constitution-1
Elf, Silvanesti	Dexterity+1, Constitution-1
Half-elf	None
Human	None
Kender	Strength-1, Dexterity+2

STRENGTH TABLE

ABILITY SCORE	THAC0 BONUS	DAMAGE ADJUSTMENT	WEIGHT ALLOWANCE (IN STEEL PIECES)
3	-3	-1	-350
4-5	-2	-1	-250
6-7	-1	None	-150
8-9	Normal	None	Normal
10-11	Normal	None	Normal
12-13	Normal	None	+100
14-15	Normal	None	+200
16	Normal	+1	+350
17	+1	+1	+500
18	+1	+2	+750
18 (01-50)*	+1	+3	+1,000
18 (51-75)*	+2	+3	+1,250
18 (76-90)*	+2	+4	+1,500
18 (91-99)*	+2	+5	+2,000
18 (00)*	+3	+6	+3,000

* These bonuses only available to the fighter classes (fighter, paladin, ranger, knight).

DEXTERITY TABLE

ABILITY SCORE	REACTION/MISSILE BONUS	AC BONUS
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7	0	0
8	0	0
9	0	0
10	0	0
11	0	0
12	0	0
13	0	0
14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+3	-4

CONSTITUTION TABLE

ABILITY SCORE	HIT POINT ADJUSTMENT	RESURRECTION SURVIVAL
3	-2	40%
4	-1	45%
5	-1	50%
6	-1	55%
7	0	60%
8	0	65%
9	0	70%
10	0	75%
11	0	80%
12	0	85%
13	0	90%
14	0	92%
15	+1	94%
16	+2	96%
17	+2 (+3)*	98%
18	+2 (+4)*	100%

* Bonus applies only to the fighter classes (fighter, paladin, ranger, knight).

ARMOR PERMITTED BY CHARACTER CLASS

CLASS	MAX ARMOR	SHIELD
Cleric	Any	Any
Fighter	Any	Any
Paladin	Any	Any
Ranger	Any	Any
Knight	Any	Any
Magic-User	None	None
Thief	Leather	None

MULTIPLE ATTACKS FOR FIGHTER-TYPE CHARACTERS

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

WEAPONS TABLE

NAME	DAMAGE VS. MAN SIZED	DAMAGE VS. LARGER THAN MAN SIZED	NUMBER OF HANDS	CLASS
Axe, Battle	1-8	1-8	1	f
Axe, Hand	1-6	1-4	1	f
Bow, Composite Long ¹	1-6	1-6	2	f
Bow, Composite Short ¹	1-6	1-6	2	f,th
Bow, Long ¹	1-6	1-6	2	f
Bow, Short ¹	1-6	1-6	2	f,th
Club	1-6	1-3	1	f,cl,th
Crossbow, Light ²	1-4	1-4	2	f
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Flail	2-7	2-8	1	f,cl
Halberd	1-10	2-12	2	f
Hammer	2-5	1-4	1	f,cl
Hoopak(Melee) ³	3-8	3-6	2	Special
Hoopak(Missile) ³	2-5	2-7	2	Special
Javelin	1-6	1-6	1	f
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Pick, Military	2-7	2-8	1	f
Pike, Awl	1-6	1-12	2	f
Scimitar	1-8	1-8	1	f,th
Sling	1-4	1-4	1	f,th
Sling, Staff	1-8	2-8	2	f, cl
Spear	1-6	1-8	1	f
Staff, Quarter	1-6	1-6	2	f,mu,cl
Sword, Bastard	2-8	2-16	2	f,cl
Sword, Broad	2-8	2-7	1	f,th
Sword, Long	1-8	1-12	1	f,th
Sword, Short	1-6	1-8	1	f,th
Sword, 2-Handed	1-10	3-18	2	f
Trident	2-7	3-12	1	f

ARMOR TABLE

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

¹ Must have ready arrows to fire. Two Attacks per round.

² Must have ready bolts to fire. One Attack per round.

³ Only usable by kender characters.

f = fighter(paladin, ranger, knight); cl = cleric; th = thief; mu = magic-user

¹ A character carrying many objects, including a large number of coins, can be limited in movement to a minimum of 3 squares per turn.

² A Shield subtracts 1 AC from any armor it is used with.

SPELL PARAMETERS LIST

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

Cmbt = Combat only spell
Camp = Camp only spell
Both = Camp or Combat spell
T = Touch Range
dia = diameter
s = squares
c = cone
All = All characters in combat

r = combat rounds
t = turns
/lvl = per level of caster
targets = aim at each target

Robe (Magic-user spells only):

White = Can only be cast by White Robe Mages
Red = Can only be cast by Red Robe Mages
Both = Can be cast by both

FIRST LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Bless	Both	6	5 dia	6r
Cure Light Wounds	Both	T	1	-
Detect Magic	Both	0	1	1t
Protection from Evil	Both	T	1	3r/lvl
Resist Cold	Both	T	1	1t/lvl

SECOND LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Find Traps	Camp	3	1	3t
Hold Person	Cmbt	6	1-3	4r+1/lvl
Resist Fire	Both	T	1	1t/lvl
Silence 15' Radius	Cmbt	12	3 dia	2r/lvl
Slow Poison	Both	T	1	1 hour/lvl
Snake Charm	Cmbt	3	All	5-8r
Spiritual Hammer	Cmbt	3	1	1r/lvl

THIRD LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Blindness	Both	T	1	-
Cure Disease	Camp	T	1	-
Dispel Magic	Both	6	3x3 s	-
Prayer	Both	0	All	1r/lvl
Remove Curse	Both	T	1	-

FOURTH LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Serious Wounds	Both	T	1	-
Neutralize Poison	Both	T	1	-
Protection from Evil 10' Radius	Both	T	2 dia	1t/lvl
Sticks to Snakes	Cmbt	3	1	2r/lvl

FIFTH LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Cure Critical Wounds	Both	T	1	-
Dispel Evil	Cmbt	T	1	1r/lvl
Flame Strike	Cmbt	6	1	-
Raise Dead	Camp	3	1	-

SIXTH LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Blade Barrier	Cmbt	3	Special	3r/lvl
Heal	Both	T	1	-

SEVENTH LEVEL CLERICAL SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION
Resurrection	Camp	T	1	-
Restoration	Camp	T	1	-

FIRST LEVEL DRUID SPELLS For High-Level Rangers

SPELL NAME	WHEN	RNG	AREA	DURATION
Detect Magic	Both	0	1	12r
Entangle	Cmbt	8	4 dia	1t
Faerie Fire	Cmbt	8	8 dia	4r/lvl
Invisibility to Animals	Both	T	1	1t+1r/lvl

SECOND LEVEL DRUID SPELLS For High-Level Rangers

SPELL NAME	WHEN	RNG	AREA	DURATION
Barkskin	Both	T	1	4r+1r/lvl
Charm Person/Mammal	Cmbt	8	1	Special
Cure Light Wounds	Both	T	1	-

THIRD LEVEL DRUID SPELLS For High-Level Rangers

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

FIRST LEVEL MAGIC-USER SPELLS

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

SECOND LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION	ROBE
Detect Invisibility	Both	1/lvl	1	5r/lvl	Both
Invisibility	Both	T	1	Special	Red
Knock	Camp	6	1 s/lvl	-	Red
Mirror Image	Both	0	1	2r/lvl	Red
Ray of Enfeeblement	Cmbt	1+25/lvl	1	1r/lvl	White
Stinking Cloud	Cmbt	3	2x2s	1r/lvl	Both
Strength	Both	T	1	6r/lvl	Red

THIRD LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION	ROBE
Blink	Both	0	1	1r/lvl	Red
Dispel Magic	Both	12	3x3 s	-	White
Fireball	Cmbt	10+lvl	5/7 dia	-	Both
Haste	Both	6	4x4 s	3r+1/lvl	Red
Hold Person	Cmbt	12	1-4	2r/lvl	White
Invisibility 10' Radius	Both	T	2 dia	Special	Red
Lightning Bolt	Cmbt	4+lvl	4,8	-	Both
Protection from Evil 10' Radius	Both	T	2 dia	2r/lvl	White
Protection from Normal Missiles	Both	T	1	1r/lvl	White
Slow	Cmbt	9+lvl	4x4 s	3r+1/lvl	Red

FOURTH LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION	ROBE
Bestow Curse	Cmbt	T	1	1r/lvl	White
Charm Monster	Cmbt	6	1	Special	White
Confusion	Cmbt	12	2-16	2r+1/lvl	White
Dimension Door	Cmbt	0	1	-	Red
Fear	Cmbt	0	6x3 c	1r/lvl	Red
Fire Shield (2 Types)	Both	0	1	2r+1/lvl	Both
Fumble	Cmbt	1/lvl	1	1r/lvl	White
Ice Storm (Dmg only)	Cmbt	1/lvl	4 dia	-	Both
Minor Globe of Invulnerability	Both	0	1	1r/lvl	White
Remove Curse	Both	T	1	-	White

FIFTH LEVEL MAGIC-USER SPELLS

SPELL NAME	WHEN	RNG	AREA	DURATION	ROBE
Cloud Kill	Cmbt	1	3x3 s	1r/lvl	White
Cone of Cold	Cmbt	0	.5/lvl c	-	Both
Feeblemind	Cmbt	1/lvl	1	-	White
Fire Touch	Both	T	Special	1r/lvl	Red
Hold Monster	Cmbt	.5/lvl	1-4	1r/lvl	White
Iron Skin	Both	0	Special	1r/lvl	Red

SIXTH LEVEL MAGIC-USER SPELLS

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

SEVENTH LEVEL MAGIC-USER SPELLS

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

EIGHTH LEVEL MAGIC-USER SPELLS

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

NINTH LEVEL MAGIC-USER SPELLS

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

Level Advancement Tables

The following charts show the amount of experience a character must earn in order to gain a level in his character class. The charts also list the number of spells that a character can have memorized at one time. Fighters and Thieves can never memorize spells.

Remember that all experience earned by a non-human, multiple-class character is divided by the number of classes the character has. The experience is divided even after the character has reached his maximum level in a particular class.

CLERIC OF GOOD

LEVEL	EXPERIENCE	DICE
1	2,000 - 3,999	2d8
2	4,000 - 7,499	3d8
3	7,500 - 15,249	4d8
4	15,250 - 24,999	5d8
5	25,000 - 39,999	6d8
6	40,000 - 89,999	7d8
7	90,000 - 159,999	8d8
8	160,000 - 249,999	9d8

Each level after 8th requires 250,000 experience points and the character gains 1 hit point.

LEVEL	NUMBER OF CLERICAL SPELLS PER LEVEL						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	2	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1 ¹	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	-
15	7	7	7	5	4	2	-
16	7	7	7	6	5	3	1 ²
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	2
19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7

¹ Usable only with 17+ wisdom

² Usable only with 18+ wisdom.

CLERIC OF NEUTRALITY

LEVEL	EXPERIENCE	DICE
1	1,500 - 2,999	1d8
2	3,000 - 5,999	2d8
3	6,000 - 12,999	3d8
4	13,000 - 27,499	4d8
5	27,500 - 54,999	5d8
6	55,000 - 109,999	6d8
7	110,000 - 224,999	7d8
8	225,000 - 449,999	8d8
9	450,000 - 674,999	9d8

Each level after 9th requires 225,000 experience points and the character gains 1 hit point.

LEVEL	NUMBER OF CLERICAL SPELLS PER LEVEL						
	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	3	2	1	-	-	-	-
4	4	2	2	-	-	-	-
5	4	3	2	-	-	-	-
6	4	3	2	1	-	-	-
7	4	4	3	1	-	-	-
8	4	4	3	2	-	-	-
9	5	4	3	2	1	-	-
10	5	4	3	3	2	-	-
11	5	5	3	3	2	1 ¹	-
12	5	5	4	4	3	2	1 ²
13	6	5	5	4	3	2	1
14	6	6	6	6	4	2	1
15	6	6	6	6	4	3	1
16	6	6	6	6	5	4	1
17	7	6	6	6	5	4	2
18	7	6	6	6	5	4	3
19	7	7	6	6	5	5	3
20	7	7	7	7	6	5	3
21	8	7	7	7	6	5	4
22	8	8	7	7	7	5	4
23	8	8	7	7	7	6	4
24	8	8	7	7	7	7	4
25	8	8	8	8	7	7	5
26	8	8	8	8	8	8	5
27	8	8	8	8	8	8	6
28	8	8	8	8	8	8	7
29	8	8	8	8	8	8	8

¹ Usable only with 17+ wisdom

² Usable only with 18+ wisdom

CLERIC'S BONUS SPELLS

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

Note that these bonus spells are only available when the cleric is entitled to spells of the applicable level. Thus a 12th level cleric with a Wisdom of 18 can memorize the following spells:

	NUMBER OF SPELLS						
	1	2	3	4	5	6	7
12th-Level Cleric of Good with 18 Wisdom	8	7	6	4	2	2	-

FIGHTER

LEVEL	EXPERIENCE	HIT DICE
1	0 - 2,000	1d10
2	2,001 - 4,000	2d10
3	4,001 - 8,000	3d10
4	8,001 - 18,000	4d10
5	18,001 - 35,000	5d10
6	35,001 - 70,000	6d10
7	70,001 - 125,000	7d10
8	125,001 - 250,000	8d10
9	250,001 - 500,000	9d10

Each level after 9th requires 250,000 experience points, and the character gains 3 hit points.

THIEF

LEVEL	EXPERIENCE	HIT DICE
1	0 - 1,250	1d6
2	1,251 - 2,500	2d6
3	2,501 - 5,000	3d6
4	5,001 - 10,000	4d6
5	10,001 - 20,000	5d6
6	20,001 - 42,500	6d6
7	42,501 - 70,000	7d6
8	70,001 - 110,000	8d6
9	110,001 - 160,000	9d6
10	160,001 - 220,000	10d6

Each level after 10th requires 220,000 experience points and the character gains 2 hit points.

PALADIN

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERICAL SPELLS PER LEVEL			
			1	2	3	4
1	0 - 2,750	1d10	-	-	-	-
2	2,751 - 5,500	2d10	-	-	-	-
3	5,501 - 12,000	3d10	-	-	-	-
4	12,001 - 24,000	4d10	-	-	-	-
5	24,001 - 45,000	5d10	-	-	-	-
6	45,001 - 95,000	6d10	-	-	-	-
7	95,001 - 175,000	7d10	-	-	-	-
8	175,001 - 350,000	8d10	-	-	-	-
9	350,001 - 700,000	9d10	1	-	-	-
10	700,001 - 1,050,000	9d10+3	2	-	-	-
11	1,050,001 - 1,400,000	9d10+6	2	1	-	-
12	1,400,001 - 1,750,000	9d10+9	2	2	-	-
13	1,750,001 - 2,100,000	9d10+12	2	2	1	-
14	2,100,001 - 2,450,000	9d10+15	3	2	1	-
15	2,450,001 - 2,800,000	9d10+18	3	2	1	1
16	2,800,001 - 3,150,000	9d10+21	3	3	1	1
17	3,150,001 - 3,500,000	9d10+24	3	3	2	1
18	3,500,001 - 3,850,000	9d10+27	3	3	3	1
19	3,850,001 - 4,200,000	9d10+30	3	3	3	2
20	4,200,001 - 4,550,000	9d10+33	3	3	3	3

Each level after 20th requires 350,000 experience points and the character gains 3 hit points.

RANGER

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF SPELLS PER LEVEL			
			DRUID		MAGIC-USER	
			1	2	3	1
1	0 - 2,250	2d8	-	-	-	-
2	2,251 - 4,500	3d8	-	-	-	-
3	4,501 - 10,000	4d8	-	-	-	-
4	10,001 - 20,000	5d8	-	-	-	-
5	20,001 - 40,000	6d8	-	-	-	-
6	40,001 - 90,000	7d8	-	-	-	-
7	90,001 - 150,000	8d8	-	-	-	-
8	150,001 - 225,000	9d8	1	-	-	-
9	225,001 - 325,000	10d8	1	-	-	1
10	325,001 - 650,000	11d8	2	-	-	1
11	650,001 - 975,000	11d8+2	2	-	-	2
12	975,001 - 1,300,000	11d8+4	2	1	-	2
13	1,300,001 - 1,625,000	11d8+6	2	1	-	2
14	1,625,001 - 1,950,000	11d8+8	2	2	-	2
15	1,950,001 - 2,275,000	11d8+10	2	2	-	2
16	2,275,001 - 2,600,000	11d8+12	2	2	1	2
17	2,600,001 - 2,925,000	11d8+14	2	2	2	2

Each level after 17th requires 325,000 experience points and the character gains 2 hit points.

KNIGHT OF THE CROWN

LEVEL	EXPERIENCE	HIT DICE
1	2,500 - 4,999	2d10
2	5,000 - 9,999	3d10
3	10,000 - 18,499	4d10
4	18,500 - 36,999	5d10
5	37,000 - 84,999	6d10
6	85,000 - 139,999	7d10
7	140,000 - 219,999	8d10
8	220,000 - 299,999	9d10
9	300,000 - 599,999	10d10
10	600,000 - 899,999	10d10+2
11	900,000 - 1,199,999	10d10+4
12	1,200,000 - 1,499,999	10d10+6
13	1,500,000 - 1,799,999	10d10+8
14	1,800,000 - 2,099,999	10d10+10
15	2,100,000 - 2,399,999	10d10+12
16	2,400,000 - 2,699,999	10d10+14
17	2,700,000 - 2,999,999	10d10+16
18	3,000,000+	10d10+18

KNIGHT OF THE SWORD

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERICAL SPELLS PER LEVEL						
			1	2	3	4	5	6	7
3	12,000 - 23,999	4d10	-	-	-	-	-	-	-
4	24,000 - 44,999	5d10	-	-	-	-	-	-	-
5	45,000 - 94,999	6d10	-	-	-	-	-	-	-
6	95,000 - 174,999	7d10	1	-	-	-	-	-	-
7	175,000 - 349,999	8d10	2	-	-	-	-	-	-
8	350,000 - 699,999	9d10	2	1	-	-	-	-	-
9	700,000 - 1,049,999	10d10	3	2	-	-	-	-	-
10	1,050,000 - 1,399,999	10d10+2	4	2	-	-	-	-	-
11	1,400,000 - 1,749,999	10d10+4	4	2	1	-	-	-	-
12	1,750,000 - 2,099,999	10d10+6	5	3	1	1	-	-	-
13	2,100,000 - 2,449,999	10d10+8	6	4	1	1	1	-	-
14	2,450,000 - 2,799,999	10d10+10	7	5	2	1	1	1	-
15	2,800,000 - 3,149,999	10d10+12	8	6	3	2	1	1	1
16	3,150,000 - 3,499,999	10d10+14	9	7	3	2	2	1	1
17	3,500,000 - 3,749,999	10d10+16	9	8	4	3	3	2	1
18	3,850,000+	10d10+18	9	9	5	4	3	2	1

KNIGHT OF THE ROSE

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERICAL SPELLS PER LEVEL						
			1	2	3	4	5	6	7
4	27,000 - 59,999	5d10	-	-	-	-	-	-	-
5	60,000 - 124,999	6d10	-	-	-	-	-	-	-
6	125,000 - 199,999	7d10	1	-	-	-	-	-	-
7	200,000 - 424,999	8d10	2	-	-	-	-	-	-
8	425,000 - 799,999	9d10	2	1	-	-	-	-	-
9	800,000 - 1,499,999	10d10	3	2	-	-	-	-	-
10	1,500,000 - 1,999,999	10d10+2	4	2	-	-	-	-	-
11	2,000,000 - 2,499,999	10d10+4	4	2	1	-	-	-	-
12	2,500,000 - 2,999,999	10d10+6	5	3	1	1	-	-	-
13	3,000,000 - 3,499,999	10d10+8	6	4	1	1	1	-	-
14	3,500,000 - 3,999,999	10d10+10	7	5	2	1	1	1	-
15	4,000,000 - 4,499,999	10d10+12	8	6	3	2	1	1	1
16	4,500,000 - 4,999,999	10d10+14	9	7	3	2	2	1	1
17	5,000,000 - 5,499,999	10d10+16	9	8	4	3	3	2	1
18	5,500,000 - 5,999,999	10d10+18	9	9	5	4	3	2	1

Each level after 18th requires 500,000 experience points and the character gains 2 hit points.

WHITE ROBE MAGE

LEVEL	EXPERIENCE	HIT DICE
1	2,500 - 4,999	1d4
2	5,000 - 9,999	2d4
3	10,000 - 19,999	3d4
4	20,000 - 37,999	4d4
5	38,000 - 54,999	5d4
6	55,000 - 99,999	6d4
7	100,000 - 199,999	7d4
8	200,000 - 399,999	8d4
9	400,000 - 599,999	9d4
10	600,000 - 799,999	10d4
11	800,000 - 999,999	11d4

Each level after 11th requires 250,000 experience points and the character gains 1 hit point.

SPELLS PER LEVEL

LEVEL	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1 ¹	-	-	-	-
10	4	4	3	2	2	1 ²	-	-	-
11	4	4	4	3	3	2	1 ³	-	-
12	4	4	4	4	4	3	2	1 ⁴	-
13	5	5	5	4	4	3	2	1	-
14	5	5	5	4	4	3	2	1	-
15	5	5	5	5	5	3	2	2	1 ⁵
16	5	5	5	5	5	4	2	2	1
17	5	5	5	5	5	4	3	3	2
18	5	5	5	5	5	4	3	3	3
19	5	5	5	5	5	5	3	3	3
20	5	5	5	5	5	5	4	3	3
21	5	5	5	5	5	5	4	4	3
22	5	5	5	5	5	5	5	4	3
23	5	5	5	5	5	5	5	5	3
24	5	5	5	5	5	5	5	5	4
25	5	5	5	5	5	5	5	5	5
26	6	6	6	6	5	5	5	5	5
27	6	6	6	6	6	6	6	5	5
28	6	6	6	6	6	6	6	6	6
29	7	7	7	7	6	6	6	6	6

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

RED ROBE MAGE

LEVEL	EXPERIENCE	HIT DICE
1	2,500 - 4,999	1d4
2	5,000 - 9,999	2d4
3	10,000 - 17,999	3d4
4	18,000 - 35,999	4d4
5	36,000 - 49,999	5d4
6	50,000 - 89,999	6d4
7	90,000 - 179,999	7d4
8	180,000 - 349,999	8d4
9	350,000 - 499,999	9d4
10	500,000 - 699,999	10d4
11	700,000 - 899,999	11d4

Each level after 11th requires 200,000 experience points and the character gains 1 hit point.

SPELLS PER LEVEL

LEVEL	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	1	-	-	-	-	-	-
5	4	3	1	-	-	-	-	-	-
6	4	3	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1 ¹	-	-	-	-
10	5	4	3	2	2	1 ²	-	-	-
11	5	4	4	3	3	2	-	-	-
12	5	4	4	4	4	2	1 ³	-	-
13	5	5	5	4	4	2	1	1 ⁴	-
14	5	5	5	4	4	2	2	1	-
15	5	5	5	5	5	2	2	1	1 ⁵
16	6	5	5	5	5	3	2	1	1
17	6	5	5	5	5	3	3	2	1
18	6	6	5	5	5	3	3	2	2
19	6	6	5	5	5	3	3	3	2
20	6	6	5	5	5	4	3	3	2
21	6	6	5	5	5	4	4	3	2
22	6	6	5	5	5	4	4	4	2
23	6	6	6	5	5	5	4	4	2
24	7	6	6	6	5	5	5	4	2
25	7	7	6	6	6	5	5	4	2
26	7	7	6	6	6	6	5	4	3
27	7	7	6	6	6	6	5	5	4
28	8	7	7	6	6	6	6	5	5
29	8	8	8	7	6	6	6	6	5

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

KEYHOLE - FRONT GATE
 LANTERN - DUNGEON
 2 SW CORNER
 1st LEVEL
 REUSE PASS
 2 REUSE CORRIDOR



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