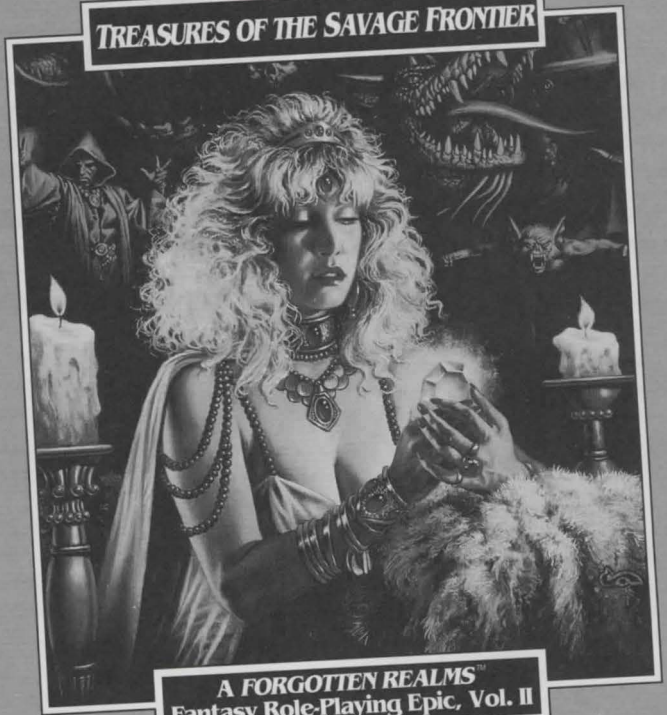
INSTRUCTION MANUAL AND ADVENTURER'S JOURNAL

OFFICIAL

Advanced Dungeons & Dragons®

COMPUTER PRODUCT

TREASURES OF THE SAVAGE FRONTIER



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

WIZARD Works

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Questions or Problems?

If you encounter a disk or system related problem, you can contact the WizardWorks Technical Support Staff at (612) 559-5301 between 9 a.m. and 4 p.m. Central Time, Monday through Friday, holidays excluded.

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

INTRODUCTION

Welcome to the official ADVANCED DUNGEONS & DRAGONS® computer product, *Treasures of the Savage Frontier*, a FORGOTTEN REALMS™ fantasy role-playing epic. This game is based on the rules and background created by TSR, Inc. and a story line created especially for this game.

As the game opens, your party of adventurers has just won a great victory over evil Zhentarium forces at the ancient city of Ascore — a victory chronicled in the AD&D® computer product, *Gateway to the Savage Frontier*.

But there is still trouble in the land. Far to the southeast, the dwarves of Llorkh are fighting for their lives as they launch a rebellion against their Zhentarim masters. The black-cloaked forces of evil are counterattacking fiercely as they strive to hold the last Zhentarim base in the Savage Frontier.

Your Game Box Should Contain

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

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

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

The Data Card explains how to start the game and how to select items and menu commands with your specific computer.

Transferring Characters from *Gateway to the Savage Frontier*

Treasures of the Savage Frontier accepts characters who have adventured in *Gateway to the Savage Frontier*. There are two ways to get characters from *Gateway* into *Treasures*. The first and preferred way is to load a saved game, then select GATEWAY on the LOAD FROM command. The second way is to remove *Gateway* characters from their party, and add them to a new party by selecting GATEWAY from the ADD CHARACTER command.

Before You Play

There is no copy protection on your *Treasures of the Savage Frontier* disks, so please make backup copies and put the originals away for safekeeping. When you start the game, answer a verification questions from this Rule Book or the Adventurer's Journal before you play. Turn to the page indicated in either this Rule Book or the Adventurer's Journal, find the indicated word, type it in, and press Return or Enter.

Getting Started Quickly

Treasures of the Savage Frontier comes with a ready-made party that allows you to begin adventuring immediately. Use the instructions on the Data Card to load the saved game that has been provided and begin playing. Use this Rule Book to answer any questions during play.

Using Menus

All commands are menu based, and menus are displayed either vertically or horizontally.

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

> Example: When purchasing items, they are highlighted on a vertical list then purchased with the BUY command.

Horizontal menus list available actions. In this Rule Book, menus are shown with all of their options, although in some cases commands are not available every time a menu appears.

> **Example:**
> TREASURE MENU
> VIEW TAKE POOL SHARE DETECT EXIT
> The commands TAKE and SHARE only appear if there is treasure to take. The command DETECT only appears if there is treasure and the active character has a *detect magic* spell available.

The Rule Book only shows the general menus. Special menus appear at various times to give you all available options.

The concept of the active character is central to the game. Outside of combat the active character's name is highlighted on the vertical menu. During combat the active character begins his combat segment surrounded by a cursor.

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

> **Example:** To look at a character's items: highlight the character, then select the VIEW then ITEMS commands. However, to have the entire party camp, simply select the ENCAMP command.

BEGINNING TO PLAY

To begin playing the game, you must load a saved game or generate characters and band them together into a party.

Starting Options

This first menu gives you the initial options:

CREATE NEW CHARACTER is used to build a character. Detailed information about characters, races, classes, and so on is available in the Adventurer's Journal. This command displays the following menus to define the character.

- PICK RACE lists the six races a player-character can be in this game.
- PICK GENDER lists the sex the character can be. Gender affects the character's maximum strength.
- PICK CLASS lists the class or classes the character is qualified for based on race.
- PICK ALIGNMENT lists all the possible alignments for the character based on character class.

After you select alignment, the computer randomly generates the character's ability scores. You can "reroll" the scores if you are not happy with them. Remember that you can use the MODIFY CHARACTER command on the Party Creation/Training Hall Menu to change the character's ability scores and hit points after the character has been generated.

- NAME CHARACTER provides a 15-letter space to type in the character's name. This name is automatically saved to disk.
- SELECT COMBAT ICON allows you to design the shape that represents the character in combat. Customize this icon to represent the character's favorite weapon, armor, and colors. Different computers and graphic adapters have different capabili-

ties; experiment to create the best icon for each character. The combat icon may be altered during the game to reflect new armor or weapons using the ALTER command from the Encamp Menu. (On some computer systems the character is saved after the combat icon is finished.)

• CHOOSE SPELL appears after you save the character and if you are a magic-user or multi-class magic-user. This option allows you to pick what spells the character has in his spell book. (All magic-users start with *read magic*.)

• EXIT returns to the Party Creation/Training Hall Menu.

ADD CHARACTER TO PARTY allows you to add characters to the party from the saved game disk. A party is a group of characters composed of up to six player characters (called PCs) and up to two non-player characters (called NPCs). A party should have a balanced mix of characters with different classes. For more information about building parties see the "Characters and Parties" section in the Adventurer's Journal. There is a WHERE FROM option that allows you to add characters from either *Treasures of the Savage Frontier* or *Gateway to the Savage Frontier*.

LOAD SAVED GAME permits you to resume a game that has been previously saved. The saved game provided with *Treasures of the Savage Frontier* can also be loaded. There is a WHERE FROM option that allows you to load saves from either *Treasures of the Savage Frontier* or *Gateway to the Savage Frontier*.

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

EXIT TO DOS ends play without saving the game.

Modifying Characters and Parties

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

Party Creation/Training Hall Menu

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

MODIFY CHARACTER changes the character's ability scores, hit points, and spell books. Use MODIFY CHARACTER to change a character generated in *Treasures of the Savage Frontier* to match a favorite AD&D® game character. A character cannot be modified once the adventure has begun.

TRAIN CHARACTER (from Training Hall Menu only) increases a character's level when he has gained enough experience points (EXP). Choose the character to train and, if he has sufficient EXP, he can advance one level. If a character has gained enough experience to advance more than one level, he advances only one level and then loses all experience points in excess of one point below that required for advancement to the next level. See the section on Experience Points in the Adventurer's Journal for an example. Training costs 200 pp. per level advanced.

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

HUMAN CHANGE CLASS (from Training Hall only) allows human characters to become a dual class. Dual class characters lose the advantages of their first class until they exceed that level in the new class. See the section on "Character Classes" in the Adventurer's Journal for more information.

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

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

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

BEGIN ADVENTURING starts the game.

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

Viewing Characters

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

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

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

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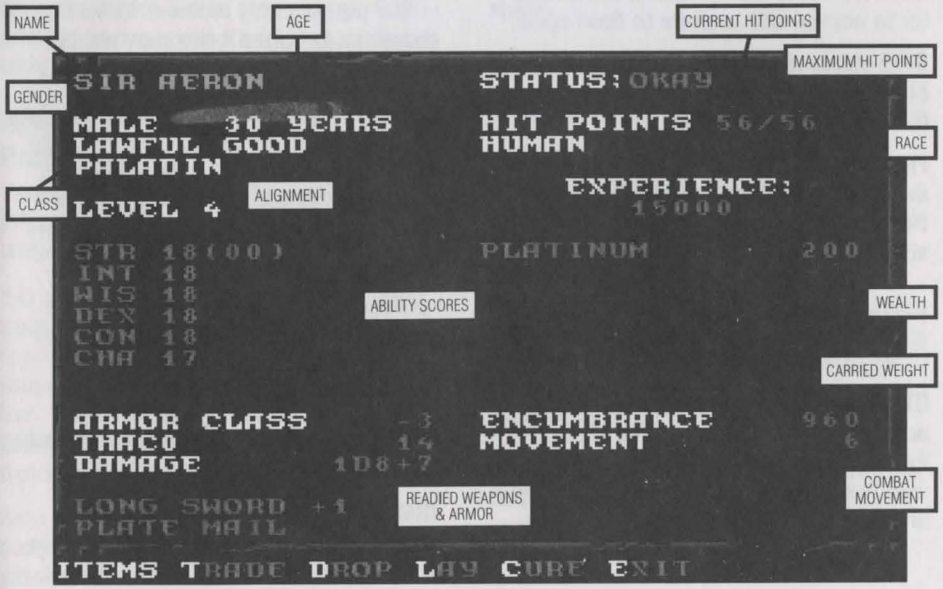


CHARACTER SUMMARY SCREEN

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

Character Status

OKAY status means that the character has positive hit points and can move and fight normally.

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

DEAD status means that the character has died. Non-elf characters have a chance of being resurrected with a *raise dead* or *resurrection* spell. The character's chance of being resurrected is influenced by his constitution. See the "Constitution Table" in the Adventurer's Journal.

FLED status means that the character has fled from a battle. After the battle he rejoins the party.

STONE status means that the character has been turned to stone. Return the character to normal with a *stone to flesh* spell.

GONE status means that the character has been totally destroyed. Nothing can bring the character back to life.

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

VIEW MENU

ITEMS SPELLS TRADE DROP LAY CURE EXIT

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

ITEMS MENU

READY USE TRADE DROP HALVE JOIN EXIT

• READY changes the status of a weapon, armor, or other item. Only readied items can be used in combat. A character cannot ready more than two hand-held items at once. Arrows and crossbow bolts are assumed to be in a quiver and can be readied at all times. Some items take both hands when readied (bows, quarter staffs, etc.), some take only one (long swords, wands, etc.), and others take no hands (rings, armor, etc.).

• USE activates an item. In combat the Aim Menu appears if the item can be targeted. See the Combat section for details about the Aim Menu.

• TRADE from the Items Menu transfers an item from one character to another. Highlight an item to trade, select TRADE, then select a character to receive the item. Remember: a conscious NPC does not give up items.

• DROP permanently removes items from a character. Dropped items may not be recovered.

• HALVE divides a bundle of like items into two bundles. For example, HALVE would turn one bundle of 42 Arrows into two bundles of 21 each. This is handy for dividing items to distribute among party members.

• JOIN combines all like items into one group. No more than 255 similar items can be joined. Some items, such as potions, cannot be joined.

SPELLS is a listing of the spells a character has memorized and can cast.

TRADE from the View Menu transfers coins, gems, and jewelry from one character to another. Select TRADE, choose what type of money and how much to trade, then select the receiving character.

DROP permanently removes money from a character. Dropped money cannot be recovered.

LAY ON HANDS is a healing ability of paladins. Paladins may *lay on hands* and heal two hit points per level of damage a day. Select the LAY command, then select the character to be healed. This command is only displayed when a paladin has not yet used it that day.

CURE is another healing ability of paladins. They may perform one *cure disease* per week for every 5 levels. For example, at 1st to 5th levels, a paladin may perform one, at 6th to 10th levels two, etc. This command is only displayed if the paladin has a cure available.

ADVENTURING

After setting up your party and reading the background information in the Adventurer's Journal, it is time to head for adventure and glory. The party engages in fierce battles, finds treasures, and sometimes has to stop, recuperate, and memorize spells for future use during adventures.

Display Screens and Points of View

Treasures of the Savage Frontier uses four different points of view: 3-D, Area, Wilderness, and Combat.

3-D appears in areas such as towns or underground. This view appears in the top-left view window to show the surrounding area from the party's perspective. Rotate the party's facing and move using the directional controls that are described in your Data Card.

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

A cursor in the area display shows the party's position and facing. Simply move the party with the direction controls around the area map.

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

Wilderness view displays a map in the top-left view window with an arrow indicating the party's current location. You get to this view when you leave a town or other developed area. Use the direction controls to move around on the map and go from location to location.

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

Adventuring Options

The following menu controls basic adventuring, moving, encamping, and casting spells:

ADVENTURE MENU

MOVE AREA CAST VIEW ENCAMP SEARCH LOOK

MOVE is used to change the party's facing or to move forward. The party can turn right or left, turn around or move forward. Normal movement in 3-D or Area mode takes one minute of game time per square. If the party has Search On, each move takes ten minutes. Refer to the Data Card for computer-specific movement information. Select EXIT to return to the Adventure Menu.

AREA toggles between the Area (overhead) and 3-D view. This command may not be available in some regions.

CAST displays the Cast Menu if the active character is a spellcaster. See the Magic section for more information. Remember: some spells only work in combat, others only while encamped.

VIEW displays the Character Summary Screen and the View Menu.

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

SEARCH toggles searching on and off. With Search Off, the party takes one minute per move. With Search On, the party takes 10 minutes per move because they are checking for secret doors, traps, etc. When a party has Search On, SEARCH is displayed on the screen to the right of the point of view window. Because the party is moving very slowly with Search On, the chance for random encounters is greatly increased.

LOOK is used to search an individual square. A LOOK command acts as if the party moved into the current square with Search On.

Encamping

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

ENCAMP MENU

SAVE VIEW MAGIC REST ALTER FIX EXIT

SAVE stores the characters and current game to the saved game disk or directory. Saved games may be loaded either from the Starting Menu when you start the game or from the Party Creation/Training Hall Menu. Save often — especially before and after really tough encounters.

VIEW displays the View Menu and the character screen of the active character.

MAGIC is a very important part of *Treasures of the Savage Frontier* and is described under its own heading on page 8.

REST allows characters to memorize spells and to heal naturally. When spells are being memorized, the initial rest time is established by the time necessary to memorize any spells selected with the MEMORIZE command in the Magic Menu. For every 24 uninterrupted hours of rest in camp, each wounded character regains one hit point. Rest may be interrupted by encounters. If possible, find safe places to take long rests, such as an inn or places that you are told are safe during the game.

Characters can automatically rememorize the spells they have used by simply selecting REST; this saves having to make selections from the Memorize Menu.

Rest Menu

REST DAYS HOURS MINUTES ADD SUBTRACT EXIT

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

• DAYS/HOURS/MINUTES selects the unit of time to be changed by the ADD and SUBTRACT commands.

• ADD/SUBTRACT increases or decreases the time that the party attempts to rest. Decreasing the time may not allow spellcasters to memorize all of their spells.

ALTER displays the Alter Menu that is used to change the characters in the party and the parameters of the game:

Alter Menu

ORDER DROP SPEED ICON LEVEL EXIT

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

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

• SPEED controls the rate at which messages are printed on the screen. If the game is running too slowly, use the FASTER command to speed up the displays.

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

• LEVEL displays the Level Menu that permits you to adjust combat difficulty.

Level Menu

NOVICE SQUIRE VETERAN ADEPT CHAMPION

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

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

FIX is used to heal many wounded characters with a single command. All characters with at least first level clerical spells memorize as many healing spells as they can, cast them on the party, and then rememorize their previous spells automatically. FIX takes game time and may be interrupted by an encounter. If the party is severely damaged, you may need to select FIX more than once.

EXIT returns to the Adventuring Menu.

Magic

To get the Magic Menu options, the active character must be able to cast spells. Spellcasters can get a list of their memorized spells from the CAST command of the Magic Menu or from the SPELLS command of the View Menu. Magic-users can get a list of their spells on scrolls from the SCRIBE command in the Magic Menu.

Spells are defined by who can cast them (cleric or magic-user), when they can be cast, and their range, duration, area of effect, and, of course, their actual effect. The Spell Parameters List in the Adventurer's Journal summarizes all of the available spells. When using spells from the Encamp Menu or the Adventure Menu (such as *find traps* or *haste*), remember that one round equals one minute of game time (one normal move) and one turn equals ten minutes of game time (ten normal moves). Look in the Adventurer's Journal for more information on spells and magic.

MAGIC MENU

CAST MEMORIZE SCRIBE DISPLAY REST EXIT

CAST displays the Cast Menu and the character's list of memorized spells. Select the spell to cast and then indicate the target of the spell. Once a spell is cast, it is gone from memory until it is memorized again. Some spells only have an effect when cast during combat and others may only be cast while encamped.

MEMORIZE displays the Memorize Menu, the character's spell book or clerical spell list, and how many spells of each level the spellcaster may memorize. Once all characters have selected the spells they want to memorize, choose the REST command to actually memorize the spells.

Remember that spellcasters can have the same spell memorized multiple times, and they can automatically rememorize used spells simply by selecting the REST command.

Memorize Menu

MEMORIZE NEXT PREV EXIT

• MEMORIZE selects a spell to be memorized. A spell is not actually memorized until it has been chosen from the Memorize Menu and the character has rested long enough to imprint the spell on his or her mind. After selecting the spells to memorize, the computer verifies your choices.

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

SCRIBE displays the Scribe Menu and a list of all of the spells on magic-user scrolls. Before spells can be scribed, they must either be identified at a shop or the magic-user must cast *read magic*. To scribe, select any spells to be scribed into the character's spell book and select REST to actually scribe the spells. Scribing a spell takes the same amount of time as memorizing the same spell.

Scribe Menu

SCRIBE NEXT PREV EXIT

• SCRIBE selects a spell to transfer from a magic-user scroll into a spell book.

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

DISPLAY lists the magic that currently affects the party. This includes spells like *bless* or *invisibility*, plus effects like diseases. This is an important command because diseased characters cannot regain hit points until they have a *cure disease* spell cast on them.

REST is identical to the Encamp Menu command. Remember: A character's spells are not memorized until he has rested the necessary time.

CIVILIZATION

Towns provide many valuable services and supplies for the adventurer. In these places you find inns, shops, training halls, temples, and taverns. Go to town not only to adventure, but also to purchase new equipment and magic items, rest and regain spells and hit points.

Inns are safe resting places where party members can recuperate and regain spells and hit points.

Shops are places to buy and sell equipment using the Shop Menu:

SHOP MENU

BUY ITEM VIEW TAKE POOL SHARE APPRAISE EXIT

BUY displays the items available in the shop. Highlight the items that the active character wants to purchase and select BUY.

ITEM is a shortcut that is identical to selecting VIEW and then ITEM.

VIEW displays the character screen with the SELL and ID commands available in the Items Menu.

• SELL causes the shopkeeper to make an offer on the highlighted item. Sold items may not be recovered.

• ID is used to identify an item. The shop charges 40 platinum pieces for the service.

TAKE is used to pick up coins from the party's money pool. Select TAKE and choose the type and amount of coins, gems, or jewelry to take.

POOL places all of the party members' coins, gems, and jewelry into a pool which any member may use to make purchases. Use the TAKE or SHARE commands to pick up coins, gems, and jewelry from the money pool.

SHARE picks up all the coins, gems, and jewelry from the pool and distributes even shares among the party.

APPRAISE determines the monetary value of any gems or jewelry the character has. Select APPRAISE, then choose a gem or item of jewelry, and an appraisal and purchase offer is made. Accept the offer and the item is sold. Reject the offer and the gem or piece of jewelry becomes an item on the character's item list. Gems and jewelry cannot be used directly for purchases, they must be appraised and sold first.

Temples offer healing spells and perform other clerical services.

TEMPLE MENU

HEAL VIEW REPAIR EXIT

HEAL displays a list of the temple's healing spells. Select HEAL, choose the character on whom to cast the spell, and then the spell to be cast.

VIEW is identical to the Adventure Menu command.

REPAIR has the temple clerics cast all of the healing and restorative spells needed to return your party to full strength and health.

EXIT returns you to the street outside the temple.

Taverns are rowdy places full of gossip, stories, and information. Buy a round of drinks and listen to the stories.

ENCOUNTERS

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

SAMPLE ENCOUNTER MENU

COMBAT WAIT FLEE ADVANCE

In this sample menu you have opportunities to fight immediately, wait and see, run away, or move forward.

Combat

In combat the computer chooses the active character. Characters with higher dexterity tend to go before characters with lower dexterity. A character may hold his action until later with the DELAY command. There is a more detailed description of combat in the Adventurer's Journal.

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

COMBAT MENU

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

MOVE allows a character to move. You can attack by moving the character into an enemy's square. If the character moves away from an adjacent enemy, the enemy attacks from behind.

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

Aim Menu

NEXT PREV MANUAL TARGET CENTER EXIT

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

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

• MANUAL permits the player to aim anywhere on the map. However, only targets in the character's line of sight can actually be fired at.

• TARGET is used to fire a missile or spell at the enemy where the cursor is currently located. This command can also be used to attack an adjacent enemy with a melee weapon (sword, mace, etc.). If this command is not displayed, the target is out of range, not in line of sight, or invisible.

• CENTER centers the screen around the cursor. This is helpful when targeting manually.

• EXIT returns to the Combat Menu.

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

CAST is only available to spellcasters when they have spells available. The spellcaster selects from the list of available spells and then targets with the Aim Menu. If the character has been hit recently, his concentration may be broken and the CAST command does not appear.

TURN is a clerical power that attempts to destroy undead monsters or drive them away from the party. This does not affect the more powerful undead types and has no effect on any other kind of monsters.

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

QUICK turns control of the character over to the computer. Under computer control, a fighting character with a readied missile weapon tends to hang back and attack from a distance. If a character has no readied missile weapon, he readies a melee weapon and charges. Single class magic-users fire missile weapons and cast spells if magic is turned on (see your Data Card for details). They never rush into close combat, even if all of their missile attacks are expended.

Consult your Data Card for instructions on regaining manual control and toggling magic on and off for your computer system.

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

BANDAGE gives first aid to a party member who is bleeding to death. BANDAGE stops the bleeding and keeps the character from losing more hit points.

VIEW displays the character screen and View Menu. The USE command appears on the Items Menu to permit items such as a wands to be used in combat.

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

END quits a character's turn.

After Combat

When combat is over you see how many experience points each character receives and then the Treasure Menu is displayed. Most of the Treasure Menu commands work like the commands in the Shop Menu.

TREASURE MENU

VIEW TAKE POOL SHARE DETECT EXIT

VIEW displays the character screen and View Menu.

TAKE permits the active character to pick up treasure from defeated monsters. This only appears if the monsters had a treasure or the party has pooled its funds. A character carrying a large number of coins and heavy equipment may be slowed in combat.

Take Menu

ITEMS MONEY EXIT

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

• MONEY displays the number and type of coins, gems and jewelry in the treasure. Indicate the type then number of items the active character takes.

POOL places all of the party members' coins into the treasure. Use the TAKE or SHARE commands to pick up coins from the treasure.

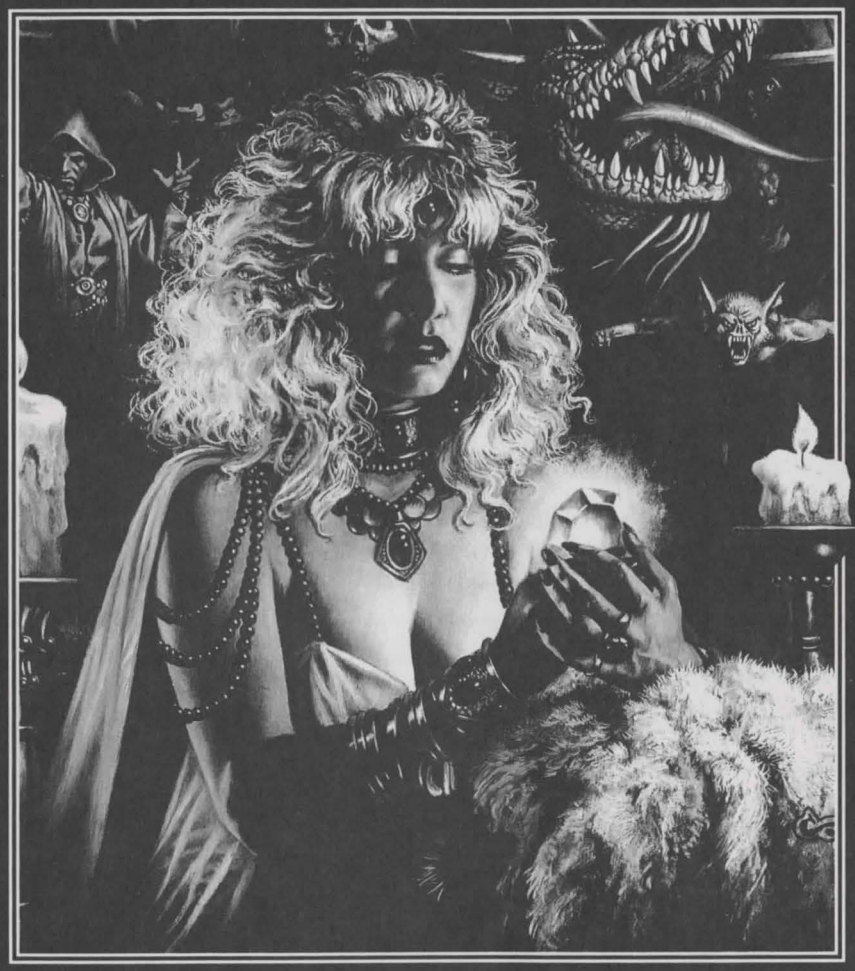
SHARE picks up the money treasure, divides it into shares, and distributes it among the party.

DETECT has the active character cast a *detect magic* spell. Magic items in the treasure or party are marked with an '*'. This command only appears if the active character has a *detect magic* spell available.

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

TREASURES OF THE SAVAGE FRONTIER

ADVENTURER'S JOURNAL



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INTRODUCTION

Amanitas embraced each member of the party, repeating how glad he was that we had arrived safely. Then we sat down together on the cold stone floor, and he explained what had just occurred.

"Dear friends," he told us, "I am truly sorry for having pulled you away from your well-deserved rest at Yartar.

"It was my hope that your great victory at Ascore would make the Savage Frontier safe from its enemies and allow you to resume normal lives. As normal, I suppose, as life can be when everywhere you go people rush up to shake the hands of the Heroes of Ascore.

"Sadly, recent events have made this return to a peaceful life impossible.

"You are in Llorkh, far to the south and east of where you began this day in Yartar. We sit now in the ancient stronghold, that same stronghold where you met with the besieged dwarves as you sought the final statuettes on your last adventure.

"Just weeks ago, the Zhentarim legions and their allies were decimated by the monsters you summoned to the plaza of the ancient temple at Ascore. The surviving orcs fled back to their mountain kingdoms, and the trolls limped back to the moors.

"The shattered forces of the Zhentarim themselves retreated south, following the path that leads around the Great Desert through Llorkh – the one city they still controlled.

"The first bloodied fighter staggered into Llorkh last week and collapsed in the street, babbling about the hordes of monsters who had defeated them.

Word quickly spread among the dwarves that you had destroyed the Zhentil armies, and that more survivors would be returning soon.

"The dwarves realized this was their one chance to revolt, to rise up and throw off the Zhentarim invaders. Weapons were distributed, old plans reviewed, and the first attacks were launched that very night.

"But Lord Geildarr, the Zhentarim imposter who murdered the last dwarven King of Llorkh, is no fool. He had held back a large force of fighters and loyal monsters – forces he was supposed to have sent on to Ascore.

"They know that if they are pushed from Llorkh there is nowhere else to go . . . and Zhentil Keep is very far away. They have fought the dwarves bravely at every turn, and both sides have taken terrible losses as they struggle to control the city.

"Milzorr, the dwarven leader, sent a messenger to me at Secomber, seeking help. I arrived this morning, and immediately realized that only you – the Heroes of Ascore – could save the city and its brave dwarven rebels.

"I cast the spell that brought you to this fortress, and I pray that your skills and wisdom will prevail over the evil forces that seek to enslave these noble dwarves.

"If you can free the city, please come to visit me at Secomber as soon as possible. I must return there now, for already I am receiving troubling reports about strange new events in the Savage Frontier. Your help may be needed elsewhere, too . . . and soon.

May Helm guide you safely through the challenges that lie ahead!"

CITIES AND ISLANDS OF THE SAVAGE FRONTIER

The Lords' Alliance

The Lords' Alliance is actually a group of cities which act together to defend themselves against attacks by common enemies. Members in the Savage Frontier include Waterdeep, Neverwinter, Port Llast, Leilon, Mirabar, Yartar, Triboar, Longsaddle, Orlumbor, Daggerford, Secomber, and Loudwater. Lord Piergeiron, the leader of Waterdeep, chairs the alliance. Luskan and Ruathym are hostile to the Lords' Alliance.

Daggerford

A small town in a key strategic location, Daggerford guards the only safe crossing on the River Shining between Waterdeep and the cities to the south.

Fireshear

Located far to the north on the coast of the Trackless Sea, this icy town is a mining outpost jointly ruled by Waterdeep, Mirabar, and Neverwinter.

The Ice Peak

This volcanic island, located close to the northern coast, is inhabited by Northmen and Ice Hunters. Its tiny capital is controlled by a ruler loyal to Luskan, but other villages on the island often act in support of the Lords' Alliance.

Leilon

A small coastal town south of Neverwinter on the road to Waterdeep, Leilon has recently suffered through repeated, brutal attacks by pirates.

Llorkh

Llorkh is located on the trading route that leads down the western edge of the Great Desert before turning east to the inland nations of the Realms. As the game opens, it is the only town still directly controlled by the Zhentarim after their defeat by the party at the Battle of Ascore.

Longsaddle

This small town, surrounded by ranches, lies east of Neverwinter Wood on the important road between Waterdeep and Mirabar.

Loudwater

A beautiful, ivy-covered riverside town with a large population of half-elves, Loudwater is a convenient place for the party to visit in the southern part of the Savage Frontier. Its features include stores, an inn, a temple, and a training hall.

Luskan

Now controlled by pirates, this large coastal city with an ideal harbor was once a merchant center. It is the location of the Hosttower of the Arcane, which draws evil magic-users from across the Realms.

Mintarn

An island in the Trackless Sea southwest of Waterdeep, Mintarn is a port of call for every cargo vessel in the north — whether they haul coins, corn, or contraband. Mintarn is ruled by a man called "The Tyrant," who allows almost anything to happen on the island so long as its residents remain safe and independent.

Mirabar

Mirabar is one of the largest and most powerful cities in the area, the northwest anchor of the Lords' Alliance. A mining center, it has a large dwarven population.

Neverwinter

An important port city on the Trackless Sea, Neverwinter is the site of one of the rare Magic Shops in the Savage Frontier. Ships travel from here to some of the nearby islands.

Orlumber

Located close to the coast far south of Waterdeep, the island of Orlumbor is home to the finest shipyards in the Realms. It is also the site of Farr Windward, an isolated town to which many cities banish insane, strange, or politically dangerous people who are no longer welcome inside their walls.

Port Llast

A small port town north of Neverwinter, Port Llast has been beset with troubles in recent times.

Ruathym

This rocky island, which lies far to the west in the Trackless Sea, is populated by hard-working, hard-fighting Northmen. Ruathym recently concluded a brief war with Luskan, with neither side claiming victory. Now, under strange circumstances, Ruathym has joined with Luskan in its attacks on the Lords' Alliance.

Secomber

This sleepy little town on the River Shining is most notable for being the home of Amelior Amanitas, friend to the party and an inventive magic-user of great renown.

Tower of Twilight

Located on the eastern edge of Neverwinter Wood, this tower is the part-time home of Malchor Harpell. Harpell is the leader of Longsaddle, and one of the most powerful magic-users in the Savage Frontier. On rare occasions he will train noble adventurers at the Tower – for a price.

Triboar

A trading town on the road between Mirabar and Waterdeep, Triboar has a history of rivalry with its eastern neighbor, Yartar. This rivalry has in the past inspired practical jokes that got out of hand and almost led to battles in the streets.

"For those who seek to make their treasures small in size but great in value, I am always here to help."

Waterdeep

The largest city in the Savage Frontier — and perhaps in all the Realms — Waterdeep is called "The City of Splendors." It is the leader of the Lords' Alliance, and each day vessels from every port on the Trackless Sea sail into its majestic harbor. Smugglers take advantage of this constant traffic to ship their illegal cargo through secret docks outside the city walls.

Way Inn

This village sprung up around a favorite resting spot on the High Road along the coast. It is located several days south of Waterdeep.

Yartar

A key crossroads and trading town, Yartar has been the party's recent base of operations.

Continues...

Zhentil Keep

Zhentil Keep lies far to the east of the areas you visit in the game. Nevertheless, the Zhentarim, a secret organization that is headquartered here, is very much involved. The Zhentarim planned to conquer the region, but their plan was ruined by the party in the Battle of Ascore. This battle is chronicled in *Gateway to the Savage Frontier*.

CHARACTERS AND PARTIES

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

Player Races

There are six races from which you may construct player characters, each with different talents and limitations. Tables beginning on page 53 summarize the racial class limitations and ability score modifiers. The following describes each race and tells which classes are open to them.

Dwarves are a cunning race of sturdy workers and craftsmen. They are especially resistant to magic and poison. Dwarves are adept at dodging the attacks of giant-class creatures. Dwarves can be fighters, thieves, and fighter/thieves.

Elves are a tall, long-lived race. They are nearly immune to *sleep* and *charm* spells and are adept at finding hidden objects such as secret doors. Elves also receive bonuses when attacking with swords or bows. They cannot, however, be raised from the dead. Elves can be fighters, magic-users, thieves, fighter/magic-users, fighter/thieves, magic-user/thieves, and fighter/magic-user/thieves.

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 objects. Half-elves can be fighters, magic-users, clerics, thieves, rangers, cleric/fighters, cleric/rangers, cleric/magic-users, fighter/magic-users, fighter/thieves, magic-user/thieves, cleric/fighter/magic-users, or fighter/magic-user/thieves.

Gnomes are shorter and slimmer than their dwarf cousins. Like dwarves, they are especially resistant to magic and are adept at dodging the attacks of giant-class creatures. Gnomes can be fighters, thieves, and fighter/thieves.

Halflings are about half the size of a human, hence their name. They are especially resistant to magic and poison. They can be fighters, thieves, and fighter/thieves.

Humans are the most common player-race in the Forgotten Realms. They suffer no racial level limitations or ability score modifiers. Humans do have the disadvantage 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, rangers, paladins, and dual-class characters.

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 53.

Depending on the character class, one or more of these abilities are a "prime pequisite." 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 can determine 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 can determine 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.

"The nervous look in the eyes of the city guards told us of impending danger."

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, 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.

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 increase in level slower because experience is divided evenly among all classes.

"If you would travel on the river, do it soon. The cold of winter will soon freeze the waters and we will rent no boats."

Clerics have spells bestowed on them by their deity and can fight wearing armor and using crushing (no edged or pointed) weapons. 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, and rangers) gain the ability to attack more than one time per round when they reach 7th level. 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 level. Paladins are also always surrounded by the equivalent of a *protection from evil* 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 do not knowingly adventure with any evil characters. They must have ability scores of at least 9 in intelligence and wisdom, at least 12 in strength, at least 13 in wisdom, and at least 17 in charisma. The prime requisites for paladins are strength and wisdom.

Rangers are a type of fighter, and can fight with any armor or weapons. They do additional damage when fighting giant-class creatures, but 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. Rangers 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. The prime requisites for rangers are strength, intelligence, and wisdom.

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. The prime requisite for magic-users is intelligence.

Thieves have special skills for opening locks and removing traps, but are limited to 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.

Dual-class characters are humans who had one class for the first part of their career, and then changed to a new class for the remainder. These characters use the HUMAN CHANGE CLASS option on the Training Hall menu to pick a new class. Once a character changes classes, he cannot advance in his old class. Dual-class characters do not gain hit points and cannot use the abilities of the old class while their new class level is less than or equal to the old class level. Once the character's level in his new class is greater than his level in his old class, he gains hit points according to his new class and may use abilities from both classes. Human dual-class magic-users cannot cast magic-user spells while they are wearing armor, unless they are a ranger/magic-user dual-class.

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.

Other Attributes

Each character also has three important values that change as the game goes on: Hit Points, Experience Points, and Levels.

Hit Points are a measure of 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.

Continues...

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 loses 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 are never 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 58 for experience requirements.

New characters start the game with 22,600 EXP, which puts most single-class characters at about 5th 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 loses all experience in excess of one point below the next level.

Example:

A 9th level thief enters a training hall with 375,000 experience points (enough for 11th level). He leaves 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 their maximum levels allowed in *Treasures of the Savage Frontier*.

Building a Successful Party

Forming a strong and adaptable party is a key to success in *Treasures of the Savage Frontier*. 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 is one sample party:

Sample Party:

1 Human Magic-user
1 Human Paladin
1 Dwarf Fighter/Thief
1 Human Ranger
2 Human Clerics

This party is balanced for combat, and advances quickly because most characters are single class. The magic-user can cast offensive spells and use wands. The paladin has the benefit of a *protection from evil* spell in a 10' radius. All characters in range of the effect get an AC improvement of two against evil foes. The dwarf fighter/thief offers the advantages of a thief (lockpicking and disarming traps) with the better armor and hit points of a fighter. Rangers do extra damage against giant-type creatures and gain spellcasting ability. Clerics are absolutely essential for their healing spells.

Once the party has been banded together, camp where you have arrived, ready your 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 more tips and information 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 begin a spells on his segment, but it does 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. Paladins can control NPCs in some cases.

Combat Reinforcement

In combat, there is a chance that allies will charge to your aid, helping defeat foes and reinforce the combat just when you need it most. There is a chance that your enemy can get reinforcements too.

Combat Ability

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

AC

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'

"We are proud to fight shoulder to shoulder with the Heroes of Ascore – saviors of the Northern Realms!"

equal to or greater than to do damage on a target with an AC of Ø. 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 (THACØ 5) - (AC 3) = 2+

But to hit a monster with an AC of -2 he would need to roll (THACØ 5) - (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 55.

"A stranger told us of hidden treasures ... but not of the hidden dangers along the way!"

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 (Sweeping)

When fighting small creatures, fighter-types may 'sweep' through several weak opponents in one combat round. When a character sweeps, he automatically attacks all of the available weak opponents.

Backstabbing

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 of them being 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 Alter Menu while camped. Shift the heavily armored fighters up the list and the vulnerable magic-users and thieves towards 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 loose 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 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 camped. 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 hours preparation) + (2 * 15 min) + (1 * 30 min) + (1 * 45 min) = 7 hours 45 min

Magic-Users

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.

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.

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 rememorized 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 rememorize 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 allows 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 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 readies 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.

"A pox on the Zhentarim slugs who crawl across our land! They burn our crops, steal our livestock, and foul the fertile soil."

Enchanted weapons come in many sizes, shapes, and potencies. Sometimes a weapon adds between one and four to your THACØ 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 readied for all combat.

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 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

Continues...

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.

BESTIARY

The denizens of these regions are many and varied. These are some of the monsters you may encounter in your adventures. A few of these creatures are extremely rare, and you may not cross paths with them all. But, you may encounter a few others....

Monsters with an asterisk (*) following their names are new to the *Savage Frontier* series.

Creatures of the Forgotten Realms

Banshees

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

Beholders

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

Bulettes

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

Carrion Crawlers

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

Cockatrices

These are repulsive part rooster, part lizard beasts with the power to turn adventurers to stone.

*Cyclopskin**

Cyclopskins are large humanoids that have one eye.

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.

Driders

These hybrids are part drow, part spider. They are created from drow who have failed dark rites of passage.

Efreets

Efreets are genies from the elemental plane of Fire. These creatures are immune to all forms of fire, but can be hit by other magical attacks.

Ettins

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

Fire Elementals

Elementals are strong, but relatively stupid beings conjured up from their normal habitat on the elemental planes. Fire elementals are terrible to behold and can be fierce opponents. They are immune to both magical and non-magical fire attacks.

Ghouls

Ghouls are undead creatures who feed on the flesh of those who are still living. Their attack can paralyze all races of characters except elves.

Golems

Golems are magically created automatons of great power. Golems can be constructed of flesh, clay, stone, or iron. Iron golems are particularily dangerous because fire-based attacks such as *fireball* heal them!

Giants

These species vary greatly in power and intelligence. The following are the types you are likely to encounter: cloud, fire, and hill. Some cloud and fire giants can use magic.

*Greenhags**

Greenhags are a race of evil creatures related to both annis and nighthags. They are resistant to magic and have spell-like powers. A typical greenhag resembles a nighthag, but with green skin.

Griffons

Griffons are half-lion, half-eagle avian carnivores. Their favorite prey are horses and their distant kin (hippogriffs, pegasi, and unicorns).

Harpies

Harpies are wicked avian humanoids that prey upon nearly all creatures, but prefer the flesh of humans and demihumans.

Hell Hounds

Hell hounds are other-planar creatures resembling wolves, but they can breathe fire and detect invisible enemies.

Manticores

Manticores are a strange mix; they have a lion's torso and legs, bat's wings, a spike-tipped tail, and a human head. They can fire volleys of spikes from their tails and have a great appetite for human flesh.

"When your body is healed by the clerics of the temple your spirit shall be healed as well."

Margoyles

These are stony monsters that are immune to normal weapons and can attack many times with their sharp claws and spikes. Watch out for their stronger and faster cousins, the greater margoyle.

Neo-Otyughs

These are a larger, more dangerous cousin of the otyugh.

Ogres

These large, ugly, foul-tempered humanoids generally attack with a spiked club. Be wary of magic-using ogres.

Orcs

Orcs are one of the most common, and disliked, of the demihuman races. They are highly aggressive and warlike.

Continues...

Otyughs

These are scavengers armed with long tentacles that they use to scoop trash into their cavernous mouths.

"Our boat moved swiftly with the current, carrying us beyond the city walls moments after we embarked."

Purple Worms

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

Rats, Giant

Giant rats are ferocious rodents the size of large dogs.

Remorhaz

Remorhaz are sometimes referred to as polar worms. They inhabit cold regions and are aggressive predators who have been known to attack even frost giants.

*Rock Reptiles**

Rock reptiles are lizards with a lumpy, warty hide, and chameleon-like powers.

Skeletons

These undead are one of the weaker types. Skeletons are animated by evil wizards or clerics, and are often used as guardians or warriors.

Slugs, Giant

Giant slugs are huge, omnivorous mutations of the common garden pest. They attack by biting and can spit a highly corrosive acid.

Spectres

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 will attack creatures that disturb them. These are some of the species you may encounter: electric and giant.

*Stone Guardians**

These are golem-like figures and are very dangerous. They take half-damage from cold, fire, and electrical-based spells and will attack until destroyed!

Umber Hulks

These subterranean carnivores burrow through the ground with powerful claws.

Vampires

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

Wights

These undead creatures have burning eyes set in mummified features. They feed on adventurers' life essence and can only be hit by silver or magical weapons.

Wraiths

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

*Yetis**

Yetis are large creatures that inhabit ice regions. Their white fur makes them nearly invisible. Oftentimes, you cannot spot them until they are within 10 to 30 feet of you.

Zombies

These are mindless, animated undead controlled by evil wizards or clerics. While 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.

New Monsters

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

Legend:

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

Gorgimerae, White

AC: 2; **HD:** 10; **Mv:** 12; **Int:** Semi; **Size:** L; **Align:** CE; **THACØ:** 12; **Att:** 5; **Dmg:** 1d3/1d3/2d6/2d6/2d6 **Spec Attack:** Stone Breath, Frost Breath **Spec Def:** None; **EXP:** 3312

This fearsome three-headed monster is a relative of the chimera. It has the hindquarters and head of a gorgon; the forequarters and head of a mountain lion; and, the mid-body wings and head of a white dragon. It attacks with its lion's claws and all three heads. The white dragon head can breathe twice per day, and its gorgon head can use petrifying breath twice per day. These monsters can only be found in cold, mountainous regions.

Ice Hounds

AC: 4; **HD:** 8; **Mv:** 12; **Int:** Low; **Size:** M; **Align:** LE; **THACØ:** 13; **Att:** 1; **Dmg:** 1d10; **Spec Attack:** None **Spec Def:** Nil; **EXP:** 742

Ice hounds are relatives of the hell hound and are not originally from the material plane. These creatures are summoned to serve as guards in cold weather regions. In addition to a normal bite attack, ice hounds can breathe a cloud of frost, causing 7 points of damage (save for half damage).

Kampfults, Giant

AC: 4; **HD:** 5; **Mv:** 3; **Int:** Low; **Size:** M; **Align:** N; **THACØ:** 15; **Att:** 6; **Dmg:** 5; **Spec Attack:** Hold, Suprise; **Spec Def:** None; **EXP:** 260

Giant kampfults are larger versions of the kampfult, sometimes called the "sinewy mugger." This creature originally inhabited woodland areas, but has been driven out by human hunters. They now can be found in ruins or dungeon settings. Once a victim is hit by one of the kampfult's rope-like body vines, there is no escape until the kampfult is slain.

Spider Queens

AC: 1; **HD:** 9; **Mv:** 15; **Int:** Low; **Size:** L; **Align:** CE; **THACØ:** 11; **Att:** 1; **Dmg:** 2d8; **Spec Attack:** Poison (death); **Spec Def:** None; **EXP:** 892

A fearsome leader of arachnids, a spider queen sometimes appears with large numbers of lesser spiders.

Continues...

Yeti, Chiefs

AC: 5; **HD:** 7; **Mv:** 12; **Int:** Low; **Size:** L; **Align:** TN; **THACØ:** 13; **Att:** 2; **Dmg:** 1d8+2; **Spec Attack:** Squeeze, Fear; **Spec Def:** Immune to cold, takes additional 50% damage from fire attacks; **EXP:** 855

These yeti leaders are harder to defeat than most other yeti. This gives the chief the ability to lead fellow yeti.

Yeti, Guards

AC: 6; **HD:** 5; **Mv:** 12; **Int:** Low; **Size:** L; **Align:** TN; **THACØ:** 15; **Att:** 2; **Dmg:** 1d6; **Spec Attack:** Squeeze, Fear; **Spec Def:** Immune to cold, takes additional 50% damage from fire attacks; **EXP:** 565

Yeti guards are meaner and fiercer than the average yeti.

Yeti, Grand

AC: 4; **HD:** 12; **Mv:** 12; **Int:** Low; **Size:** L; **Align:** TN; **THACØ:** 10; **Att:** 2; **Dmg:** 1d12+3; **Spec Attack:** Squeeze, Fear; **Spec Def:** Immune to cold, takes additional 50% damage from fire attacks and is 50% magic resistant; **EXP:** 1765

This large ferocious yeti is rumored to live high in the Icy Mountains. These are the most difficult yeti to defeat because of their high magic resistance.

Vilstraks, Great

AC: 2; **HD:** 3; **Mv:** 9; **Int:** Low; **Size:** L; **Align:** N; **THACØ:** 16; **Att:** 2; **Dmg:** 1d4+1; **Spec Attack:** Suprise; **Spec Def:** None; **EXP:** 14

Greater vilstraks are giant vilstraks, also called "marl muggers" or "tunnel thugs." A vilstrak's stony surface provides it with both excellent protection and the uncanny ability to physically merge with earth or stone.

SPELL DESCRIPTIONS

Cleric Spells

First Level Cleric Spells

Bless improves the THACØ of friendly characters by 1. *Bless* cannot affect 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.

Curse reduces the THACØ of targets by 1. The target cannot be adjacent to a party character or NPC, and effects are not cumulative.

Cause Light Wounds inflicts 1-8 hit points of damage on a target.

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.

Protection from Good improves the AC and saving throws of the target by 2 against attackers of good 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

Bestow Curse reduces the target's THACØ and saving throws by 4.

Cause Blindness blinds one target. This can only be cured by a *cure blindness* spell.

Cure Blindness counters the effects of *cause blindness.*

Cause Disease infects the target with a debilitating ailment that saps strength and hit points.

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

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.

"No one can guarantee you'll reach the islands safely – not in this time of troubles. But our vessels are the fastest on the Trackless Sea!"

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

Fourth Level Cleric Spells

Cause Serious Wounds inflicts 3-17 hit points of damage on a target.

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

Neutralize Poison revives a poisoned person.

Poison causes the target to save versus poison or die.

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.

Continues...

Sticks to Snakes causes a distracting mass of snakes to torment the target. The snakes make movement and spell casting impossible for the duration of the spell.

"I was the one who said we should cast detect magic on the spider's treasure. But do they give me the magical sword? Noooo...."

Fifth Level Cleric Spells

Cause Critical Wounds inflicts 6-27 hit points of damage on a target.

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 spells 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 has 1 hit point and loses 1 point of constitution.

Slay Living is a reversal of the *raise dead* spell and kills one target. If the target makes its saving throw, then it suffers 3-17 hit points of damage.

Druid Spells

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 outlines otherwise invisible targets and give a +2 THACØ bonus to anyone attacking an affected creature.

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

Magic-User Spells

First Level Magic-User Spells

Burning Hands causes 1 hit point of fire damage per level of the caster. There is no saving throw.

Charm Person changes the target's allegiance in combat so that an opponent fights for the caster's side. It only affects character types (human, dwarf, etc.).

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.

Enlarge makes the target larger and stronger. The higher the caster's level, the greater the spell's effect.

Friends raises the caster's charisma by 2-8 points. It is best cast just before dealing with NPCs.

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.

Protection from Evil improves the AC and saving throws of the target by 2 against attackers of evil alignment.

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 and level.

Shield negates enemy magic missile spells, improves the magic-user's saving throw, and may increase his AC.

Shocking Grasp does 1-8 hit points of electrical damage +1 hit point per level of caster.

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.

Second Level Magic-User Spells

Detect Invisibility allows the target to spot invisible creatures.

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.

Knock opens locks. The spell affects both magically and non-magically locked doors, chests, etc.

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

Ray of Enfeeblement reduces the target's strength by 25% + 2% per level of the caster.

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.

Strength raises the target's strength by 1-8 points depending on the class of the target.

Third Level Magic-User Spells

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

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.

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.

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.

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).

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.

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.

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.

Protection from Good, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against attackers of good alignment.

Protection from Normal Missiles makes the target immune to non-magical missiles.

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.

Fourth Level Magic-User Spells

Charm Monster changes the target's allegiance in combat so it fights on the side of the magic-user. The spell works 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.

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.

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.

Fear causes all within its area to flee in terror if they fail their saving throws.

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.

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.

Ice Storm does 3-30 hit points to all targets within its area. There is no saving throw. This spell even inflict fulls damage on opponents protected by *resist cold.*

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.*

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

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.

"He called the roll of ancient, crumbling parchment a "treasure map." For so few coins, how could we refuse?"

Cone of Cold unleashes a withering cone-shaped blast of cold. The spell's range and damage increases with the caster's level.

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.

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.

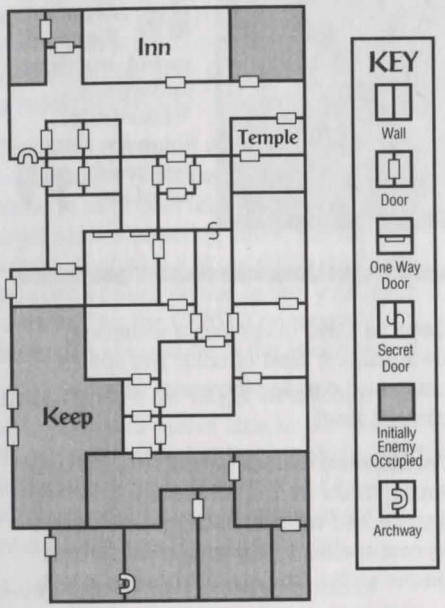
Hold Monster is similar to *hold person,* except that it affects a wider variety of creatures.

Iron Skin causes the mage's skin to become extremely tough and magic resistant. The mage's AC is reduced by 4.

JOURNAL ENTRIES

JOURNAL ENTRY 1

Map of the Dwarven Stronghold



JOURNAL ENTRY 2

Bjorn's Tale

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

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

JOURNAL ENTRY 3

The Zhentarim Doctor's Warning

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

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

JOURNAL ENTRY 4

Rabgar's Introduction

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

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

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

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

JOURNAL ENTRY 5

The Dwarves in the Tavern

"Thank you for entering this battle and helping us against the Zhentil invaders.

"We control the area of Llorkh south of the river, as well as our ancient stronghold. More dwarves are coming in from the hills to help us, but more Zhentarim stragglers from Ascore keep arriving, too.

"We need to wear down the Zhentarim before we attack the Keep and go after Lord Geildarr himself. If we clear the rest of the town he will have to keep sending soldiers and monsters to try to stop us, and soon the forces remaining at the Keep will be weak enough for us to face them and regain our city."

JOURNAL ENTRY 6

Betrayed by the Dwarves!

We looked around us at the ring of Zhentarim soldiers, each with a crossbow aimed squarely at our hearts. Lord Geildarr pushed his way through to face us, a sneer of satisfaction slicing across his twisted face.

"So," he taunted us, "the Heroes of Ascore have arrived to rescue the dwarves! Your trap has worked perfectly, your majesty!"

Grazoun came forward, shaking his fist defiantly while staying behind Geildarr's robes. "The dwarves of Llorkh don't need your help! We have a dwarven king again, and it is King Grazoun the Great!'

"Your Majesty, I suggest that these bandits be thrown into your dungeon." Geildarr's suggestion sounded like a command, and the soldiers pulled us away even before the newly-named king could reply.

JOURNAL ENTRY 7

The Scraps of Paper

Sifting through the mess, we found one handwritten page that was still partially legible. It held a reference to someone whose name ended in the letters "amon," and something about his "foolish death on the horns of his own brazen overconfidence."

Farther down the page were what looked like directions to or from (we could not tell which) a place far off to the East. Then, in another's writing, scribbled hastily over the directions, was "gate Keep."

It was impossible to make out anything else.

JOURNAL ENTRY 8

The Skeleton in the Hallway

Lying in front of us was the skeleton of a man, his leather armor torn and scattered.

From the bloodstains on the floor we could see that this was no ancient artifact. This corridor appeared to lead only to a storage area, but some poor wretch had come this way and met a monster so fearsome that now only his bones remained.

JOURNAL ENTRY 9

Tale of the Big Fish

One man stands to speak. "I am Big Fish in Cold Water. My people are the Ice Hunters. Our leader, Bleak Sky at Morning, expects your coming. He knows what you would know. Seek him. Go to Icewolf. Two of my people and two Northmen await your arrival at the Northern dock. Go there. Hurry. The evil men in black robes are close behind."

JOURNAL ENTRY 10

JARBARKAS' STORY

"My name is Jarbarkas, and I am from a village called Windycliffs on the Sword Coast. Recently both Windycliffs and Leilon were sacked by ruthless buccaneers from Luskan, and much of the village lies in ruins.

"Like some great stone tree, the tower rose to pierce the bright blue sky. But its beauty could not hide the evil that lay within."

"Swearing revenge on the cowards who burned my home, I set out to offer my services to the Lords' Alliance. A group of volunteers was leaving Waterdeep to come to Llorkh to help the dwarves, and I joined them in their mission.

"But no sooner did we arrive than we were ambushed by a force of men and monsters. My companions were killed, and I was overpowered and taken prisoner.

"Lord Geildarr himself questioned me. He was very disappointed to hear we had just arrived and knew nothing of the dwarves' plans. He had just animated that skeleton to kill me when you came in.

"I would be very careful to search all enemies carefully for any kind of crystal. I know not what the powers of these crystals may be, but they were very careful to shatter them rather than let the stones fall into our hands. There are three different colors, and no single person is ever entrusted with more than one."

JOURNAL ENTRY 11

THE NOTE FROM AMANITAS

Dear Friends,

Since you are reading this note I presume that you have won the battle for Llorkh, and that Milzorr and his people are now free.

And, I suppose, if you're not reading this note you have died nobly in support of a Good cause and are worthy of great honors as well.

But, to save time, I will deal only with what you are to do if you are still alive. Please come see me in Secomber as soon as you can, for I will have more information for you on the strange goings-on in the land.

Be prepared before travelling across the wilderness to Secomber. The snows are coming early this year, and the roads are dangerous when the drifts make travel slow. If the river starts to freeze the boat rental shops will not be open, and you will be forced to march overland.

Erek and I await your arrival. I believe he is quite excited at the prospect of being rude to you once more.

– Amelior Amanitas of Secomber

JOURNAL ENTRY 12

THE ARRIVAL AT MINTARN

The men in the small boat rowed away in a great hurry, and the crew began to run about the decks frantically, cursing at every step.

"What's going on?" we asked one sailor as he hurried by.

"Something's wrong at the docks — there's fighting there. Have to swing 'round to the old pier!"

Our vessel slowly tacked northward, and an hour later we disembarked onto a rickety, disintegrating dock. Around us the town looked like an armed camp, with soldiers running everywhere and worried looks on all the faces.

JOURNAL ENTRY 13

AMANITAS' EXPLANATION

"Dear friends, I am glad you have returned to see me once again. I have learned much since we last spoke.

"A renegade beholder from Zhentil Keep has established a headquarters in Port Llast. There it hopes to prepare a safe haven for a large number of its hideous fellow monsters from across the Great Desert.

"They plan to go to the towns and cities of the Savage Frontier and coordinate a renewed attempt by the Zhentarim to overrun the region through the Great Desert. We must find the beholder and stop this plan before it starts!"

JOURNAL ENTRY 14

CORTARRA'S NOTE

"I believe, my lord, that the story might be true. The young man appears to know nothing of the. . . ."

Here Cortarra had stopped in the writing of her letter. What we would give to learn what secrets it might have contained!

JOURNAL ENTRY 15

THE ICE HUNTER'S TALE

"I am Bjorn of the Sea. We Ice Hunters are sent to greet you. Do not fight the Northmen — it was a mistake to make them enemies. They believe you have angered Tempus and will attack you. Seek our leader, Bleak Sky at Morning. He knows the way."

JOURNAL ENTRY 16

AN ENCOUNTER WITH THE GUARDS

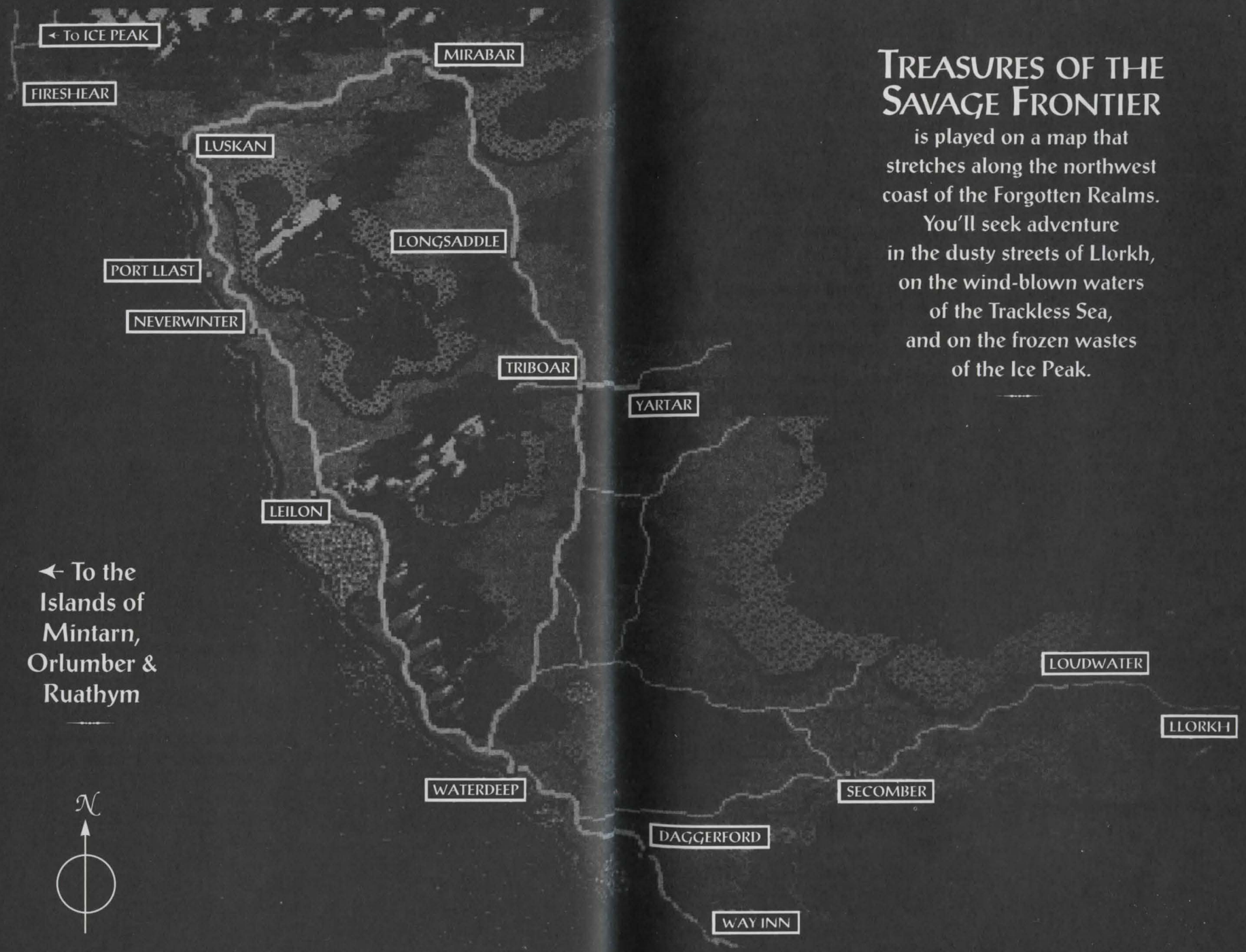
The guards stopped us at the gates of Waterdeep and demanded to know our business. Several had crossbows and looked nervous — they had heard all the talk of impending war and were ready to shed the blood of the first Luskan spies they set eyes on.

"We're the Heroes of Ascore," we called out, "and we bear a letter for Lord Piergeiron from the famous magic-user Amelior Amanitas of Secomber."

The guard captain looked at us through narrow, suspicious eyes. "Let's see this letter."

We handed him the envelope Amanitas had given us. "We don't know what information it contains, but it is urgent that it reaches Lord Piergeiron."

The captain glanced at the letter, then signalled for a troop of his men to escort us — or to prevent us from escaping. "Follow me," he ordered. "We will go directly to the castle."



Treasures of the Savage Frontier

is played on a map that stretches along the northwest coast of the Forgotten Realms. You'll seek adventure in the dusty streets of Llorkh, on the wind-blown waters of the Trackless Sea, and on the frozen wastes of the Ice Peak.

JOURNAL ENTRY 17

THE GUARDSMAN'S STORY

"Sorry, but there was a big fire after the Zhentarim fought the Heroes of Ascore here. Now we have to rebuild that whole northern section of town — no one's allowed to go that way.

"They say Vaalgamon himself burned his local headquarters to keep it from falling into our hands. He was afraid if we Loudwater city guardsmen got hold of his plans we'd have stopped the whole invasion even before he got to Ascore!

"You knew the Heroes of Ascore fought here, too, didn't you? Before they went up to Ascore, I mean. Had a pitched battle with an army of Zhentarim forces right here in these streets. We city guardsmen fought right along beside them — I was on the front line, myself, for the final battle before the bridge. Almost got to strike a blow at old Vaalgamon himself but then he turned and ran!

"So when they tell you of the Heroes of Ascore, remember Loudwater, too. If they were here they'd tell you, loud and clear. Without us city guardsmen they might never have made it out of Loudwater!"

JOURNAL ENTRY 18

THE MINERS' STORY

A strong, young dwarf in ring mail of burnished copper stepped forward. "We are in need. Our mine has been taken. All whom we send into the shaft then never return. Their last, terrible screams reach our ears, but we know nothing more."

JOURNAL ENTRY 19

CORTARRA'S NOTE

"I believe, my lord, that the story might be true. The girl appears to know nothing of the . . ."

Here Cortarra had stopped in the writing of her letter. What we would give to learn what secrets it might have contained!

JOURNAL ENTRY 20

THE SHEARMASTER'S TALE

A man in purple and blue robes at the head of the crowd opens his arms wide and proclaims, "Our Heroes! We are free from the great snowmonster and his minions!"

As the throng cheered, he came to each of us in turn and shook our hands. "I am the ShearMaster, brother of Menaster, head of the Triumvirate of Fireshear, and leader of this town. I and my people thank you."

A commotion swept through the crowd of newly-freed miners. "What of our friends at the docks?" someone called out.

"Yes, you are right! We must go to the docks, to the west!" the ShearMaster called out. "Free the docks from the great evil there! Hurry! Heroes of Ascore, will you lead the way?"

The crowd quieted and looked anxiously to us for a reply. Without hesitation, we all nodded and shouted "To the docks!"

JOURNAL ENTRY 21

A KRAKEN NOTE

A portion of the note was soaked in blood and was illegible. The part that remained read:

". . . been prepared and are being sent south. We created a different one for every mission in the plan, with coded names to make them easy to identify. Our superstitious enemies will help us spread the instruc . . ."

JOURNAL ENTRY 22

OUGO THE STRANGE

Beneath his swirling red hair the man's face was covered with patterns of tattoos. A dark shadow covered much of his forehead, and the lines across his features seemed to change even as we watched.

For a moment the eternal smile of a clown appeared, followed closely by the image of a tear falling from one eye. He carried a mask on a stick in one hand — but in contrast to his face, its features were completely plain and unadorned.

And, as a citizen of Farr Windward, he bore the bold red circle tattoo on his left forearm.

"I am Ougo," he said, pumping each of our hands in greeting. "When I lived in Neverwinter I was called Ougo the Strange." He smiled at us and winked. "You know, I have a tattoo on my back depicting the mural on the ceiling of the Temple of Oghma in Neverwinter!"

We all indicated how impressive this was, and, perhaps mercifully, Ougo the Strange let the matter drop without forcing us to admire this tattoo.

"Why is everyone outside so happy?" we asked.

"Because this is the house of Haalbok, and he died just this morning."

"That is so strange!" we exclaimed.

"Ah, how clever! I see you understood my point about being strange!" Ougo the Strange said, smiling.

We all looked at each other, completely confused.

From the back row of the party came a single, soft voice. "I'm sorry, but I don't understand. Why is everyone happy that Haalbok is dead?"

Ougo the Strange nodded. "I will be happy to explain what your companions already understand. Haalbok is now free from Farr Windward, so we celebrate for him. Death is normal — he has returned to normalcy. We are given everything else in Farr Windward: food, clothing, entertainment.

"Even the Heroes of Ascore will seek my Hall of Training to improve their skills! Fighters, wizards, and clerics all say we are the best."

"Freedom is the one thing we have to seek out for ourselves, and he has found it! Let us celebrate!"

JOURNAL ENTRY 23

A CONVERSATION WITH EREK

The bird cackled derisively as we stepped inside, and Erek slammed the door in its face with a great swing of his massive right arm.

"Blasted bird," Erek told us. "You should ignore everything it says! Amanitas taught it to discourage travelling merchants and welcome visitors. Now it welcomes the merchants and chases away all his friends! How can anyone stand a creature so stubborn and ill-tempered as that!?

Continues...

"Just this week I've been besieged by one loudmouthed man selling food dicing contraptions, another with a book called 'You Can Improve Your Charisma!', and a woman who said that for ten platinum pieces she would help me lose fifty pounds by eating nothing but celery!

"Amanitas is in here. He's been waiting for you." Escorting us into the library, Erek grunted to indicate our arrival and stalked out of the room.

"The tavern was loud and raucous, and a good time was had by all. By the end of the evening we thought we knew everyone in Leilon!"

JOURNAL ENTRY 24

SIULAJIA'S STORY

"I am called Siulajia, and I was raised in the High Forest. My father, Lezoul of the Great Oaks, protects groups of pilgrims who travel up the Unicorn Run into the forest to pay homage to the Goddess Mielikki.

"One day, not long ago, I was hunting near the edge of the woods. I saw something moving in the trees, and soon a tattered, ragtag party of orcs, men, and ettins came beating through the underbrush. They were stragglers from the battle at Ascore.

"I turned to slip away — and ran right into the arms of a hill giant coming the other way. He called to the others, and one, a man in a black cape, said they should bring me along as a gift for Lord Geildarr. I feigned interest in meeting him so they might let down their guard and allow me to escape.

"But my plan went wrong. When we arrived and Cortarra heard that I wanted to meet Lord Geildarr, she became jealous and had me placed in chains. Instead of making them let down their guard, my ruse had turned a powerful sorceress into an enemy! Why she didn't kill me on the spot I'll never know — she seemed fascinated with the work of my father.

"In any case, I am grateful to you all for rescuing me from the trap of my own making."

JOURNAL ENTRY 25

THE FOUL-SMELLING SAILOR

"There are shops on the road that leads west to the docks. You may find unusual items in some places, common ones elsewhere. An inn lies just west of here.

"Be careful of locked doors here in town — people have goods here they don't want inspected. Some of the goods are bads, and some have their own opinions about being inspected." He chuckled at his little joke, and his breath smelled like dead barnacles.

"You don't look like you're ready to take on the kinds of enemies you'll find in Mintarn and Orlumbor, but when your party grows stronger come back to this little town and you'll be able to book passage to go there. There are two docks on the western end of town. Ships at the north one go to Mintarn, and the southern ones go to Orlumbor. Get there by 6:00 in the morning to travel — and whatever you do, don't snoop around the docks after dark."

We thanked him and moved on, grateful for the chance to once again take a deep breath.

JOURNAL ENTRY 26

THE GUARD'S STORY

"It's you! It's you!" the guard told us, a delighted smile covering his face. "You're the Heroes of Ascore!"

We admitted that we were in fact the celebrated adventurers.

"Amelior Amanitas, the great wizard from Secomber, was here looking for you only days ago! He flew over this very spot in a great ship suspended in the air from what looked like a gigantic, multicolored balloon!

"He told us that if we saw the Heroes of Ascore we were to tell you to come see him in Secomber, that your help was needed urgently once again, and that he had something important to give you!"

We all looked at each other — the message in each pair of eyes was the same. It was time to hurry to Secomber.

JOURNAL ENTRY 27

TULGAR WRIGHTTSON'S STORY

"I'm concerned that more and more warships flying the flag of Waterdeep keep appearing in the harbor. These are not regular warships, but sleek-hulled galleys filled with warriors. I don't like it . . . don't like it at all!

"While you're here, steer clear of Farr Windward — it's an exile colony of the crazed, the obsessed and the misfits from the mainland. I detest having it here on the island — I'd like to open the gates and let them all go home. But after so many generations of treaties there is nothing I can do."

JOURNAL ENTRY 28

THE ESCORT FROM WATERDEEP

The soldier wore the distinctive uniform of Waterdeep. "You're here!" he shouted, turning to the crowd. "Hey everyone, it's the Heroes of Ascore!" The patrons broke into spontaneous applause. Frankly, we were both embarrassed and pleased with all the hoopla.

The soldier faced us once more. "We're the escort from Waterdeep. We were sent to help guard the ambassadors from Neverwinter and Mirabar for the rest of the journey. They're not here yet, but they are expected to arrive this evening.

"We'd heard you'd be coming with us — this is such a thrill!"

JOURNAL ENTRY 29

THE TYRANT'S STORY

"I've always been friendly to Waterdeep, and how do they repay me? They send their soldiers to take over our docks!" The Tyrant paced madly, to and fro.

"They say they are protecting the Trackless Sea from the pirates, but there were no pirate ships based here — I've always seen to that! If they don't get out now, I care not for the size of Waterdeep's navy — I will declare war against them and strangle them from the seas!"

JOURNAL ENTRY 30

PRISONERS!

The room seemed to be the bedroom of a farmhouse. All the furniture was gone, and a thin layer of straw on the floor was the only bed.

We thought it was strange that they didn't take away our weapons, but then we examined the door and the boards covering the windows. They were made of

Continues...

heavy wood held together by steel fittings, and when we hacked at the door with our swords we could hear guards on the opposite side laughing.

"Keep trying!" they called out. "By the time you carve your way through this door the High Captains of Luskan will be sipping tea in the palaces of Waterdeep!"

JOURNAL ENTRY 31

THE GUARD'S STORY

"Whoa, that was a close call! I'm sure glad you came along!

"Malchor Harpell really is at the Tower of Twilight, and I think he's probably safe there. But Krakens and hooligans from Luskan have taken over the town.

"They have monsters locked in corrals at some of the local ranches. I hate to think what they're planning to do with them!"

JOURNAL ENTRY 32

THE PSYCHIC'S STORY

The robed man looked up for a moment, surprised. "You are the Heroes of Ascore!"

We nodded and said, "Yes."

His ancient eyes peered at us intently. "You have risen to great heights, and all in the Northern Realms know of your heroism. But to climb still higher you will first have to fall to great depths.

"The mountaintop of honor awaits you once again, but you will survive to see it only if you are skillful and brave — and if you remain loyal and faithful to your cause.

"If you fear death do not go on, for it shall stalk your every step. If you have doubts, if you are unsure of the rightness of your quest, do not go on, for only through a unity of purpose and spirit will you survive."

We paid the old psychic, thanked him and departed, looking in each others' eyes for the glint of undaunted determination he had said would bring us through.

It was still there.

JOURNAL ENTRY 33

THE GUARDS' STORY

Guards in strange uniforms stepped up to inspect the party. "You may stay in Farr Windward as long as you wish," they told us, "but when you leave none of the citizens may come with you.

"Farr Windward is maintained by the major cities of the Sword Coast as a community for those who are unable to live with others in normal society. Please understand its importance and its benefits, and respect its rules.

"Remember, the penalty for attempting to escape from Farr Windward — or helping others to escape — is death!"

JOURNAL ENTRY 34

RESCUED!

The dream seemed so real! The women pulled at the chains, twisting something in the locks until they fell away and we were freed!

They pulled us away through the water, swimming rapidly even as they dragged our armored bodies with them. Their long hair undulated in the underwater breeze, and they seemed to smile at us to show that everything would be all right. Such a lovely dream this was!

Our precious air stayed tightly sealed within our lungs, but its life still seeped away. As the darkness came rolling in like evening fog and covered the last peaks of our consciousness, we looked up into the beautiful faces of these women who carried us and smiled. If this was death by drowning, it was as sweet a death as there could be. . . .

We awakened, shivering, in a freezing cavern — but we were still alive!

"Quick, get more blankets! They're still too cold!" The voice was that of someone accustomed to command, and we opened our eyes to see a circle of faces looking down at us in the dim torchlight.

As more blankets were wrapped around our trembling bodies, we realized that the women were not a dream. Hair still wet, they stood side by side with the others, peering at us with concern. Beside them were a group of elves.

"They'll be all right," the leader told them, seeing the same look in their eyes. "If you hadn't been there at the moment they fell in, they never would have made it. You can see — they can only breathe air."

"They didn't fall in. They were thrown in," responded one of the women. "They were thrown in. With chains and locks. Thrown in off the pier."

"That's right," we told them, and then proceeded to explain how the letter given to us by Amanitas had been switched with the incriminating note, presumably while we were prisoners in Leilon.

"I knew we escaped from there too easily!" chimed in a voice from the back of the party. "That was the whole point, to capture us and plant that letter to discredit us with the Lords' Alliance!"

The elf leader nodded. "Even we elves of the sea, who avoid the problems of the land whenever possible, have heard of the Heroes of Ascore. If your enemies had simply slit your throats you would have been transformed into martyred gods and inspired the Lords' Alliance to fight on. This plan was more clever, because it was the leading city of the Lords' Alliance that sentenced you to death!"

"We have no choice," we told them. "We must go back and defeat the evil plans of our enemies. Only then will the Lords' Alliance know that we aren't traitors!"

"The castle loomed up from a rocky promontory, its towers visible from the entire island. What great friend or foe lives here?"

"Thanks to the Sirines of the Trackless Sea, you will have the chance," the elf said, smiling. We struggled to our feet to thank them for saving our lives, and there was much embracing among everyone.

"Sadly, the harbor is too well guarded for us to take you back the way you came," the sirines' leader told us after we had settled down to eat.

The elf nodded. "I agree. The only way out of these caverns by land is full of danger, but it is just that – the only way. One room here connects to the passageways of an ancient dungeon outside of Waterdeep. We have blocked the entrance, but you will be able to move the stone and pass through.

"The dungeon is inhabited by dangerous monsters, so please, rest here and save your strength before you go." Warm broth was served, and we passed many hours sharing stories with the elves and sirines who had saved our lives.

JOURNAL ENTRY 35

THE RANCHER'S STORY

"Those tattooed Kraken squid lovers, they'll suck you dry faster than a snake in the Great Desert in the noonday sun.

"And they don't want to pay the money they was offerin', neither. I weren't gonna do it fer less. And old Jasper, be my guess he weren't neither. But he don't know they lowered the price yet.

"Maybe you oughta go an' chat with him. His ranch is right due east o' here. Right across from the stables."

JOURNAL ENTRY 36

A SCRIBBLED NOTE

We opened the hastily-scribbled note. It read:

Kaarno —

Golozz the Greedy says he's going to toast you with his breath and eat you for dinner tonight unless he gets the gold you promised him from that ship we took off Leilon! He's not joking! He could burn this whole village to the ground at any moment!

You know how his moods are — you can't use logic with him! I heard him roaring through the walls last night while I tried to sleep!

Get him that gold, and fast!

– Osalt

JOURNAL ENTRY 37

THE INVASION BY WATERDEEP

"It's an invasion! Soldiers from Waterdeep have taken over the docks as a base to fight the pirates!

"Why would they do this to the Tyrant? He's always fought the pirates of Luskan!

"You know, the Tyrant is fair and honest with the people of Mintarn, but he is a Tyrant when it comes to keeping our island independent! There's talk of war against Waterdeep!"

JOURNAL ENTRY 38

THE OLD MAN'S STORY

"The great lie you have just uncovered is a plan we have prepared for some time, for just as our enemies have spied on us, we have spied on them.

"When we heard you had arrived in the city, we set the plan in motion — with the help of the Heroes of Ascore we knew that we could finally succeed where so many others had failed.

"My dear friend Ougo here organized the celebrations throughout the city, knowing they would stretch the spy network to its fullest as they tried to follow every movement of each small group. We knew that with our help you could find and eliminate the two places we needed to destroy in order to free the city.

"But one more step yet remains in our plan, and we must take it now." He examined the brand which was recovered from the spies' secret chamber, did something to it we couldn't see, then returned it.

JOURNAL ENTRY 39

THE RESCUED MAN'S STORY

"Strange-looking men in Waterdeep uniforms have been pillaging the countryside. I'm a veteran of the troll wars; I fought for Waterdeep for twenty years. One look at this scurvy lot told me they're not from any army I ever served in.

"The farmers around here have turned against Waterdeep and the Lords' Alliance because of the attacks. I went to a town meeting and tried to tell them it was a trick, someone dressing up like soldiers.

"They thought I was a spy and threw me out. I'm lying there face-down in the mud, and no sooner do they vanish back inside than I see the dirty pants-leg of a Waterdeep uniform six inches from my face.

"The imposters dragged me down here to silence me permanently. If you hadn't come along I'd have been monster fodder, sure as anything. Thank you, and may Helm protect you on your quest!"

JOURNAL ENTRY 40

JAGAERDA'S STORY

"Pirates have been attacking merchant ships up and down the coast, including those bound for my home in Gundarlun. Many of our sailors were killed and a number of vessels lost.

"I started going to sea with the merchant ships — against Father's wishes, of course — to try to find out what was going on. The last vessel I was on reached Mintarn safely after fighting off two attacks, and I learned of this supposed Waterdeep invasion."

She looked down at the dead guards. "This is the first time I've ever seen soldiers from Waterdeep with tattoos of a purple squid on their arms! These are Krakens!"

JOURNAL ENTRY 41

THE BUREAUCRAT'S STORY

"I see you may be going west to the town of Farr Windward. It is on the other side of a very long tunnel through the mountains — so long that it will take you days just to pass through it.

"We work hard, but with the constant attacks by pirates and monsters... You must find a way to stop them! You are our only hope!"

"Farr Windward itself is on a rocky peninsula on the western edge of the island, atop high cliffs that make escape by sea impossible. Guards prevent the inhabitants from leaving through the tunnel.

"You can come and go as you wish, but remember that Farr Windward can be a dangerous place, filled with the outcasts of every city on the Sword Coast, and the descendents of past generations of outcasts.

"Each resident has a bright red circle tattooed on his or her forearm. They may never leave, and the penalty for assisting in an attempted escape is death."

JOURNAL ENTRY 42

THE GUARDS' NOTE

No one must know of your prisoner's location — or that such a person even exists. If you are asked, say only that several traitors to Luskan have been arrested for spying on behalf of our enemies and that you have them under guard. Answer NO question about the family of your prisoner.

"One look at the tattoo of the purple squid on the man's hand told us there would be a battle."

JOURNAL ENTRY 43

THE TATTOO

He pulled his arm away quickly, but it was too late! Heated by some form of magical fire, the brand had left the telltale mark of Farr Windward upon his arm.

"You cannot do this to me! This . . . this will never come off! I'm normal, but with this. . . . No one will ever believe me!" He stood up and raced around the room, screaming maniacally, "I'm normal! I'm normal! I'm normal!" over and over again.

JOURNAL ENTRY 44

THE TAVERN IN YARTAR

"Of course it's the fools from Triboar, and this time they've gone too far!" shouted one man.

"Kidnapping the Waterbaron! This time it's no joke — they're out to take us over!" yelled another.

"It's all about gold, and their greed for nothing else! They want to control trade all up and down the valley!"

"They're jealous because we're right on the Long Road and they're not, so they get less trade than us! Now they want to take over Yartar and keep everything for themselves!"

JOURNAL ENTRY 45

THE PARADE

"What are you celebrating?" we asked a reveler.

"Haalbok is dead!" he replied, punctuating his remark with a flourish from his wooden flute.

"Who was Haalbok?" we asked. "Did you really hate him that much?"

"No, you silly people! We all loved Haalbok! He was one of the leading men in the city! He was intelligent, kind, well-balanced . . . and very normal!"

We were incredulous. "Then why are you celebrating?"

The man looked at us as if we were total idiots. "Is there not enough misery in the world already? We do not pour water into a flood, or add oil to a fire when it burns our neighbor's house. With misery why should our course be different?"

JOURNAL ENTRY 46

THE PASSWORD NOTE

As you enter Triboar, follow an alley in the northwest area to the farthest door. Knock 3 times and say "northwaters." The men there have some very important information for us. You are to gather that information and bring it home so we can use it for planning our defense.

JOURNAL ENTRY 47

THE CAPTAIN AND THE HARBORMASTER

"Those blasted pirates almost got us that time!" the angry ship captain told the Harbormaster. "If the wind hadn't shifted so we could run with the current they'd have caught us for sure!

"I won't go out again until something's done! What's Haeromos thinking, huh? That they'll get bored and go away?" He pounded his fist on the railing. "These are rich waters for pirates — and the fisherman never changes ports when the fish keep leaping on the deck!"

The Harbormaster nodded. "I thought that's what the out-of-towners were here for, the Heroes everyone flaps their lips about so much. Thought the first Captain hired 'em straight from Waterdeep. Guess not, though."

The Captain grunted his disgust at what was being done.

"Shouldn't give up yet, though," the Harbormaster added, trying to sound positive. "We should keep a look out. Maybe someone'll be along to help. . . ."

JOURNAL ENTRY 48

THE MAN AT THE LEAP

A man stood beneath the arches on the far side of the room, looking out to sea. We crossed to his side, looked down, and realized this was the top of a high cliff. Far below us sharp rocks reached upwards from the shore, looking like a thousand huge stone bayonets shoved handle-first into the sand.

The man wavered at the edge, as if about to jump. We jumped forward and pulled him back, asking, "What's wrong? Whatever it is that troubles you, jumping to your death is not the answer!"

"Nothing is wrong," he replied in a normal, even pleasant voice. "It's just that every so often someone in Farr Windward jumps from the Leap. No one has jumped for quite a while, so someone has to step in and maintain normalcy. We all have duties, obligations as citizens of Farr Windward, and I don't care what they say on the mainland. Farr Windward is a place of normalcy."

We thought for a moment, then said, "Didn't you know? Someone jumped just two days ago! Everyone's been talking about it — didn't you hear?"

Suddenly the man's face filled with relief. "Whew! I'm glad you told me! Otherwise I'd have jumped and it would have been such a waste!"

He bid us farewell and walked away happily.

JOURNAL ENTRY 49

REDBEARD'S STORY

"Thank you for releasing me!" Redbeard exclaimed, massaging his wrists after we had cut the tight ropes that held him.

"The woman bowed to us and said, 'Our leaders are at the Council of Mirabar. When you are ready they will hear your case.'"

"Their leader was a bad one, he was. He'd have killed us all soon, once he'd made sure he wouldn't need us.

"They called him Lord something or another, so he must have been an important one, he was. He kept reciting how his plan was working so perfectly. He said he was holding the southern flank, that forces from the Way Inn and Daggerford would be sent north towards Waterdeep.

"Pirates would blockade Waterdeep, and none of its allies would help because they all thought Waterdeep was attacking its neighbors. Once the city was close to starvation, he bragged that one morning he himself would march into Lord Piergeiron's bedchamber and raise the man's head on a pike."

Redbeard looked around at the remains of the monsters and Zhentarim that filled the room. "I s'pose Lord Piergeiron can sleep late this morning after all."

JOURNAL ENTRY 50

REDLEG'S ORDERS

The tall, barrel-chested man on the stage pronounced his commands, but there was a strange look in his eye. Or perhaps it was a look that wasn't in his eye — the gleam of life was somehow missing.

Yet everyone in the room stood in rapt attention, including our party. There was something about this man, his bearing or his stature, that compelled us. He gave detailed instructions on the coming naval blockade of Waterdeep by the combined fleets of Ruathym and Luskan, and we listened in frozen horror.

But somehow the words we were hearing and the man who delivered them did not match. It was just a hunch, pure instinct at best, but could he be under the control of someone else? This man looked nothing like a scurvy ally of Luskan. Could he have been charmed by a magic-user, who pulled the once-powerful puppet's strings from relative safety offstage?

JOURNAL ENTRY 51

THE DUKE OF DAGGERFORD'S STORY

"The Zhentarim and their hideous monsters came rolling into town like a tidal wave! My guards and citizens fought bravely, but we were overwhelmed! I had to hide in here to escape certain death!"

JOURNAL ENTRY 52

REDLEG'S STORY

"I am Captain Redleg — a name I acquired courtesy of a shark with sharp teeth and a first mate with a sharp tongue.

"You comin' along and breakin' that spell is a brace of salt air in the morning! I hate these Luskan Low Captains and their flimsy-robed magic men! I hate this alliance!

"When those cursed pirates came here with their talk of conquering Waterdeep, I didn't listen — but the First Axe swallowed it like a marlin takes a bait.

"Once Luskan had what it wanted, the First Axe was the first axed, and I wound up in the brig! With their threats against innocent hostages they forced me to command the fleet, MY fleet, to blockade Waterdeep!

"When I refused to order attacks on defenseless merchants, they had one of those long-robed daffodils from the Hosttower cast a spell on me to make me say the words they wanted my men to hear.

"But that was then and this is now! Now we have the Heroes of Ascore fighting by our side! We'll send the scurvy lot o' them to blow bubbles with the fish in Luskan Harbor!"

JOURNAL ENTRY 53

THE NOTE FROM THE YARTAR SPY

We are close to finding the Waterbaron! I know that he is being held somewhere here in Triboar. How do these simple-minded fools think that they can hide him for long in this hayseed town?

The new areas in the northwest part of town are suspicious, and I plan to search there as soon as possible. The army of Triboar is growing, but still no match for us. The Lord Protector is mad if he believes he can defeat us!

JOURNAL ENTRY 54

THE MEN'S STORY

"The Zhentarim stormed into town with a great force of men and monsters, and captured us before we could organize our resistance.

"We might have held out longer, but the Duke turned and ran away! So much for the man who claims to be descendent of that brave boy with a dagger who founded this poor town.

"You should know that your movements were being watched from the moment you entered town. Just as you launched your attack upon this stronghold, the Zhentarim sent out messengers. They were to warn their allies at the Way Inn, to the south, that you'd be coming. If you hurry to the edge of town perhaps you can intercept them in time and still surprise the enemies there!

"The south door to this room leads to the street. And come to any of our shops when you return to Daggerford. We will make sure you are rewarded for your heroism!

JOURNAL ENTRY 55

The Story of Ruathym

The book is a history of Ruathym, with much about its early days and founders. Many pages are devoted to their leaders, who bore the title "The First Axe." Rhaumon Bloodaxe is the first such king mentioned.

The early days of the island nation were turbulent, filled with frequent wars against Luskan and other coastal cities.

One later chapter describes an old waterfront mansion, the original residence of Bloodaxe. It tells a story that the long-dead king has never truly left the mansion, and that only loyal residents of Ruathym may stay there safely.

JOURNAL ENTRY 56

A Hero's Welcome

We walked down the ship's gangplank and onto the pier. The Captain and crew stood waiting there, heads hanging in shame.

The Harbormaster said, just loudly enough for us to hear, "It's a strange day when the Captain comes home in a rowboat and the passengers fight off pirates and bring his ship back to port!"

The Captain kept his eyes on the warped planking of the ancient pier, saying nothing.

Then the Harbormaster raised his voice to address the big crowd that was gathering to see what was going on.

"The First Captain said Heroes would come to help Port Llast, and he did not lie! Three cheers for the Heroes of Ascore! They have won a great victory in our war to reclaim the Trackless Sea from the pirates! Now, and forever, they will be our Heroes too!"

As the crowd roared its approval, the Harbormaster leaned over to us and whispered, "The First Captain has something for you. He lives in a mansion in the southeast corner of town."

JOURNAL ENTRY 57

The Priest's Tale

"The pirates have created much sadness and despair in Port Llast. They have burned this temple — you can see the scorch marks on that wall — attacked the merchant ships, and taken over the northwest corner of the village.

"And we keep finding their little scraps of paper. 'You shall have good fortune today' is all they ever say. What is the hidden code? For whom does this have meaning?

"These papers of good fortune have brought us nothing but sorrow."

JOURNAL ENTRY 58

The Fat Man's Tale

"Three cheers for the Heroes of Ascore!" the Fat Man bellowed to the crowd. They gave three great, lusty roars. "There!" he says, "The Heroes of Ascore are still heroes here in Neverwinter!

"We hear your recent mission to Leilon went poorly, when our poor ambassador disappeared. Messengers from Waterdeep said you were responsible for the kidnapping, but we didn't believe it. Did we believe it, everyone?"

"Nooooo!" roared the crowd that filled the tavern.

"We've had messengers from Waterdeep tell us all sorts of crazy things. Big cities confuse people, make them believe silly tales when they should be giving the tale-teller a skeptical eye. No one here in Neverwinter tells tall tales, do we, everyone?"

"Nooooo!" the crowd cried out once more, to the Fat Man's delight.

"But enough of this. I hear that you're here to find the kidnappers and prove to everyone that these stories were naught but poppycock. You've come to the right place! Barkeep! A round for my friends!"

JOURNAL ENTRY 59

Wimeg's Story

"Froal said that you could save us, that you'd somehow defeat their plan and rescue us! And now you've done it!

"As you now know, the Krakens captured the Neverwinter Ambassador Froal and myself in Leilon. They imprisoned you and then purposely allowed you to escape. How that furthered their plans I do not know, but they later brought us here to Neverwinter and told us you had been blamed for our disappearance.

"The forces of the Lords' Alliance may have scoured the countryside, but never thought to search for us here in Froal's back yard. Before you arrived I had begun to despair of ever being rescued.

"Froal himself is being held in one of the other gardens — he is a noble man and must be rescued! I shall make my way to Lord Nasher and tell him of these events. I am certain that a great reward awaits you when the last Ambassador is saved!"

JOURNAL ENTRY 60

The Son's Story

"My father, the Waterbaron, has been kidnapped! He is being held by the Triboarians! They are mustering an army against us, because they think that without our leader we will crumble like a sand castle before the rising tide!

"Erek grunted as we entered. For him this was the same as a hearty handshake and a slap on the back. Amanitas was wait-"

"But they are wrong! I have assumed leadership in my father's absence, and we will defend our homeland against Triboar! They will be made to pay for this!

"My father will be so proud!"

JOURNAL ENTRY 61

The Quiet Ones' Tale

"Throughout the years of Fireshear," the dwarf continues. "We Quiet Ones have lived here, beneath the town, in and around this chamber. There are never many of us, but we do know of the events and of the people above.

"The recent happenings are evil, and behind them is a very evil being. It is a large spherical creature — four of us saw it when it came, but only one of us returned. The others remain stone-solid, like the bones of the mountains.

Continues...

"The Evil is a large round monster, with many eyes — and powers. A glow or a twinkle, and our friends were stone. Others simply vanished or fell dead.

"Take care as you explore! The monster remains in Fireshear, near the docks. It must be destroyed, or the town will become wholly evil, and we Quiet Ones shall be gone."

"I've had enough of them black-robed hooligans, I have! Next one I see is going to feel my fist on his fat face, he will!"

JOURNAL ENTRY 62

The Zhentil Captain's Office

Scattered across the desk were several maps of the farmlands around Waterdeep. A number of them had been crossed off, with notes such as "Burned" and "Poisoned crops." Others were marked with a large "X."

Another note was a list with only two entries:

More uniforms

Weapons — Forge crests from Waterdeep

JOURNAL ENTRY 63

The Triboar Agents' Story

"The Waterbaron of Yartar has been kidnapped, and we're being blamed by his people! War will break out between our towns if we do not find who really committed this crime, because Yartar will attack us for something we didn't do!

"If they attack we'll defend ourselves and save our city from conquest, but we'd rather find the Waterbaron and avert a needless war.

"We need to find out who it is who wants Yartar and Triboar to fight and destroy each other — it is in their hands that we will find the Waterbaron!"

JOURNAL ENTRY 64

Malchor Harpell's Story

When he had solidified from the exploding black cloud that appeared so suddenly beside us, he began to speak.

"You have done very well, Heroes of Ascore! You have removed the Kraken slime from the pond of Longsaddle. You have destroyed their plans to house monsters here for use in battles against Mirabar, Triboar, and Yartar.

"You have the gratitude of the people of Longsaddle, and of all the Savage Frontier!

"But you cannot rest, not yet! More Kraken and Zhentarim plots are still unfolding!

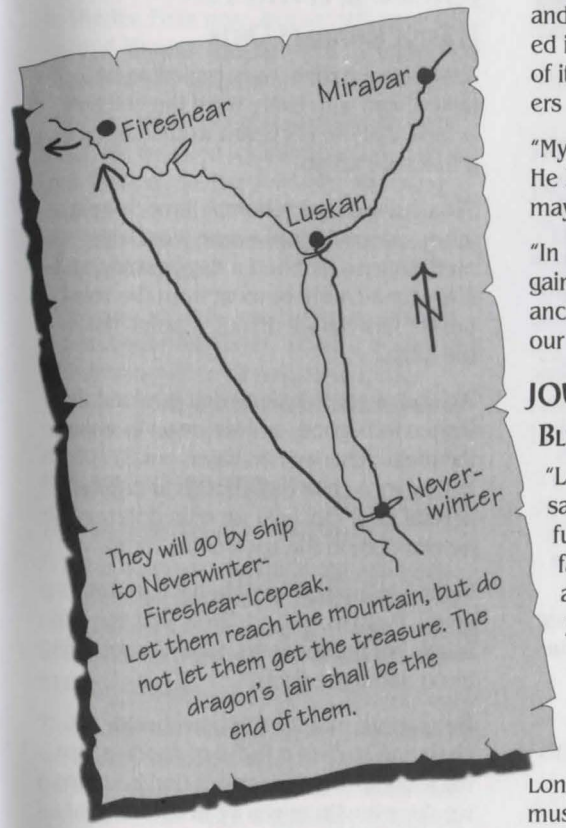
"Soon the autumn meeting of the Council of Mirabar will be held in that powerful northern city. They will vote there on whether to support the Waterdeep and the Lords' Alliance in the battles against Luskan.

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

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

JOURNAL ENTRY 65

The Spies' Map



JOURNAL ENTRY 66

Menaster's Story

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

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

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

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

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

JOURNAL ENTRY 67

Bleak Sky's Story

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

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

JOURNAL ENTRY 68

King Steelfist's Offer

"The dwarves of Mirabar and their King thank you for your efforts in saving our city from the deceptions of our enemies." He bowed low, and descended from his throne to approach our party.

"But greater events still threaten us. You may have heard stories of a magical Gem from ancient times, and the chance that it may be rediscovered.

"To the north and west of here lies The Ice Peak, a mountain that rises from the freezing waters of the Trackless Sea. It was the ancient home of the merciless white dragon named Freezefire, who terrified the Northern Realms for centuries.

"It was this magical Gem that was used to destroy Freezefire centuries ago, although we have no record of how the deed was done. The powerful magic item may still be there, awaiting adventurers with the strength and courage to come find it in the barren wastes.

"It was the same dragon Freezefire that stole the treasure of our ancestors, treasure that generations labored mightily to wrest from the hearts of so many northern mountains.

"We are going to the Ice Peak to find the hoard of the White Dragon. We seek the Gem to strengthen the Lords' Alliance, and to keep it from our enemies. And we seek to recover the gold stolen from our ancestors.

"We hope that you, too, will choose to come to the Ice Peak, and help us in this noble mission."

JOURNAL ENTRY 69

Blackrobed Man's Tale

"Freezefire's Lair, the Gem, the Heroes of Ascore have arrived before we could find the way. All is wrong! I have failed! The Masters will torture me and never let me die!

"The Masters of Hellgate Keep, they sent us to stop you, they sent us to retrieve the Gem. And now my group is lost, I am lost, and I have failed!" The man slumps limply against a boulder in complete despair.

JOURNAL ENTRY 70

Elastul Raurym's Offer

Raurym's massive jowls jiggled as he talked, and with every word the chicken scraps stuck in his beard would dance in a macabre revue.

"You adventurers (chomp) have done a (chew) splendid job! Come feast with me!" Raurym grabbed a dagger and used it to tear a chunk of meat from the roast beside him before driving it point-first into the table.

We had already decided that the food did indeed look good, and sat down to enjoy the meal. After we had eaten our fill (which in Raurym's case was enough to empty several local ranches) we retired through a hidden door in the back of the room.

Seated in a plush chair in his comfortable study, Raurym told us, "Now that the city is safe for the moment, what are we going to do about the Gem?"

He reached into a large bowl beside his chair and stuffed a fistful of candies into his mouth. "If our enemies find it before we do, everything you've accomplished will be lost." Another mass of sticky candy entered his mouth, some brightly colored pieces saving themselves from destruction by clinging to his thick, red beard.

"We think it is somewhere in the Ice Peak, in the hoard of the long-dead dragon, Freezefire. Of course, (more candy) the Krakens almost certainly know as much or more than we do.

"And the dwarves, (more candy) they claim that Freezefire's hoard is really theirs. Now, (more candy) that simply is not true! My great great grandfather, Prejudge Raurym, himself, brought his own great wealth north when he moved here, and the dragon stole it from him and his people!

"Now, (more candy) I would send an army to the Ice Peak now, but we still have to defend Mirabar against raids by ogres and (more candy) orcs and ettins and so on.

"So, I'm afraid our hopes must ride with you." He reached for the bowl once more, and frowned to find it empty. Reaching beneath his chair, he withdrew a large velvet bag from which he poured a stream of nuts and raisins.

"The gem must be recovered to ensure the safety of the north. When it comes to the division of any treasure you may recover, (nuts and raisins) I will depend upon your sense of honor."

JOURNAL ENTRY 71

The Waterbaron's Welcome

"I have been successful in spreading the word among our people that Triboar had no hand in my kidnapping. Thanks to you, the relations between our towns are normal once again."

The Waterbaron laughed, the first time we'd ever seen him do so. "Of course, normal relations with Triboar means that sometime this week a placard will appear on the statue of me here in the town square. It will cover the inscription and say 'Jilbo the Goatherder."

We looked at each other, not sure whether or not to laugh.

"I suppose," said the Waterbaron, "that you have to be born here to appreciate Yartar-Triboar humor."

"So," Ougo asked, "don't I seem normal to you?" We all looked at each other, not quite sure what to say."

JOURNAL ENTRY 72

Jagaerda's Story

"No sooner did I arrive in Ruathym than some fool pirate guards ambushed me. What was I thinking? Daydreaming about going home to Gundarlun and rock-climbing in all my favorite places, I suppose. In any event, they came up behind me, and I woke up with a big headache in a Luskan troop ship that brought me here.

"I was just about to break free from these ropes when you came along, really."

JOURNAL ENTRY 73

The Leaders Meet

The Lord Protector eyed us suspiciously. "If you have come to demand our surrender, you have severely miscalculated the mettle of the people of Triboar!"

"If we're attacked one more time by the pirates, I fear the city will fall. Only the Heroes of Ascore have the power to save us."

"Nothing could be farther from the truth, honorable Lord Protector," the Waterbaron began, and then told the story of his kidnapping. We added details as he went, confirming how the Krakens and their allies had tried to turn the two towns against each other.

"Before my return to Yartar," the Waterbaron, "I shall transmit a message to my son. He is to order my troops to search out every Kraken stronghold in the city, and inform the populace that the people of Triboar are innocent of any hostile acts against Yartar. I shall remain here as your hostage and proof of my good faith until you can see that all threats to Triboar cease."

The Lord Protector strode forward and embraced his counterpart. "Our towns have often been rivals in the past, but in the end you and I have always had a bond of trust. No hostage is necessary. Your word — and that of the Heroes of Ascore — is good enough for me. I shall order our forces to hunt only for the Krakens, and to help the people of Yartar in any way they can."

Both leaders turned to us and repeated their thanks. "Without you," they said, "thousands of innocent people would have been killed in a useless war!" We bowed and prepared to leave and continue our mission.

JOURNAL ENTRY 74

The News of Ruathym

"It is good to see you all again. Since we last talked on Mintarn I have learned much.

"Ruathym is backing Luskan in its plan to blockade Waterdeep, despite the fact that they are ancient enemies.

"Ruathym's power lies in its fleet, one of the strongest on the Trackless Sea. Captain Redleg is their commander. His men say he commands the fleet, but not with his own voice — he may be under someone's magical control.

"This is no empty threat. As powerful as Waterdeep is, it lives and dies by its trade across the seas. If the combined fleets block the harbor and they lay siege to the city gates, it is possible that even Lord Piergeiron's power would not be sufficient to save the city.

"We must go to Ruathym and find Captain Redleg. With or without his help, we must break the Ruathym-Luskan alliance."

JOURNAL ENTRY 75

The Dying Gnome's Story

"They came out of the hills and holes and mountains. Huge white furry snow monsters. They brought white hounds from hell. They leapt at us in our sleep, in our mining, in our business, in the very center of our city. No mercy. No mercy.

"They killed everyone. We could not stop them. And our leaders they carried away. The ShearMaster gone. What will happen to Fireshear, to us. . . ." With a deep sigh the gnome's voice fails, and he is dead.

JOURNAL ENTRY 76

Menaster's Letter

Dear Brother,

I have great news! The Heroes of Ascore were just here. They interceded at the Council just in time, exposed the Kraken plot to divide the Lords' Alliance, and unmasked their spies! The Krakens were posing as Neverwinter Representatives!

I have sent the Heroes on to you, with the hope that from there they will continue to the Ice Peak. Please give them every hospitality. They may be the answer to our quest for the Gem. I shall be along as soon as possible.

Menaster

JOURNAL ENTRY 77

The ShearMaster's Warning

"The Ice Peak is a very dangerous place, and your enemies have knowledge of your coming. You will arrive at the chief city, Aurilssbarg, and the people there will be hostile, for their leaders are allied with Luskan. Get through the city as fast as possible.

"Head east to the settlement called Bjorn's Hold. His people care not for Luskan, but watch for enemies everywhere.

"Next go North to the village of Icewolf. It is a town of gentle people, the Ice Hunters, but Northmen also live there. If the stories are true, it is from Icewolf that you will be able to set out in search of the Gem. Good luck!"

We climbed into a small boat, and minutes later they had rowed us out to a ship waiting close to shore.

JOURNAL ENTRY 78

The Ice Hunter's Story

"It is said," one very old, leather-skinned Ice Hunter began, "That the Lair of the ancient Dragon Freezefire was in the Peak above us. With his power he held all in terror. In his heart he held great greed.

"It is also said that the dragon tormented the old city of Nimoar's Hold, now known as Waterdeep. Then a man of great courage, Stramling the Wise, called upon the magic of the land. He gathered to himself all great power and tempered great evil with itself. He created The Gem.

"On a field in high summer, to his people Stramling presented this most marvelous and magical Gem. High aloft he held it, and it gleamed in the sunlight. And this brought forth Freezefire, just as Stramling had desired.

"The beast swooped down upon the man, attacking him, striking him to the ground with the great wind from its wings. It tore the Gem from Stramling's hands with its mighty claws. Off the dragon flew with its new treasure, to its lair high on the Ice Peak.

"And there the dragon stayed. Upon no man or beast did Freezefire make evil again. The centuries past, and the story was forgotten. But somewhere deep within the Ice Peak lies the dragon with its hoard. And the Gem."

JOURNAL ENTRY 79

Blackrobed Orders

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

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

JOURNAL ENTRY 80

Icy Tree's Story

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

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

JOURNAL ENTRY 81

The Cowering Dwarf's Tale

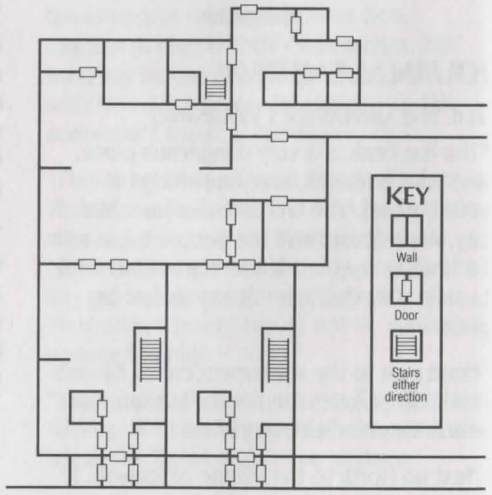
"I am Bahriit. Did you see my sign, my fine sign? It is the finest sign in all of Fireshear, don't you think?"

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

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

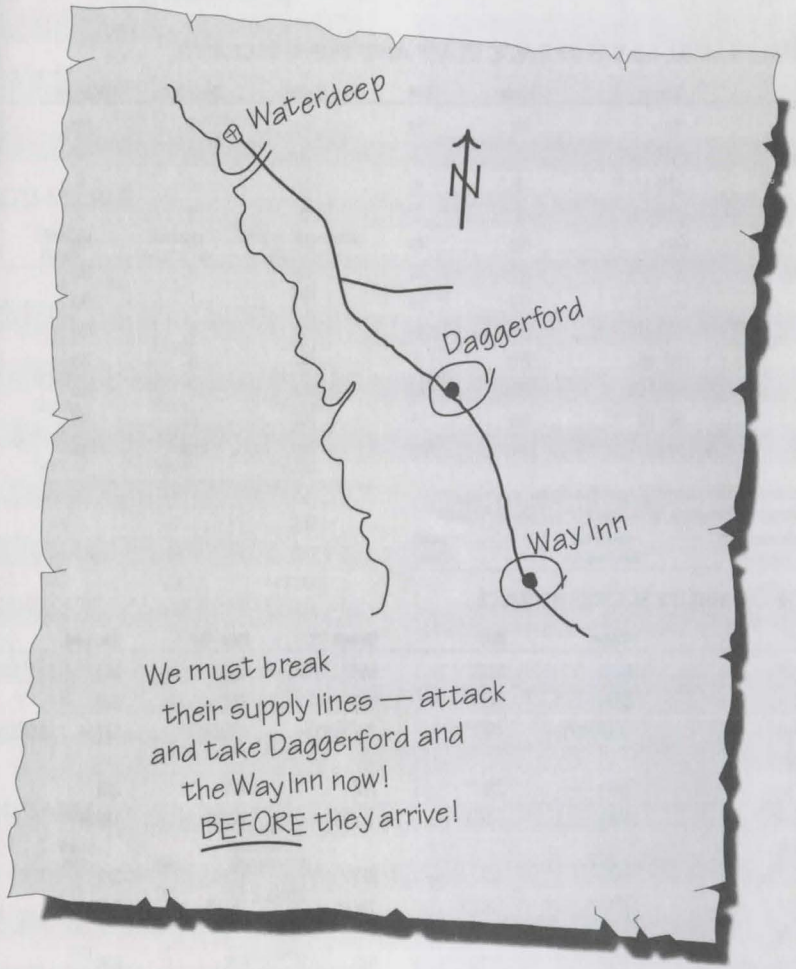
JOURNAL ENTRY 82

A Map Found in a Dungeon



JOURNAL ENTRY 83

The Kraken Map



TABLES

MAXIMUM LEVEL LIMITS BY RACE, CLASS AND PRIME REQUISITE

Class	Ability	Dwarf	Elf	Gnome	Half-Elf	Halfling	Human
Cleric	Any	No	No	No	5	No	max
Fighter	STR 16-	7	5	5	6	4	max
	STR 17	8	6	5	7	5	max
	STR 18+	9	7	6	8	6	max
Paladin	Any	No	No	No	No	No	max
Ranger	STR 16-	No	No	No	6	No	max
	STR 17	No	No	No	7	No	max
	STR 18+	No	No	No	8	No	max
MU	INT 16-	No	9	No	6	No	max
	INT 17	No	10	No	7	No	max
	INT 18	No	11	No	8	No	max
Thief	Any	max	max	max	max	max	max

No: Characters of this race cannot be of this class.
Max: Highest Level Available in *Treasures of the Savage Frontier*.

RANGE OF ABILITY SCORES BY RACE

Ability	Dwarf	Elf	Gnome	Half-Elf	Halfling	Human
Strength	M/F	M/F	M/F	M/F	M/F	M/F
Min.	8/8	3/3	6/6	3/3	6/6	3/3
Max*	18(99)/17	18(75)/16	18(50)/15	18(90)/17	17/14	18(00)/18(50)
Intelligence						
Min.	3/3	8/8	7/7	4/4	6/6	3/3
Max.	18/18	18/18	18/18	18/18	18/18	18/18
Wisdom						
Min.	3/3	3/3	3/3	3/3	3/3	3/3
Max.	18/18	18/18	18/18	18/18	17/17	18/18
Dexterity						
Min.	3/3	7/7	3/3	6/6	8/8	3/3
Max.	17/17	19/19	18/18	18/18	18/18	18/18
Constitution						
Min.	12/12	6/6	8/8	6/6	10/10	3/3
Max.	19/19	18/18	18/18	18/18	19/19	18/18
Charisma						
Min.	3/3	8/8	3/3	3/3	3/3	3/3
Max.	16/16	18/18	18/18	18/18	18/18	18/18

Exceptional strength bonuses available only to fighter-type characters (fighters, paladins, and rangers).

ABILITY SCORE MODIFIERS BY RACE

Race	Modifiers
Dwarf	Constitution+1, Charisma-1
Elf	Dexterity+1, Constitution-1
Gnome	None
Half-elf	None
Halfling	Dexterity+1, Strength-1
Human	None

STRENGTH TABLE

Ability Score	THACØ Bonus	Damage Adjustment	Weight Allowance (in Gold 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 fighter classes (Fighter, Paladin, Ranger).

ARMOR TABLE

Armor Type	Weight in gp.	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 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.

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%
19	+2 (+5)*	100%

* Bonus applies only to fighters.

Tables continue...

ARMOR PERMITTED BY CHARACTER CLASS

Class	Max Armor	Shield
Cleric	Any	Any
Fighter	Any	Any
Paladin	Any	Any
Ranger	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
Fighter 7-12	3/2
Paladin 7-12	3/2
Ranger 8-14	3/2
Fighter 13+	2/1
Paladin 13+	2/1
Ranger 15+	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	1-6	1-6	2	f
Bow, Composite Short	1-6	1-6	2	f
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
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
Staff, Sling	1-8	2-8	2	f, cl
Staff, Quarter	1-6	1-6	2	f,mu,cl
Sword, Bastard	2-8	2-16	2	f
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
Spear	1-6	1-8	1	f
Trident	2-7	3-12	1	f

1 Must have ready arrows to fire. Two Attacks per round. 2 Must have ready bolts to fire. One Attack per round. f=fighter, cl=cleric, th=thief, mu=magic-user

Spell Parameters List

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

Cmbt = Combat only spell
Camp = Camp only spell
Both = Camp or Combat spell
T = Touch Range
dia = diameter
rad = radius
All = All characters in combat
r = combat rounds
t = turns
/lvl = per level of caster
targets = aim at each target.

FIRST LEVEL CLERICAL SPELLS

Spell Name	When	Rng	Area	Duration
Bless	Both	6	5 dia	6r
Curse	Cmbt	6	5 dia	6r
Cure Light Wounds	Both	T	1	-
Cause Light Wounds	Cmbt	T	1	-
Detect Magic	Both	0	1	1t
Protection from Evil	Both	T	1	3r/lvl
Protection from Good	Both	T	1	3r/lvl
Resist Cold	Both	T	1	1t/lvl

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	-
Cause Blindness	Cmbt	T	1	-
Cure Disease	Camp	T	1	-
Cause Disease	Cmbt	T	1	-
Dispel Magic	Both	6	3x3	-
Prayer	Both	0	All	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

FOURTH LEVEL CLERICAL SPELLS

Spell Name	When	Rng	Area	Duration
Cure Serious Wounds	Both	T	1	-
Cause Serious Wounds	Cmbt	T	1	-
Neutralize Poison	Both	T	1	-
Poison	Cmbt	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	-
Cause Critical Wounds	Cmbt	T	1	-
Dispel Evil	Cmbt	T	1	1r/lvl
Flame Strike	Cmbt	6	1	-
Raise Dead	Camp	3	1	-
Slay Living	Cmbt	3	1	-

Tables continue...

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

FIRST LEVEL MAGIC-USER SPELLS

Spell Name	When	Rng	Area	Duration
Burning Hands	Cmbt	T	3 squares	-
Charm Person	Cmbt	12	1	-
Detect Magic	Both	6	1	2r/lvl
Enlarge	Both	.5/lvl	1	1t/lvl
Reduce	Both	.5/lvl	1	-
Friends	Camp	0	All	1r/lvl
Magic Missile	Cmbt	6+lvl	1	-
Protection from Evil	Both	T	1	2r/lvl
Protection from Good	Both	T	1	2r/lvl
Read Magic	Camp	0	1	2r/lvl
Shield	Cmbt	0	1	5r/lvl
Shocking Grasp	Cmbt	T	1	-
Sleep	Cmbt	3+lvl	1-16	5r/lvl

SECOND LEVEL MAGIC-USER SPELLS

Spell Name	When	Rng	Area	Duration
Detect Invisibility	Both	1/lvl	1	5r/lvl
Invisibility	Both	T	1	special
Knock	Camp	6	1/lvl	-
Mirror Image	Both	0	1	2r/lvl
Ray of Enfeeblement	Cmbt	1+.25/lvl	1	1r/lvl
Stinking Cloud	Cmbt	3	2x2	1r/lvl
Strength	Camp	T	1	6t/lvl

THIRD LEVEL MAGIC-USER SPELLS

Spell Name	When	Rng	Area	Duration
Blink	Both	0	1	1r/lvl
Dispel Magic	Both	12	3x3	-
Fireball	Cmbt	10+lvl	5 dia	-
Haste	Both	6	4x4	3r+1/lvl
Hold Person	Cmbt	12	1-4	2r/lvl
Invisibility 10' Radius	Both	T	2 dia	special
Lightning Bolt	Cmbt	4+lvl	4,8	-
Protection from Evil 10'	Both	T	2 dia	2r/lvl
Protection from Good 10'	Both	T	2 dia	2r/lvl
Protection from Normal Missile	Both	T	1	1t/lvl
Slow	Cmbt	9+lvl	4x4	3r+1/lvl

FOURTH LEVEL MAGIC-USER SPELLS

Spell Name	When	Rng	Area	Duration
Charm Monster	Cmbt	6	1	special
Confusion	Cmbt	12	2-16	2r+1/lvl
Dimension Door	Cmbt	0	1	-
Fear	Cmbt	0	6x3 cone	1r/lvl
Fire Shield (2 Types)	Both	0	1	2r+1/lvl
Fumble	Cmbt	1/lvl	1	1r/lvl
Ice Storm (Dmg only)	Cmbt	1/lvl	4 dia	-
Min Globe of Invulnerability	Both	0	1	1r/lvl
Remove Curse	Both	T	1	-
Bestow Curse	Cmbt	T	1	1t/lvl

FIFTH LEVEL MAGIC-USER SPELLS

Spell Name	When	Rng	Area	Duration
Cloudkill	Cmbt	1	3x3	1r/lvl
Cone of Cold	Cmbt	0	.5/lvl cone	-
Feeblemind	Cmbt	1/lvl	1	-
Fire Touch	Both	T	Special	1r/lvl
Hold Monster	Cmbt	.5/lvl	1-4	1r/lvl
Iron Skin	Both	0	Special	1r/lvl

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. A Human dual-class character only earns experience in his second class. The character cannot use the abilities of his first class until his level in his second class exceeds his level in his first class.

CLERIC

Level	Experience	Hit Dice	Number of Clerical Spells per Level 1	2	3	4	5
1	0-1,500	1d8	1	-	-	-	-
2	1,501-3,000	2d8	2	-	-	-	-
3	3,001-6,000	3d8	2	1	-	-	-
4	6,001-13,000	4d8	3	2	-	-	-
5	13,001-27,500	5d8	3	3	1	-	-
6	27,501-55,000	6d8	3	3	2	-	-
7	55,001-110,000	7d8	3	3	2	1	-
8	110,001-225,000	8d8	3	3	3	2	-
9	225,001-450,000	9d8	4	4	3	2	1
10	450,001-675,000	9d8+2	4	4	3	3	2

CLERIC'S BONUS SPELLS

Wisdom	1	2	3	4	5
9-12	-	-	-	-	-
13	+1	-	-	-	-
14	+2	-	-	-	-
15	+2	+1	-	-	-
16	+2	+2	-	-	-
17	+2	+2	+1	-	-
18	+2	+2	+1	+1	-

Note that these bonus spells are only available when the cleric is entitled to spells of the applicable level. Thus an 8th-level cleric with a Wisdom of 18 can memorize the following spells:

	Number of Spells 1	2	3	4	5
8th-Level Cleric with 18 Wisdom	5	5	4	3	-

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
10	500,001-750,000	9d10+3
11	750,001-1,000,000	9d10+6
12	1,000,001-1,250,000	9d10+9

Tables continue...

MAGIC-USER

Level	Experience	Hit Dice	Number of Magic-User Spells per Level 1	2	3	4	5*
1	0-2,500	1d4	1	-	-	-	-
2	2,501-5,000	2d4	2	-	-	-	-
3	5,001-10,000	3d4	2	1	-	-	-
4	10,001-22,500	4d4	3	2	-	-	-
5	22,501-40,000	5d4	4	2	1	-	-
6	40,001-60,000	6d4	4	2	2	-	-
7	60,001-90,000	7d4	4	3	2	1	-
8	90,001-135,000	8d4	4	3	3	2	-
9	135,001-250,000	9d4	4	3	3	2	1
10	250,001-375,000	10d4	4	4	3	2	2
11	375,001-750,000	11d4	4	4	4	3	3

* You must have a minimum intelligence of 10 to use 5th level spells.

PALADIN

Level	Experience	Hit Dice	Number of Clerical Spells per Level 1	2
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

RANGER

Level	Experience	Hit Dice	Number of Spells per Level: Druid 1	Druid 2	Druid 3	Magic User 1	Magic User 2
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	-

* Maximum spell ability

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
11	220,001-440,000	10d6+2
12	440,001-660,000	10d6+4

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