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Champions of Krynn

Adventurer's Journal



STRATEGIC SIMULATIONS, INC.

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To the Circle of Knights:

I, your humble servant, send you greetings. This missive is sent without the knowledge of my commandant and in violation of his orders. I take this action in full knowledge of the consequences it may bring upon me and through the conviction that in doing so, I fulfill my oath.

The commandant has been acting strange of late as if afflicted by some dark spell. I know that information of evil portends has not been forwarded to your august body as required by our charter. Many of our most faithful followers have died suddenly and mysteriously within this last fortnight. The commandant has been too ready with replacements for them, replacements which have an unclear feel.

I ask that you send a knight of pure character and high stature to investigate my conduct and this report. As further evidence, I provide, in its entirety, a letter found on the body of one Hal Horbin, a ranger of the highest character.



"Dear Istan:

Far from annoying me, I find the greatest pleasure in responding to your inquiry, dear brother. It has been some time since I have turned my mind to the scholarly histories in which I formerly delighted. Your questions regarding the relationship between the War of the Lance and these outposts provides a welcome diversion from my normal duties. But first, a bit of background...

Ansalon is a small continent stretching from the arctic to the equatorial climates in the southern hemisphere of the World of Krynn. It was across the face of this troubled land that the War of the Lance raged in years past and brought our company to its present unhappy fate.

In the 348th year after the Cataclysm, the evil forces of Takhisis, the Queen of Darkness, launched the treacherous war she had long prepared in secret. Striking first north, east, and then south, the armies of evil dragons, fell draconians, and all manner of other evil beings quickly overran the unprepared and the unsuspecting.

The good dragons, historical enemies of the evil dragons, could not ally themselves with the forces of good. As part of the Dark Queen's plan, their eggs were taken as hostage while the great beasts slept. The good dragons' "neutrality" was the price they paid to keep their eggs from harm.

While the good forces' attempts to ally against the common threat were hampered by treachery and old feuds, the evil armies made good use of their time. Quickly consolidating their hold on the newly conquered lands, they struck west and even further south in the winter of 351 A.C.

It was in this year that a group of companions met at the Inn of the Last Home in Solace. The exploits of the companions are now well known — How they gained the disks of Mishakal and returned them with the first true cleric to walk the lands since the Cataclysm. How their discovery that the draconians were the result of the corruption of the good dragon eggs freed the good dragons from their pledge and brought them into the war on the side of good. How they helped Berem to return to the temple outside of Neraka and with his death close the portal that gave Takhisis an entry into Krynn.

It was at this time that many counted the war over. With their queen locked out of this world, the DragonArmies lost their sense of direction. Many urged the good armies to return home and disband, some were foolish enough to do so.

But evil retained a strong grip on much of the land. The corruption process was stopped, but the good eggs were not returned and the exploits of the companions had given evil yet a new form.

Raistlin Majere, a companion with his brother Caramon, was caught up in the web of power that blazed through the land. While working against the Dark Queen's plans, his own grew ever more ambitious. By the time She was driven out of the land, his own robes, once a neutral red, became as black as his heart.

Through long and macabre studies, he became convinced that he himself could become a god. Not just a god, the most powerful of all gods. Through his plots and machinations, another foul time swept over Ansalon, this one threatening even more defilement than that caused by the DragonArmies. It was only when Raistlin realized that if he persisted, he would be left to rule a dead world, that he relented.

Caught up in this power struggle, evil forces struck again. Kitiara, half-sister to Raistlin and the hero Caramon, organized an attack. Dragons, draconians, men, and other evil creatures bypassed the High Clerist's Tower and fell on Palanthas. The city would have stood against even these forces had it not been for the aid given by Lord Soth and his Death Knights.

None could stand before them as they swept through the city streets. In the very tower where Raistlin did battle with the Dark Queen, Kitiara fell. It is said that Lord Soth took her unwilling and undead body off to a fate far worse than a clean death. Whatever the reason, the Death Knights withdrew and good overthrew the invaders.

With this clear lesson before them, all realized the evil threat could return at any time. With new resolve, the alliance stood to arms again. Led by the Solamnic Knights, the good forces smashed through the remaining DragonArmies. In a long and bitter campaign, the eastern lands were freed. The City of Sanction fell to a bloody siege. Evil was routed and its followers driven deep into hiding.

So as not to be caught unprepared again, the knights established outposts, like this one, throughout the Eastern Lands. With that, the armies withdrew and, save for the knights, were largely disbanded. All depend on our outposts. We are to be vigilant, to stamp out evil where we find it and, if dark plots threaten, to give advance warning to good folk everywhere.

For all of the confidence many felt when Sanction fell, things are not as they could be. Many of the good dragon eggs remain lost. Lord Soth stays secure and apparently untouchable in his fortress (although he provided no aid to the DragonArmies in this last conflict). The knights, on whom so much depends, are stretched too thin. Indeed, it is all the knights can do to provide the outposts with leadership. The work of patrolling, and the like, falls almost entirely on ordinary folk, such as ourselves.

And if the other outposts are like this one, things may be much worse than they appear. Strange events have occurred. We hear rumors. Rumors of settler caravans killed or enslaved. Of a strange force that opens graves and robs the dead. Of evil dragons seen flying to the east. Of entire cities captured and secretly enslaved.

Our commandant sends out patrols and they report nothing. At least those who return have nothing to report. But of late, not all sent out have been coming back. I know the commandant has been urged to report all this, but he has refused to do so.

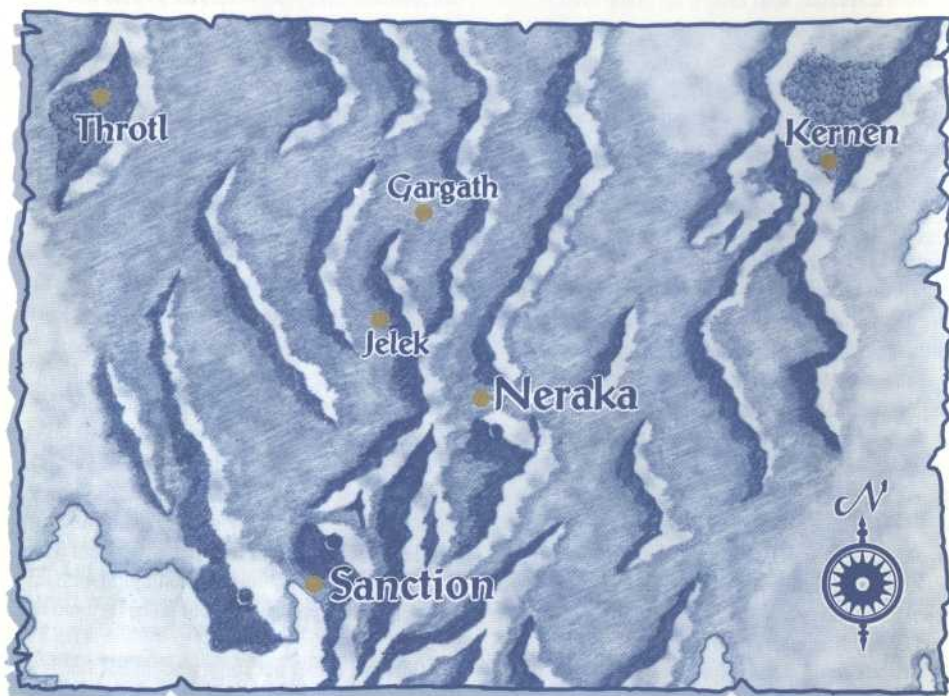
The fact is that our commandant has not been himself lately. He looks the same and talks the same, but his actions — his feel — are quite different. I fear some dreadful fate awaits us all. A fate we should be able to see but which a dark veil is hiding.

Ah, I babble. We are in the western-most outpost below the deserted City of Throtl. Of all the outposts, we have the least to fear. My regards to our mother. Tell her I am safe and likely to remain that way.

Your brother,
Hal"

Respectfully submitted for your consideration:

Mothus Strongsword
Knight of Tears



IMPORTANT GEOGRAPHIC FEATURES OF NORTHEAST ANSALON

The territories in the game are those that were overrun by the evil armies during the War of the Lance or were occupied by evil beings before that war.

Throtl was the capitol city of the Hobgoblins. Neraka was the special city of Takhisis and her temple was located near it. Sanction was a pre-cataclysmic city that was the base of operations for the DragonArmies. Kernan was the capitol city of the Ogres.

The mountains near Jelek hold Godshome. While these are now empty ruins, it is rumored that an area sacred to the True Gods exists somewhere in these mountains.

The lands are largely empty, save for a few settlers. The City of Sanction is the only area that has come close to its pre-war level of settlement.

THE PLAYER RACES IN CHAMPIONS OF KRYNN

There are seven races (described below) from which you may construct your player characters. Each race has different talents and limitations.

The Range of Ability Scores by Race chart on page 56 lists each player race's limits on ability scores. There are charts and tables in the appendix at the back of the Journal that summarize the abilities and class limitations for the different races. Non-human characters can combine character classes and may also have additional special abilities.

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

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

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

Qualinesti Elves are slightly smaller and friendlier than their Silvanesti brethren. They have identical abilities



Hill Dwarf

and bonuses. Qualinesti elves can be fighters, rangers, mages, thieves, clerics and mixed classes.

Half-Elves are hybrids with many of the virtues of both humans and elves. They are resistant to sleep and charm spells, and are adept at finding hidden doors. Half-elves can be fighters, mages, clerics, thieves, rangers, knights and mixed classes.

Kender are a small people characterized by an absolute lack of fear and insatiable curiosity. They are especially resistant to magic and poison, and have the special ability to taunt intelligent opponents. When kender successfully taunt, an opponent will attack in a mindless rage, suffering a loss of



Elves

combat effectiveness. The preferred weapon of the kender is the hoopak, part staff sling part metal shod staff, which only they can use. When armed with a hoopak, a kender will receive bonuses to hit and is a deadly accurate shot. Kender can be thieves, fighters, rangers, clerics or mixed classes.

Humans are the most common player-race in the world of Krynn. They can be fighters, mages, clerics, thieves, rangers, and knights but not mixed classes.

Ability Scores

Every character has six randomly generated *ability scores* as explained below. These scores fall within a range determined by the race and class of the character (see the Range of Ability Scores by Race table on page 56). For humans, that range is from 3 (low) to 18 (high).

Depending on the character class, one or more of these abilities will be a prime requisite. A prime requisite is an ability especially valuable to a given class (strength for a fighter, wisdom for a cleric, etc). Characters receive bonus experience points when their prime requisite scores are at or above a certain number (16 in most instances).

When the scores are generated, non-human characters may receive 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. When a character is generated with the CREATE NEW CHARACTER command, all racial modifiers are calculated automatically.



Kender

Strength (STR) is the measure of a character's physical power. Fighters, rangers, and knights with an 18 strength also have a percentage value from 1 to 100. The maximum percentage values vary from race to race. Strength is most important for fighter type characters (fighters, rangers, knights). If 16 or higher, fighters receive a bonus of 10% additional experience points. Non-human fighters may have a lower maximum level if their strength is less than 18. The higher a character's strength, the more he can carry, the more likely he is to

hit in melee combat, and the more damage he will do when he does hit. There is a Strength table on page 56.

Intelligence (INT) is the measure of how well a character can learn. Mages with an intelligence of 16 or higher receive a 10 percent experience point bonus. Non-human mages may have a lower maximum level if their intelligence is less than 18. Rangers must have both intelligence and wisdom of 16 or higher to receive a 10 percent experience point bonus.

Wisdom (WIS) is the measure of a character's ability to understand the ways of the world and to interact with the world. Clerics get the 10 percent experience bonus if their wisdom is 16 or higher. Clerics with a wisdom of 14 or higher receive additional low level spells. Rangers must have both intelligence and wisdom of 16 or higher to receive a 10 percent experience point bonus. There is a Wisdom Bonus table for clerics on page 55.

Dexterity (DEX) is the measure of the manual dexterity and agility of the character. Thieves especially benefit from high dexterity. Thieves receive a 10 percent experience benefit if their dexterity is 16 or higher. For every dexterity point from 15 to 18, a character receives a corresponding one point improvement in his armor class. For every dexterity point from 16 to 18, a character receives a one point improvement on his ability to hit with missile weapons. It is highly recommended that all characters have a high dexterity. This is considered essential for mages and thieves. There is a Dexterity effects table on page 55.

Constitution (CON) is the measure of the overall health of a character. Fighters receive one extra hitpoint per hit die for each point of constitution above 14. Non-fighters receive similar benefits except they receive a maximum of two extra hitpoints (HP) per level (no HP benefits for constitutions above 16). A character's constitution also determines the maximum amount of times that character can be raised from the dead and the percent chance of a resurrection attempt being successful. Every time a character is successfully resurrected, he loses 1 point of constitution. There is a Constitution effects table on page 55.

Charisma (CHA) is the measure of how others react to a character. Charisma is sometimes a factor when the character has an encounter with NPCs. The higher a character's charisma, the more that character can persuade others to do what he wants. The character with the highest charisma should be the active character when parlaying.

Each character also has two other important values that change as the game goes on: Hitpoints and Experience Points.

Hitpoints (HP) represent the amount of damage a character can take before he goes unconscious. To calculate a character's maximum HP, the computer rolls the character's hit dice and adds any adjustments for level or

constitution. A character gains a HP bonus to each hit die if his constitution is over 14.

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

Experience Points (XP) are a measure of what the character has learned on his adventures. Characters receive XP for actions such as fighting monsters, finding treasures and successfully completing quests. The computer keeps track of XP and most new characters will begin with enough XP to be second level. The exceptions are clerics and knights, who begin at first level. See the Advancement Tables for each class' XP requirements.

When characters have enough XP they can go to a 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 XP to go up two or more levels since the last time he has trained, he will go up one level and lose all XP in excess of one point below the next level.

Example:

A third level thief enters a training hall with 18,300 XP. He will leave as a fourth level thief with 10,000 XP.

Once characters have reached their maximum levels for this game, they should not train.

Character Classes

A character must belong to at least one character class. Non-human characters can have more than one class at the same time. A non-human character with multiple classes has more playing options, but he increases in level more slowly because his XP is divided evenly among all his classes.

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

Note: Dice is the term used to describe the range for a randomly generated number. A d6 die has a range from 1 through 6, a d10 has a range from 1 through 10.

Clerics have spells bestowed on them by their deity and can fight wearing armor and using crushing (no edged or pointed) weapons. After selecting a deity, clerics may only choose alignments appropriate to their god. Each of the gods will extend special abilities to their followers. For more information, see the Deities section. The prime requisite for clerics is wisdom. Clerics start the game at first level.

Fighters can fight with any armor or weapons, but they cannot cast magic spells. Fighters can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. The prime requisite for fighters is strength.

Rangers can fight with any armor or weapons. Rangers can have exceptional strength and gain additional HP bonuses



Solamnic Knight

if they have a Constitution of 17+. They do additional damage in combat when fighting giant-class creatures. Rangers must be of good alignment and have ability scores of at least 13 in strength and intelligence and at least 14 in wisdom and constitution. The prime requisites for rangers are strength, intelligence, and wisdom.

Solamnic Knights are the pride of chivalric honor in the world of Krynn. The knights are divided into three orders: the *Knights of the Crown*, the *Knights of the Sword*, and the prestigious *Knights of the Rose*. All are renowned for their bravery and skill at arms. Knights begin the game with plate mail, long sword, and a shield but very little money.

Knights must take a vow of poverty and so they tithe a large part of their monies and treasures back to the orders. Knights of the Crown will tithe 10% to their order whenever they enter an outpost. Knights of the Sword and Rose will give up everything except 20 steel pieces when they tithe. When Knights of the Sword or the Rose become 6th level, they gain the ability to cast some clerical spells. If a knight of either of the first two orders (Crown or Sword) is of sufficient level, and has high enough ability scores, he may petition the next higher order for admission. Prime requisites for knights are strength and wisdom.

NOTE: Knights receive XP bonuses for doing knightly deeds and not for having prime requisites. They begin the game as first level characters.

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

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

Mages have powerful spells, but can use no armor and few weapons. They can only memorize those spells available in their magical grimoires (personal spell books) or use scrolls. In the world of Krynn, the power of mages is moderated by the three moons. Mages are divided into three orders based on alignment. Each alignment has its own order, strengths, abilities and moon. The mage's power fluctuates with the cycles of the moon that influences his order. For more information on the orders and moons see the Magic section (page 15). The prime requisite for mages is intelligence.

Thieves can fight with swords and slings and wear leather armor. In combat they do additional damage 'back stabbing'. Back stabbing is described in the Combat section. Thieves also have special skills for picking pockets, opening locks, removing traps, moving silently, hiding in shadows, and climbing walls. The prime requisite for thieves is dexterity.

Multi-class are non-human characters who belong to two or more classes at the same time. The character's experience points are divided among each of the classes, even after the character can no longer advance in one or more of those classes. The character's HP per level are averaged among the classes. The multi-class character gains all the benefits of all classes with regard to weapons and equipment.



Alignment

Alignment is the philosophy a character lives by. A character's alignment can affect how NPCs and some magic items in the game react to the character. The following alignments are available to Player Characters.

Lawful Good characters believe in the rule of law for the good of all.

Lawful Neutral characters believe the rule of law is more important than any objective good or evil outcome.

Neutral Good characters believe that the triumph of good is more important than the rule of either law or chaos.

True Neutral characters believe that there must be a balance between good and evil, and law and chaos.

Chaotic Good characters believe in creating good outcomes unfettered by the rule of law.

Chaotic Neutral characters believe that the freedom to act is more important than any objective good or evil outcome.

NOTE: Due to the nature of this adventure, no evil Player Characters are permitted.

Building a Successful Party

Forming a strong and adaptable party is a key to success in **CHAMPIONS OF KRYNN**. You may place up to six Player Characters in your party. It is recommended that you use all six characters. A smaller party is less powerful and more likely to be eliminated by your enemies.

In choosing which characters to include in the party, it is wise to include a variety of classes: clerics, mages,

thieves, and fighters. At least one party member should be a kender so you may taunt (yell) in combat and some adventures may only be completed if the party includes a knight.

One suggested sample party includes:

One Human Knight
One Human White Mage
One Dwarf Ranger
One Kender Cleric of Mishakal/Thief
One Qualinesti Elf Cleric of
Shinare/Fighter/Red Mage
One Human Cleric of Majere

Another suggested sample party includes:

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

Why these guys?

CLERIC/FIGHTER/MAGE

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

FIGHTER/MAGE

The fighter/mage may cast spells while wearing armor. This split class can fight as well as a fighter and receives more HP than a pure mage.

CLERIC/THIEF

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

CLERIC

A cleric is essential for healing the party after an engagement. The most efficient way to heal is to Encamp and select FIX (you can issue this command several times while encamping). Fix works as follows:

If a cleric is in the party, all available cure spells are cast until all characters are healed. If the party has taken more damage than clerics have cure spells, the fix option may be used again. When fix is used, characters at the top of the list will be healed before the characters below them.

If a cleric is not in the party, HP may be recovered through rest (1 HP per 24 hour period), potions or Temple services.

RANGER

Rangers normally start the game with more HP than other fighter types. They do extra damage versus giant type monsters.

KNIGHT

Knights are powerful fighters and are necessary to complete some quests. There are some magic items that may only be used by knight characters.

MIXED CLASS

Mixed class characters in general are very valuable for their many skills and are worth the slower rate at which they will advance in levels.

PREPARATION TIPS

The makeup of your party affects your combat strategy throughout the game. Loading your party with clerics and mages increases the importance of spell casting both before and during a battle. An emphasis on knights and rangers makes your hand-to-hand combat skills that much more important.

At the beginning of the game, go to the Armoury. Pool your money and purchase the following equipment:

For fighters, rangers, and split class fighters:

Ring Mail	Short Bow
Shield	80 Arrows
2 Long Swords	Sling

For thieves:

Leather Armor	80 Arrows
2 Long Swords	Sling
Short Bow	

For clerics:

Ring Mail	2 Maces
Shield	Staff Sling

For mages

2 Quarter Staffs	100 Darts
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For any Kender character

2 Hoopaks

The reason for purchasing 2 of each of the melee weapons is to combat Baaz Draconians. When a Baaz dies, it will sometimes pull a weapon from a character's hand. The weapon is not retrieved until after combat.



Group of Draconians

After purchasing the equipment, share the money from the pool and ready the new equipment. To start, ready the melee weapons (swords, maces, quarter staffs) instead of the missile weapons (bows, slings, darts). Be sure to ready the arrows too.

Combat

Combat occurs often. Combat takes place on a tactical map. This map is a more detailed view of the map terrain (3D or wilderness) that the party was on when the combat was triggered. This map is overlaid with a square grid that is not visible on your screen.

As you move characters, you will notice that everything moves on the grid from square to square. Moving diagonally often costs more movement points than moving horizontally or vertically.

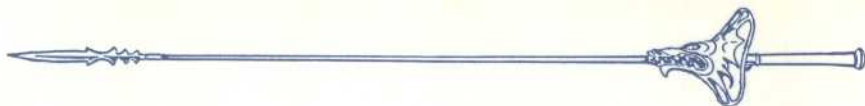
INITIATIVE

Each round of combat is divided into 10 segments. Which segment a character

or monster acts in depends on his *initiative number*. This is a randomly generated number for each character and monster. This random number is generated at the beginning of each combat round and is modified by dexterity bonuses or penalties and random factors (such as surprise) to arrive at the initiative number.

Sometimes a character will act in segment 10 of one round and segment 1 in the next, appearing to act twice in a row. This is especially common if you use the DELAY command. When the DELAY command is given, that character's action will be delayed until segment 10.

In combat, the player controls the actions of PCs. The computer controls the actions of monsters, NPCs, and PCs set to computer control with the AUTO command.



Each character's ability in combat is defined by his **THACØ**, **damage** and **AC**.

AC

A character or monster's difficulty to be hit is represented by his armor class or AC. The lower the AC the harder it is to hit the target. AC is based on the armor a character is wearing plus a dexterity bonus. Some magic items will help a character's AC.

THACØ

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

NOTE: the generation of a random number is often referred to as a 'roll'. In determining if an attack hit, 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 range, attacking from the rear, magic weapons, and magic spells among other things.

Example:

A fighter with a THACØ of 15 attacking a monster with an AC of 3 would need to roll:

$(\text{THACØ } 15) - (\text{AC } 3) = 12+$

But to hit a monster with an AC of -2 he would need to roll:

$(\text{THACØ } 15) - (\text{AC } -2) = 17+$

DAMAGE

When a hit is scored, the attacker does damage. Damage is the range of HP loss the attacker inflicts when he hits an opponent in combat. Damage depends on the attacker's strength and weapon type. The damage each weapon can do is summarized in the Weapons List on page 58.

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 only take damage from magical weapons.

BACK STABBING

A thief will back stab 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 (exception: elfin chain mail). A back stab has a better chance of hitting the defender and does additional damage.

MISSILE ATTACKS

A character may not attack an adjacent target with a missile weapon (bow, sling, etc). A character may attack an adjacent target with a thrown weapon (ax, club, etc) or a hoopak (Kender only).

Bows can attack twice per turn. Thrown darts can attack three times per turn.

MULTIPLE ATTACKS

Fighters and knights of 7th level or greater can attack twice every other turn. Rangers of 8th level or greater can attack twice every other turn.



All of a character's attacks are taken against his first target. If the first target goes down with the first attack, aim the remaining attack at another target. Fighters, knights, and rangers may sweep through several weak opponents in one combat round. When a character sweeps, he will automatically attack multiple opponents.

MOVEMENT

The number of squares a character can move is affected by the weight he's carrying, his strength, and the kind of armor he has readied. A character's movement range is displayed on the view screen and when moving during combat.

RUNNING AWAY

A character may flee from the battlefield if he can move faster than all enemies. A character may not move off the battlefield if he moves slower than any enemies. A character has a 50% chance to move off the battlefield if he can move as fast as the fastest enemy monster. *Exception:* if a monster or 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 may be slower than his opponents.

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. If a party flees it will not receive any XP for monsters killed before retreating.

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.

COMBAT STRATEGIES

Throughout **CHAMPIONS OF KRYNN**, your party engages a colorful collection of foes. At times, you may elect to avoid a confrontation, choosing conversation or flight instead. More often, however, your characters must stand and fight.

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

DEPLOYING THE PARTY

When a battle begins, your party is automatically positioned based on the existing order of the characters. Characters near the top of the order will be in the front lines and vulnerable to attack. To change the starting deployment, change the order from the Alter menu while encamped. Shift the heavily-armored fighters up the list and the vulnerable mages and thieves towards the bottom of the list. Party order cannot be changed while in combat.

When battle begins, your party may be placed in a bad position. If you wish to be defensive, move your characters to anchor your flanks on an obstacle such as a wall or tree. Keep your mages behind the front line. Setting up behind a doorway that your enemies have to move through makes for a very strong defensive position.

Characters who are seriously injured should be moved out of the front lines if possible. Be warned, if you move away from an adjacent enemy, he will get a free attack at your back. Back attacks have an improved chance to hit.

Missile weapons cannot be fired if there is an adjacent opponent. If you want to fire missiles, make sure you keep away from the enemy. Hoopak and thrown weapons are exceptions as they may be used either as a missile weapon or a melee weapon. If you want to stop enemy missile fire, move someone next to the opponent.

Exploit your opponents' weaknesses by directing attacks against helpless enemy characters. Gang up on isolated foes. Concentrate your attacks to eliminate one opponent rather than injure many (Exception: enemy spell casters). A foe with one hitpoint remaining attacks as powerfully as an uninjured one.

A spell caster who takes damage cannot cast a spell that round. If the spell caster had started to cast and was hit, he will lose that spell from memory. Therefore, try to injure all enemy spell casters every round even if it is only for one point of damage. Conversely, if you want to cast spells, make sure your spell casters are protected.

Magic

Magic is integral to **CHAMPIONS OF KRYNN**. Mages, clerics and high-level knights can cast spells.

A spell can exist in one of four forms: in a character's memory, in a character's grimoire (spell book), in a scroll or in a wand.

A spell-caster with a memorized spell can cast it using the CAST command.

Spells are memorized during rest while encamped.

Memorizing a spell takes 15 minutes of game time per spell level, plus a minimum period of preparation. First and second level spells take a minimum preparation of four hours. Third and fourth level spells take a minimum preparation of six hours.

Example:

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

*(6 hours preparation) + (2 * 15 min) + (1 * 30 min) + (1 * 45 min)
= 7 hours 45 min*

Spells do not automatically have their full effect on their target. Each target of a spell may get a saving throw to avoid some or all of the effect of the spell. As a character gains levels, his saving throws improve. Note: some monsters have magic resistance which gives them a chance to be unaffected by the spell.

MAGES

There are two types of PC mages – White Robes and Red Robes. All good alignment mages are White Robes and all neutral aent mages are Red Robes. For more ination, see the advancement tables (page 57). Mages scribe spells into their personal grimoire and may only memorize spells that are recorded there.

When a mage trains for a new level in a Hall, he is allowed to select a new spell to scribe into his grimoire. A mage can also scribe spells from identified scrolls if he is of high enough level to cast them.

Mages may only use scrolls of the correct type. Red Robe mages may only



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

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

TIPS ON MAGIC SPELLS

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

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

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

THE TEST OF HIGH SORCERY

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

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

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

THE MOONS OF MAGIC

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

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

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

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

SPHERES OF MAGIC

The magic of Krynn operates in spheres with the different schools of mages only able to manipulate certain of them; spells castable by one order may not necessarily be cast by another. The spheres and the orders that may work with each order are as follows:

WHITE ROBE MAGES	RED ROBE MAGES	BLACK ROBE MAGES*
Abjuration		
Conjuration	Alteration Conjuration Summoning	
Divination	Divination	Summoning Divination
Enchantment/ Charm		Enchantment/ Charm
Evocation	Evocation Illusion	Illusion Necromancy

* Only NPC characters may be evil Black Robe Mages.

Each spell operates in one or more of the magical spheres, and so mages are limited in their selection of spells by their school of magic. The mage Spell Parameters charts on page 53 indicate which spells are usable by each of the PC mage groups.

CLERICS

Clerical magic requires no spell books. All clerical spells of the appropriate level are always available to a cleric or high-level knight, the character need only memorize them.

When a cleric finds a clerical scroll, he can use the spells directly from the scroll; he does not need to scribe the spells into a spell book. Knights can never use clerical scrolls, even if they may cast the spells.

Deities

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

Good Aligned Gods

PALADINE

Powers: None

Extra spells: Protection from evil 10' radius

MAJERE

Powers: Turn undead as if cleric is two levels higher

Extra spells: Silence 15' radius

KIRI-JOLITH

Powers: +1 THACØ

Extra spells: Detect Magic

MISHAKAL

Powers: +1 die on all healing spells

Extra spells: Charm Person, Remove Curse, Bless

Neutral Aligned Gods

SIRRION

Powers: None

Extra Spells: Burning Hands

REORX*

Powers: +1 THACØ (dwarves only)

Extra spells: None

SHINARE

Powers: None

Extra Spells: Charm Person

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

CREATURES OF KRYNN

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

CARRION CRAWLER

Giant, segmented creatures whose eight tentacles attack once a round each. A successful attack can paralyze.

CROCODILE, GIANT

Large carnivorous reptiles with tough hides who bite for massive damage.

DEATH KNIGHT

A type of liche that cannot be turned, Death Knights are dangerous and frightening opponents who are immune to most magical attacks. They can reflect some magic attacks back on the caster, gate in monsters to help them in combat, cause fear in those around them and cast a massive fireball attack once a day.

DRACONIANS

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

AURAK

Created from the eggs of gold dragons, they attack with energy bolts, poisonous gas or their claws and fangs. When an Aurak is slain it turns into a blazing ball of attacking energy for several rounds and then explodes. Auraks have the ability to mind control characters of 7th level and below.



The Death Knight



Kapak Draconian



Sivak Draconian

BAAZ

Made from brass dragon eggs, they are the most common of the draconians. When killed, Baaz will turn to stone and then crumble into a pile of rubble. The weapon used to slay a Baaz will sometimes be trapped in its crumbling stone corpse and pulled from a character's hand. If a weapon is lost it is automatically retrieved after the combat is completed unless the party fled.

BOZAK

They are created from bronze dragon eggs and can cast spells in addition to attacking with either their claws and fangs or other weapons. Bozaks will explode when killed.

KAPAK

They can be distinguished from other draconians by their poisonous venom. Frequently Kapaks will lick their weapons and coat them with venom. When a Kapak is killed, he will dissolve into a pool of dangerous acid. A character hit by a Kapak must make his saving throw or be paralyzed.

SIVAK

They are created from silver dragon eggs and are the only draconians that can truly fly. Sivaks are shapeshifters. They are powerful fighters who get three attacks per combat round.

DRAIONS

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

In addition to their awesome strength, dragons inspire an insidious terror called *Dragon Fear* or *Awe*. Many times the mere sight of a dragon will cause opponents to panic and flee.

BLACK DRAGON

They are noted for spitting a stream of deadly acid as well as attacking with claws and fangs. Since they are extremely independent and only obey commands if it suits their purpose,



Baaz Draconian



Bozak Draconian



Aurak Draconian

Black Dragons were rarely used in direct assaults by the evil Dragon Highlords. They were more highly valued as guards.

BLUE DRAGON

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

BRASS DRAGON

Boisterous and loud with a tendency to selfishness, Brass dragons are very fond of small talk. These good dragons can attack with claws and teeth as well as two different types of breath weapons: sleep gas and fear gas.

BRONZE DRAGON

Fond of war and fighting, Bronze dragons attack with teeth and claws or their two kinds of breath weapons: a bolt of lightning or a repulsion gas cloud. These good dragons are extremely interested in the affairs of men.

COPPER DRAGON

Although basically good in nature, they are extremely fond of wealth and almost always ask "what's in it for me?" when asked to aid others. They attack with teeth and claws and their two kinds of breath weapons: acid and a slow gas.

GREEN DRAGON

These dragons are notorious even among other dragons for their cruel natures. Green dragons exhale poisonous clouds plus attack with claws and fangs. They will obey orders, but only from leaders whom they respect. Clever and subtle, green dragons prefer to use trickery and magic on an enemy rather than all-out assault. For this reason, they were rarely used in any major evil offenses, but were often called in for more sinister purposes.



Shadow People

GOLD DRAGON

The most majestic of the dragons, gold dragons are over 50 feet long. Gold dragons attack with teeth and claws or with their breath weapons. They can breathe fire or chlorine gas. These good dragons have the ability to polymorph themselves and can appear in the guise of human or animals. They are extremely skilled in magic.

RED DRAGON

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

SILVER DRAGON

The dragons most beloved by mankind, they can polymorph into human or elven form. Silver dragons attack with claws and teeth or use either of two breath weapons — a cone of frost or a cone of paralyzation. Many are also proficient in the use of magic.

WHITE DRAGON

Unique among dragons in their preference for cold climates, these evil beasts can attack with their freezing cold breath in addition to razor sharp claws and fangs. Small in size and not as intelligent as their cousins, these dragons were used primarily as scouts during the War of the Lance.

FROGHEMOTH

Huge, swamp dwellers who are immune to normal fire attacks, these beasts are capable of swallowing their victims whole.

GELATINOUS CUBE

These large scavengers are totally or partially immune to most forms of attack. Their touch causes paralysis.

**GHAST**

A variety of undead monster so disgusting in their stench that often-times opponents are nearly overcome by revulsion. Ghasts are identical to ghouls in appearance. Characters hit by ghasts (elves included) must save or be paralyzed.

GHOUL

These are evil undead creatures whose touch alone is known to paralyze a man. They feed on corpses and attack all living things on sight. Characters hit by ghouls (elves excluded) must save or be paralyzed.

GIANT CENTIPEDE

Like their smaller kin, they attack with a poisonous bite.

GIANT RAT

These ferocious giant rodents are the size of large dogs.

GIANT SPIDER

These giant insects have a poisonous bite.

Goblin

These small humanoid creatures are common to the lands of Ansalon.

GROANING SPIRIT

Also called Banshee, these are the undead spirits of evil female elves. They are immune to many magical attacks and attack with a chilling touch.

HILL GIANT

One of the smaller of the giant races, they are brutish hulks possessing low intelligence and tremendous strength.

HOBGOBLIN

Man-sized cousins of the goblins, hobgoblins are usually led by leaders who are the fiercest warriors of their tribe.

MINOTAUR

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

MOBAT

These are huge omnivorous bats who like nothing better than warm-blooded humanoids for dinner!

OGRE

Large, ugly foul-tempered humanoids, ogres generally attack with a wicked spiked club.

PENANGGALAN

Female vampires who appear as attractive women during the day, but at night they feed on the living blood of their sleeping victims.

POISON SNAKE

These large reptiles slay their prey with deadly venom. Use Neutralize Poison to counter snake bite.

SHADOW PEOPLE

A mysterious race that is rumored to have inhabited the city of Sanction since its founding, the shadow people are believed to dislike light, but little else is known about them.

SKELETON

These are the least powerful of the undead. They are usually controlled by some powerful evil force.

SKELETAL DRAGON

Skeletal forms of slain dragons, these horrific creatures are very difficult to turn, and while they have no known breath attack, their claws and fangs are still powerful.

SKELETAL KNIGHT

These are corpses of brave Solamnic Knights who have in death been enslaved and animated by perverse evil magic. Skeletal Knights are significantly more dangerous foes than regular skeletons.

SPECTRAL MINION

These undead are the spirits of humans and demi-humans who died before they could fulfill powerful vows or quests. They can only be hit with magic weapons.

TROLL

Large carnivorous monsters who attack 3 times a round. They can regenerate their lost HP unless they are burned.

VAMPIRE

Life draining undead who can only be hit by magical weapons, vampires can



Skeletal Knights



Spectral Minion

regenerate lost HP, charm their opponents, and summon monsters to help them in combat.

WIGHT

These life draining undead can only be hit by silver or magic weapons.

WRAITH

These are similar to wights, but silver weapons only do half damage.

ZOMBIE

Magically animated corpses under the control of an evil force, they will fight with mindless rage until turned or destroyed.

MAGICAL TREASURES

As you travel about and encounter the monsters and puzzles that stand between you and finishing your various quests, you will also find magical items to help you on your way. Here are some descriptions of items that you may find. Not all of these items may be found in your adventure. You can find out if there is a magic item in a treasure by doing a Detect Magic spell using the DETECT command. To find out specifically what an item is, you must take it to an armoury or find 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 may only be used by certain classes. Others may not work at all if certain other magic items are also in use.

WANDS

Wands are the traditional objects of enchantment. Wands generally will cast a set number of a given spell (fire ball or magic missile for instance). Only experimentation or paying to have them identified will tell what a wand does. The USE command will allow a character to cast spells with a readied wand.

POTIONS

Potions are the most common sort of magical treasure. Potions may heal wounded characters, cause them to become hastened or invisible, or cause any number of other effects. The USE command will allow a character to drink a readied potion.

SCROLLS

Either clerical or for mages, these items may give you spells that you



couldn't otherwise cast, or be scribed into a mage's grimoire. A mage may use SCRIBE to transfer a scroll into his grimoire. Mages and clerics can cast spells directly from scrolls with the USE command.

ENCHANTED ARMOR AND SHIELDS

Sometimes you may run across armor or shields that have been crafted by skilled craftsmen and then enchanted by mages to imbue them with protective spells. The power of the magic on these items may vary 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 merely ready them from the Items Menu.



SOLAMNIC PLATE

These suits of plate mail were originally crafted for some of the Knights of Solamnia. The armor is of exceptionally high quality, and is very ornate. To use Solamnic Plate, ready it from the Items Menu. Only knights may use Solamnic Plate.

ENCHANTED WEAPONS

Enchanted weapons come in many sizes and shapes and potencies. Sometimes a weapon will add between 1 and 5 or so to your THACØ and damage. Other 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 will have it for all combats.

ENCHANTED ADORNMENTS

Bracers, necklaces, periapts and especially rings are favorite objects for magical enchantment. These items may have any number of magical properties. Some items will help your AC, others

may fire Magic Missiles or be cursed. Once one of these items has been readied from the Items Menu, a character will automatically gain all effects. The exception to this rule is that certain magical necklaces require the USE command to work.

DRAGONLANCES

These powerful enchanted weapons were created for the War of the Lance, to combat the evil dragons. They have large bonuses against any foe, but are deadly when attacking dragons.

ENCHANTED CLOTHING

Wizards will sometimes cast enchantments on commonplace items of clothing such as gauntlets or cloaks. A wide variety of these items are known to exist. To use these items ready them from the Items Menu.

GIRDLE OF GIANT STRENGTH

When worn, this girdle will give a character the tremendous strength and combat bonuses of a giant. To wear the girdle, ready it.



JOURNAL ENTRIES

Journal Entry 1

"Sir Era! Sir Era! We are ultimately responsible for these people! I don't think that we have the space to accommodate all of these refugees, considering that Vertrothe will soon be back from his quest. May I suggest that we send them on their way! The simplest solution would be to shut the castle against them and just pretend they don't exist..."

The odious minister to the Knight continues to fawn in the most obsequious manner. His charm and personality have convinced you that ridding the world of this... 'person'... would be beneficial to Krynn. Fortunately, cooler heads prevail and the minister is quickly taken from the room.

Journal Entry 2

"Listen, I know that you think that Sir Karl is a most honorable Knight; however, I have found out that he is under the influence of an evil Dragon named Maya. Maya is able to transform herself into the shape of a beautiful woman. We must forget about finding Caramon at this time. If we can get to the outpost in time we may be able to save it."

Journal Entry 3

"We were captured by draconians disguised as the merchant band that comes through here every month. When we were sleeping, they killed the guards at the gate and captured us before we had a chance to even fight.

"They took our leaders into the barracks and interrogated them. They've all got to be dead now.

"Be careful! I saw one of the draconians kill the Commandant. As the Commandant died the draconian's shape changed and then he looked and sounded exactly like the Commandant.

"The 'Commandant' and the other leaders spend a lot of time in the Commandant's Office."

Journal Entry 4

The townspeople come out and thank you after the last of the DragonArmies are driven from the outpost. They have a large celebration with you as the guests of honor. The new Commandant speaks,

"Thank you for saving us. Your heroic actions will live forever."

The people cheer you as you accept the key to the outpost.

Journal Entry 5

The gully dwarves scatter at your approach. Disgusting traces of their recent meal permeate everything in sight. Your camp equipment has been opened and all foodstuffs eaten. You quickly look to the place where you had left the piece of the dragon orb. It is gone!

Journal Entry 6

As you walk up to the dying body of the Commandant, Grilliard says, "Why did you do this to us? We are now too weak to hold the outpost against Takhisis' forces."

You see a flight of Red Dragons closing in on the town ...

Journal Entry 7

"Listen, Sir Karl is the most honorable of men. I would follow him anywhere. But there is something very dark and strange going on around him. He seems obsessed with a young girl named Maya. The fact that he's about 40 years older than she is isn't really the problem; if they'd just settle down and declare themselves! All that would happen is that a few gossips will snicker and that'll be the end of it. But they won't do that. Maya is extremely valuable to us. She has sources of information that are astounding, especially for one so young. But whenever the two of them are in the same room the tension is so obvious that...

"Ah, never mind. You say that he seems to be all right. I will go on that hope, and let troubles find me in their own good time. Let's go."

Journal Entry 8

As you work to free the slaves, their shackles seem to come off too easily. Before you can react, they whip out weapons and prepare to attack. One laughs, "The one you saw die before you was not Sir Karl, it was a Sivak. There are no slaves here, it was only a story to lure you to your doom." They begin to close in.

Journal Entry 9

She explains to Caramon, "I've been sent by Sir Karl to get you back to the Outpost. There are rumors that large forces of draconians, hobgoblins, minotaurs and

others are gathering. We need you to direct scouting and raiding operations. I see now that things are worse than we thought. Throtl was supposed to have been abandoned."

Caramon says, "It's even worse than that. I have seen Brass Dragon Eggs!"

She gasps, "No! They must not do this again!" Then she pauses, "Wait, how can they do it? I thought the process was lost during the War of the Lance. Did you see any evidence that they were successful?"

"No," says Caramon, "I was knocked unconscious before I had a chance to look further." He turns to you. "I need you to investigate this matter. Find the key, and go to the old temple in the Northeast part of the city. Find out what you can."

Journal Entry 10

"...attempt a conversion without the intervention of Tak..."

...book of spells that contains the necessary incantations and rituals for the conversion. It is said that this book will allow even relatively weak ma...

...nze, silver and gold were considered the most difficult trans..."

Journal Entry 11

You follow Angar into one of the buildings. He yells, "I have a gift for you!" and you are greeted by a Dragon Highlord and a group of his minions. As you start to draw your weapons, you realize that you have lost a great deal of strength. He must have drugged the food as well.

You never should have trusted him ...

Journal Entry 12

"Welcome to the Southern Outpost. I am Grilliard, the Commandant here. I hear you have important news for me."

You tell him about all of the adventures that you have been on and all of the information that you have gathered. After you finish you ask him about the missing messenger.

He looks a little nervous for a moment, and then says, "He has been ill. I'm afraid no one can see him right now. Thank you for delivering the information and good luck on your journey back. I'm afraid I have to get back to work."

With that, he waves you out of his office.

Journal Entry 13



Journal Entry 14

"Okey, dokey. Listen up people. Here's how you play. Now I've got three cards here. Two of them are Gargoyles and the third is the Princess. I'm gonna place the cards face down on the table, with the Princess in the middle. Now, aaall you have to do is guess where the Princess is after I move the cards around. Easiest thing in the world, right? It's only three cards and I'm sure you won't have any problem keeping track of the Princess. Simplest thing in the world. Now, who'll place a small wager of saay, 3 steel pieces!"

Journal Entry 15

"Listen," the woman says, "we...that is, Sir Karl and I...have determined that it is imperative that the entire area be evacuated. The number of undead sightings has increased to an alarming degree. We want you to head into Gargath and force the population to evacuate immediately. Thank goodness there are no more Draconians. I don't know how we would be able to get out if we had them to contend with as well."

Journal Entry 16

The plan has to be carried out in stages. Stage One, which is already complete, was to threaten various small areas to the north and get the good armies to begin a consolidation of their forces. We were fortunate to find a rather hapless party that we were able to use to pass the false information to their leaders. It was pure chance that they were sent after Caramon when he was captured in Throthl. We couldn't have planned better for our purposes. We left clues behind to lead the group to Gargath, Jelek and Neraka. This gave us time to complete our plans for the ambush at Sanction.

Journal Entry 17

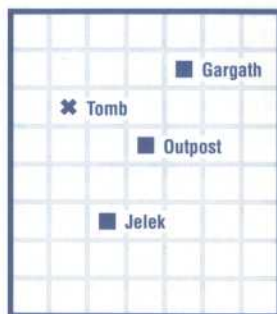
...the book of conversion that I found is useless. It doesn't give us the actual ceremony to perform. It is merely a description of the ceremony. I will have to come...

Journal Entry 18

Tale of Sir Dargaard:

In the past, a faithful Knight of the Rose named Sir Dargaard gained an item which gave him great fighting prowess. He was a scourge of the evil armies until his entire company was poisoned at a feast. The company was buried along with Sir Dargaard's great device in lands later overrun by evil. The evil ones sought to wrest the artifact from the tomb, but were slain by the spirits of Sir Dargaard and his company. Our scouts now say that draconians have attempted to penetrate the tomb again, perhaps with sufficient strength to succeed. It is time for a truly noble knight to go and ask that the artifact be passed on to guard the forces of good today.

On a side note, you will be happy to know that Caramon has contacted our elite units in Solamnia. The Council of Knights themselves will lead them into the coming battles. I will be certain to mention your impressive record to them when they arrive.



Journal Entry 19

The Dragonlance was a stroke of genius. With one small theft we distracted them from the main threat and forced their attention on the recovery of the weapon. This became Stage Two, since it fit so neatly with our plans. It allowed us to delay the original kidnapping of Sir Karl just long enough to gather many more bodies for Sir Lebaum to work with.

Journal Entry 20

The 'Plan' is to be carried out in three stages. Stage one is nearly done. We have managed to kill Caramon and Tanis and have captured or put to flight most of the other 'Heroes' from the Dragonlance Wars. The good armies are reduced to sending out hapless adventurers who have little or no experience. We have managed to feed information to one of those bands with notable success. The information is true, but it always comes too late to be of any interest.

Journal Entry 21

"Hey, come here. Look at this. This is a piece of the dragon orb that Tasselhoff broke! Just this little piece of the orb will allow you to control the largest dragon! I'll sell it to you for only 2,000 steel pieces... and it's a bargain at twice the price! NO, don't touch it with your bare fingers. The last person who did that woke up with a withered hand! Cruesome. So, what offer have I!"

Journal Entry 22

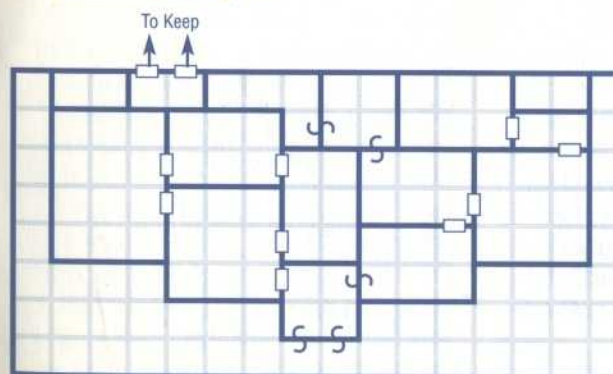
"Welcome, I am Jadefang. I have been assigned to capture thisss hole and convinssse you 'Humansss' that you ssstill own it. We did this ssso we could gather information and keep the ss southern road open. Sssince you have given usss a lot of ussful information, I thank you."

He bows gracefully and continues to speak.

"However, you also have dissscovered our sssecret and therefore you musss die."

You now notice that he is not alone in the barracks. He rises into the air ...

Journal Entry 23



Journal Entry 24

Old ogre's story:

"I was once the councillor to the ogre princes, but I have become too weak and crippled to keep my place. Now I hear of plots against our lord Gravnak, by one of his lieutenants. Draconians have slipped into the manor house and will strike when the current meeting ends. I watched them enter and saw the secret sign they gave the guards.

I have no love of these assassins or their traitorous ally. Use the sign to enter the manor, seek out the assassins and find evidence implicating Morog. He is the traitor. His rooms lie in the southeast of the manor."

Journal Entry 25

"When you get to Gargath, beware of anyone who appears to be bending over backward to help you. Be especially aware of anyone who mentions Sir Karl. We don't think that they know that we are now aware of their deception.

"Be especially careful about any clothing they may want you to wear. There is an evil mage in the town who delights in putting curses on harmless-looking objects. Good luck."

Journal Entry 26

"Gargath was overrun about a week ago. There were only a few of us here at that time trying to rebuild after the War of the Lance. Draconians and evil forces snuck in at night and captured the Keep. Since then they have been bringing in prisoners and putting them to work. They make us wear these hoods to keep track of us."

Journal Entry 27

"We have had to exhume all of the bodies in the graveyard and burn them. We found out that someone was entering the burial glen, digging up the bodies, and then re-animating them into zombies and ghouls. It's been hard, especially for those that recently buried their loved ones, but it was necessary."

Journal Entry 28

"I've been kept out of the burial grounds now for a week, I can't even get in there to get my tools. There are strange things going on in there...open graves, broken tombstones, strange noises...even the animals are gone! That Sir Lebaum is ruining the town. He even made his office in the burial glen! It's in the building just to the south and west of here but the door is through the graveyard.

"That's another strange thing...nobody's ever seen our new leader, at least, nobody that I know of. He gives his orders and the 'guards' carry them out.

"Things just ain't right."

Journal Entry 29

Stage Four runs almost in step with Stage Three. As soon as Sir Lebaum has launched his attack, the mass conversion of dragon eggs into draconians will be performed. The good armies will be caught in our mailed fist! They have no idea that they are about to be attacked by two huge armies! The first of the good armies will be filled with their leaders and the elite of those accursed Knights. When our armies rise so quickly, we shall cut the very heart of their ability to resist us. With the leaders dead the rest of the rabble will wander like sheep.

Journal Entry 30

Stage two is currently coming to fruition. Sir Lebaum, our Sivak who has taken over the leadership of the Knights of the Rose, has sown enough discord in the ranks of the Knights to render them ineffective against us. In a few days he will issue the order that will send most of the Knights over the mountains and out of this area altogether.

Journal Entry 31

"Watch out for the minister. They say that he has taken over the castle of Sir Era and now runs the old knight, as well as the kingdom. The people are being... hush! he's here."

Journal Entry 32

Gravnak's alliance plans:

"We are both hunting for Myrtani while he seeks our deaths. I have no love for sanctimonious knights and their ilk, but I do love my life. To keep that, I would suggest a temporary alliance. Myrtani has a base in Kernen which he visits quite often. If you can slip into town, I have allies who will help you penetrate the base and kill Myrtani."

He then shows you the secret sign to give his allies.

Journal Entry 33

"The Dragonlance has been moved to Jelek. After the Keep was overrun I managed to smuggle it out of town and hide it in the burial glen. It is hidden in an unused tomb in the north-west corner of the grave yard. You will recognize the entrance because there is a silver rose bush growing just before it."

Journal Entry 34

Gravnak and the draconians turn on you. "Fools!" he hisses, "Did you really think a member of my proud race would every ally with the likes of you!"

You are attacked from all sides.

Journal Entry 35

"I was with a party of knights and others under Caramon that came in here to explore. We haven't really found anything. Caramon's already left to report. I guess you must have missed him.

"Oh, one thing we did find out was that there is a treasure left over from the previous occupants of Throthl. We got word of it from a hobgoblin who was sneaking in to claim it. Before he died, he told us that it was located in the south-central area of the city. Tell you what, if you help me find this treasure, I'll split it with you. All right!"

Journal Entry 36

"Thank Paladine you're here. They've taken everything! My poor family, my friends and retainers. Gone." He breaks down. After a while he looks up in anguish and says,

"There's an Aurak who seems to be in charge. He's had his minions scouring the Keep. He's looking for my dragonlance! He'll never find it. It's hidden. Hidden very well. Nobody can find it. But I'll tell you. Yes, Yes, I'll tell you. You're from Caramon! Of course, of course. Look on the sixth story. As you come up the stairs you will see a door directly ahead of you. The wall to the left of that door has a secret door in it. The Dragonlance is in there."

He looks around in fear. "Where are they? Where? They were here. I saw

them. My little ones. Where are they? I must go, I must. I will slip out down the stairs. Goodbye, goodbye. Get the lance!"

Journal Entry 37

Stage Three is about to begin. The good armies are marching on Sanction, and our friendly 'adventurers' are still trying to figure out how to get the Dragonlance. Sir Lebaum has been working in the arena of Duerghast. He will begin to raise his army of undead as soon as the good armies are in position. We anticipate that this will take another day or two. I have Blue Dragons stationed at Duerghast to guard the eggs and Red Dragons are waiting to give me word when he has finished his preparations. When I hear from him the final stage will begin.

Journal Entry 38

"They're back...back there...who, look out! No, no, no. I stabbed one but it took my sword. I couldn't get it out of its body! Caramon!"

His eyes clear for a moment and he becomes more lucid. "Listen to me," he says, "they've captured Caramon. Most of our party has been wiped out."

He suddenly jerks about. "What's that! Get them! They've got Caramon. Find him. I'll find him. North, north and west and south. Traps! Back up...go back now. Quiet, quiet, quiet ... look out! above you! oh no, oh no, oh no ..."

He gets a sly, slightly mad conspiratorial look on his face. "I saw a money chest in a room to the east. I'm gonna get it and I'm

set." He looks around and leans towards you, "You wanna help? Huh, what d'ya say?"

The terrorized look comes back. He screams and gasps in terror.

Journal Entry 39

The great ship lists to port and seems to pause in silent anticipation. The sailors jump off like rats. In the distance, a hump of moving water marks the place where the gigantic whale swims away. Your boat starts rocking as the waves from his blow to the ship finally reach you.

The ship finally slips quietly under the waves. The orb fragment — and the Vampire — slide down to their final resting place.

Journal Entry 40

The road back to Solace is filled with the refugees of Krynn. Wretched individuals and families carry what possessions they can on their backs or on small pushcarts and wheelbarrows. They all scan the sky with fear, waiting for the horrific sight of dragons flying out of the sun to breath death onto the miserable line of humanity.

The Second Flight of the Dragons has devastated Krynn. Sanction is a smoldering lake of lava. Gargath a pile of melted stone, and Neraka has been blasted into oblivion. Only Jelek and Kernan survive in this part of the continent, and they have become enclaves of evil. Jelek has become Sir Lebaum's base of operations, where he continues his experiments with the undead. Kernan has been taken over by Myrtani and his horde of newly created draconians.

Journal Entry 41

The prisoner looks at you with agony as another shudder wracks his body. Suddenly, his flesh seems to split and a foul odor permeates the room! You start to gag and cough in the middle of the stinking cloud. The door behind you closes and you hear the bolt being driven home. You are trapped!

Journal Entry 42

The prisoner is extremely weak. He barely croaks out some broken phrases:

"...the Castellan is alive. He's being held here on this floor..." "...an Aurak...silver eggs...black dragons...book..."

He grabs your arms and dies.

Journal Entry 43

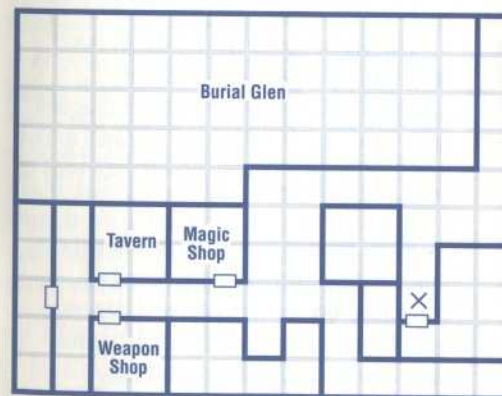
"They have built up a large, wooden structure in front of the main gates of the

Keep. I don't know what it looks like inside. I can tell you that the main gates are in the upper-northwest corner of the city. In the middle of the city you will find a secret door into the wooden structure. It is currently being guarded by draconians because it's location has been discovered recently." He licks his lips in consternation and suddenly speaks in hushed intensity, "Listen, there's a dragonlance in the Keep. I know, all of them were supposed to be sent South but the Castellan was injured during the War and his lance was brought with him when he returned. You must find it!"

Journal Entry 44

"Ah, come on Crag! You know that we're supposed to guard the grave of this guy. The captain's gonna be mad if he sees us in here. Uh, by the way, can you buy me a drink! I'm a bit short this week."

Journal Entry 45



Journal Entry 46

The tree suddenly explodes! The locket is thrown away from the enchanted circle. From the swirling ashes of the explosion an ominous shape slowly rises. Vaguely manlike, it's features are indistinguishable in the thick smoke. Giant Rats and Mobats charge out of the impenetrable dust!

Journal Entry 47

"We've had a lot of unsavory characters passing through town lately. The good armies have left us in the lurch and we are forced to take the law into our own hands in order to protect the citizens of this town. Here's the official proclamation."

'All persons entering Jekek that are unknown to the guards shall be assigned an escort for the duration of their stay in the city. They will be restricted to the public parts of the town. The burial grounds are strictly forbidden to all strangers.'

"It's signed by our leader, Sir Lebaum."

"So, here's a nice young man who'll show you around the town."

"Skyla! Come over here!"

He introduces you to a man who looks you over and breaks into a goofy grin. His entire aspect seems dignified enough, until he smiles or begins to talk, then his ancestry is extremely questionable and you wonder if maybe he hadn't suffered a fall on his head as a child.

Journal Entry 48

"Finally, you're here. I got word that Sir Karl was going to send someone to check this place out. I've been waiting for you for days. Come with me."

Journal Entry 49

Sir Karl's dying monologue:

"They tortured me to get information, but I gave them nothing. Killed my guards when they came for me again. Afraid I didn't quite make it all the way out. Things getting dark... Hard to concentrate. There are slaves down there. They must be freed from this evil place... Remember me to Maya..." His breathing stops.

Journal Entry 50

Draconians!

I have good news. I have managed to attain the volume that we have been searching for all of these years. The power to create more of our kind is now in my hands. Send me all of your eggs along with any mages and clerics that you may have with you. I'll be at the Citadel of Gargath very soon. Have the eggs packed and taken to me within the week.

By order of Myrtani.

Journal Entry 51

"The worst monsters our scouts have reported anywhere in the area are hobgoblins. Draconians and evil dragons have long since abandoned this area to our forces. Still, be a little wary on your way to Throtil."

"Also, be sure to report back here immediately, if anything unusual or dangerous occurs. This outpost depends on information brought back by patrols such as yours. Good luck and may Paladine watch over you."

Journal Entry 52

The weapons and armor of Solamnic Knights and their allies is strewn about the corridor.

All of them are bent or broken and quite useless. There is a hole in the ceiling above. It is evident that the party was ambushed. There are no bodies.

Journal Entry 53

Men discussing a rebellion:

"I can't believe that we are letting an Aurak dictate what we have to do. Its not right. We created them to serve us, not the other way around. At the meeting I'm going to speak in favor of restructuring this alliance. Only their slimy blood will flow."

Journal Entry 54

A large number of human warriors are gathered here. One leaps upon a table and calls out, 'Who among you wishes to overthrow Myrtani!' As hands raise throughout the room, archers slip out from behind curtains and fire. The man on the table laughs, 'Myrtani will be grateful for your identifying yourselves.'

Journal Entry 55

"They say that there is a Vampire that has been enchanted in that old tree. A very powerful mage trapped him in there before the world was changed. The only thing that will release him is a piece of the soul of the mage who trapped him. The mage is long dead, however. The only known artifact that had any relationship with him is the Locket of Light. But that disappeared into the west long ago."

Journal Entry 56

Sir Karl's last message to Maya:

"I realize now that I shouldn't allow our differences to interfere with our feelings. I suppose at my age it takes a while to adjust to new things. Remembering your beauty and bravery has helped me withstand the tortures they have subjected me

to. I now go out to gain my freedom. If I fail, then know I held you in my thoughts to the end."

Journal Entry 57

Red Dragon's story:

"Once when I was young and my scales were sleek and smooth, I was appointed protector of the Crown Jewels. Beautiful they were, glistening in the torchlight. Many a tasty thief came by to admire them, but I always kept them safe. Then the city fell and the jewels were lost. Since then I have sought them everywhere. I am sure they will turn up, so that I can watch their glittering beauty again. The crown was the prettiest piece, golden and encrusted with gems. Ah, such a wondrous time."

Journal Entry 58

"Hello, and welcome to Jekek! We have recovered so well from the recent war that we are able to provide you with a guide that will bow to your every need. He will direct you to our Inn, where you can rest in luxurious peace, and point out the exciting new businesses that have helped to make Jekek the most dynamic town in all of Krynne."

He waves over a tall, handsome young man. "This is Skyla," he says, "He will be your escort for the duration of your stay in Jekek."

Journal Entry 59

"Listen, I've been following you for some time now. That Skyla character is the leader of a faction of guards that has taken over the city. He looks stupid, but don't let that fool you. He knows exactly what he looks like, and he knows how to use it to his advantage."

"He takes his orders from Sir Lebaum. Lebaum took over about a week ago. It was slow and insidious how he did it. No word got out at all and, initially, there was lots of business for our shops. Everyone was happy. Except that now he's cut off all contact with the outside. Anyone that comes in here either joins the guards or is killed, as you almost were.

"There's another disturbing thing. I've done some digging around and nobody has even seen this Sir Lebaum character. Most people have never even heard of him. There was a Knight of Solamnia of that name that was corrupted by Takhisis many, many years ago but legend has it that he died—horribly, they say.

"I'd like to get into the graveyard and examine his office. Are you willing to go with me?"

Journal Entry 60

Message on body of Prison Lord:

It has come to my attention that the bodies we receive here in Sanction from your prisons are in a highly deteriorated condition. We realize that information must be gained by torture and that it is a useful way to relax, but I would prefer it if a majority of the bones remained uncrushed. I will not repeat this request.

Sir Lebaum

Journal Entry 61

I want you to find the adventurers and put them out of our misery. They have served their purpose, now I'm afraid they may find some way to get word to the good armies. Eliminate that threat.

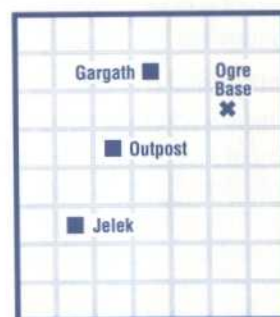
Journal Entry 62

Message from assassins. The paper reads:

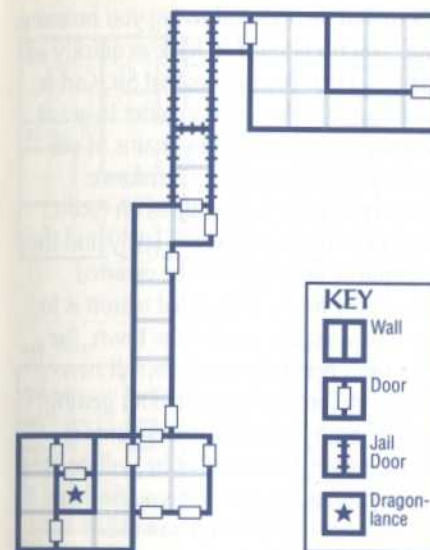
We have contacted a traitor at the renegade ogres' base. We can slip in unobserved and slay the renegade leaders. If we are not successful, beware. Our spy tells us that the renegades might try to ally with the forces of good. Their knowledge of Kernen makes them dangerous.

A rough map is drawn on the back.

Sir Karl then speaks, "The Solamnic Cavalry is already on the march. It will not be too long until these first units have arrived in the area. We must have information on the enemy strengths and weaknesses soon. The Solamnic force will be small and an ambush could cause them problems."



Journal Entry 63



Journal Entry 64

WANTED: Soldiers to wage the battle against the Solamnic usurpers of KRYNN. 5 steel pieces when you sign up and a guaranteed 2 steel pieces a week until the end of the engagement. See the recruiting officer at the Southern Sanction Inn for details.

Journal Entry 65

Draconians!

I'm afraid that the book that we spent so much effort in obtaining has turned out to be even more important than we thought! Not only are we going to be able to create more Draconians without using eggs, but it has taught us how to use the dragon orb to make our existing Draconians even more powerful! The Plan proceeds!

Death to Solamnia!

Journal Entry 66

The ogres lead you along a twisting corridor. They assure you that the passage is completely unknown. Cravnak whispers for you to be ready. He pulls a lever, but instead of the wall opening, the floor drops out from beneath you. Myrtani appears next to Cravnak and both begin to laugh.

Journal Entry 67

"I was with the patrol that followed Caramon in here. We ran into trouble almost immediately. We were not really expecting much opposition but...We were ambushed by a large force of hobgoblins and draconians. I was knocked out by a blow to the head early in the battle. I awoke in a dark corner, alone. It took me a while to get my bearings but I finally went out in search of my companions. I overheard from passing patrols that everybody except Caramon was killed.

You must help me find Caramon. He must not be allowed to fall into the hands of the leaders of this band."

Journal Entry 68

As the Vampire grasps the piece of orb a deep trembling shakes his being! Blood begins to run from his eyes and ears as a high keening sound forces your party to hold their heads in anguish. The Vampire is desperately trying to rid himself of the glass object. It will not leave his hand! Old Rimshanks' spell of permanent binding is working!

Journal Entry 69

WEARY TRAVELERS! Come to the best accommodations on KRYNN! The SOUTHERN SANCTION INN is open for your business. We are located in the southeast corner of the city.

THE DRAGON'S CURSE is open for business in the middle of Sanction. We have the best selection of drinks since Istar sank beneath the sea. Non-humans welcome!

IF YOU GOT THE MONEY, WE'VE GOT WHAT YOU WANT! While our inventory had been decimated by the recent war, we are again open and offering the finest in magical items available. As always, if we don't have it, we will find it, or make it. All we need is time and money. GUSMARKEN'S MAGIC SHOP. Located in the eastern-central area of the city. We are the first door to the right, heading north from the inn.

THE SHARPEST, MOST DURABLE WEAPONS MONEY CAN BUY! Come to our smithy, located just north of the Southern Sanction Inn, and peruse our fine selection of blades, armor, arrows, darts and anything else you could possibly need to equip your party. REASONABLE RATES!

SO, YOU THINK YOU'VE EARNED THE RIGHT TO ADVANCE TO THE NEXT LEVEL! Horgathindorn's Training Hall has worked with the best! Come see us in the Northeast Corner and see if you've got what it takes!

Journal Entry 70

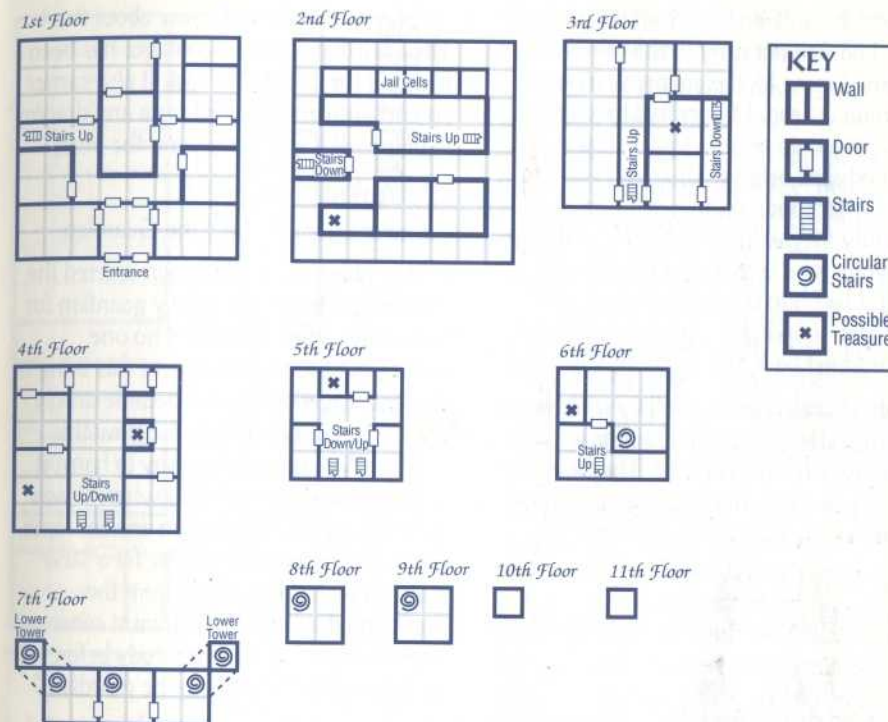
"Listen, I've been following you for some time. You need to get to Jelek as quickly as possible. There are rumors that Sir Karl is about to attack the town in order to get at the last Dragonlance that remains in our hands. Once you arrive, a resistance worker will join your group as an escort. Jelek has become prosperous lately and they are requiring all visitors to be escorted through the town. The stated reason is to show new visitors around the town, the real reason is to keep an eye on all newcomers and prevent anyone from getting into the graveyard. Our man's name is Skyla, as soon as you arrive he will be able to join your group and help you find the Dragonlance that the castellan hid."

Journal Entry 71

Myrtani is gathering his forces in secret areas around Sanction. We won't be ready for a few weeks yet. My minions have started gathering materials for my use. Several graveyards have been looted already. Many of them have left the open grave sites unfilled. I suppose it can't be helped. Stupidity has always been our most dangerous enemy.

Myrtani has found a Dragonlance! I urged him to give it to his strongest warrior but I'm afraid that the draconian doesn't trust anyone who could hold that much power. Foolish. He's going to hide it away somewhere in Sanction.

Journal Entry 72



Journal Entry 73

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

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

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

"The ambush was a complete surprise."

Journal Entry 74

Tanis's tale:

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

Journal Entry 75

"I am the only one left from the ambush. I was knocked out early in the combat. By the time I came to, the enemy was gone. Caramon is dead. I figure that they must have ganged up on him first. His was the only body left behind. You don't want to know what condition they left him in. Evidently they wanted to leave a warning to anyone who comes after him. It was awful. I laid him out as best I could and have been working my way out of Throth. We must get back and warn the Outpost!"

"I don't understand how they could have known that we were coming. The ambush was obviously well planned. They knew exactly who was with us and exactly how to counter any attack we could muster."

Journal Entry 76

...friend has many objects of value for sale...

...great frog collection!!!...

...sword that seems to be magical, at least undead creatures are afraid of it...

...many potions for sale...

...information about the incidents of undead and draconian incursions in the area...

...a beautiful daughter...

Journal Entry 77

Base Commander's papers. You find:

A list of orders authorizing an attack on the knight's outpost.

A supply list, consisting mostly of implements of torture signed by someone known as the Prison Lord.

The final page is an order to turn all slain prisoners over to a Sir Lebaum.

Journal Entry 78

"Now, what do you know about that? They say that a real dragonlance has been found in the hills to the east. It also carries an enchantment that will force any dragon to your will if you but wound the beast."

Journal Entry 79

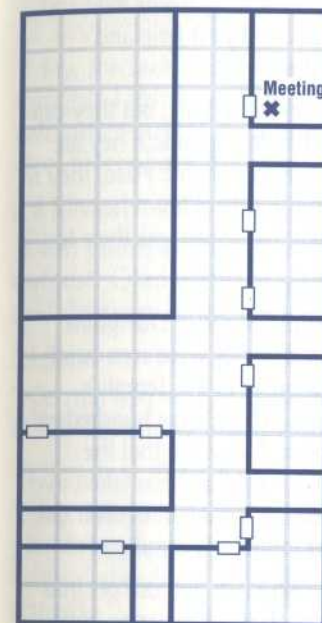
Cravnak's story about the Guardian:

"The oldest rulers of Kernen ordered the city's mages to create a deadly guardian for their castle. How they did it no one knows, but the magicians gave this thing to the king. Over the years it became unruly and was locked in the vaults below this building. We know of no way to harm it or chase it back to the vaults where it was kept. All we know is that an ancient tome in the library contains a recipe for a salve that will protect the wearer from the guardian's deadly bolts. You must construct this salve in the alchemist's study before you can succeed in passing the guardian."

Journal Entry 80

A few days after that, Stage three will begin. We have taken the pieces of the dragon orb that the kender shattered and have placed them in strategic spots all around Sanction. Raistlin's researches has determined that, under the right conditions, even a piece of the dragon orb can act as a powerful lure for dragons. Furthermore, each piece can be tuned to a particular type of dragon. He has been lost to us since the War, but his dark elf assistant has managed to create the spell out of Raistlin's notes. With our captured Dragonlances, we will destroy all the good dragons that remain in Kryn, and our final victory will then be all but assured.

Journal Entry 81



Journal Entry 82

"So! At last, you've come to rescue me. You know these things are quite clever. Not clever enough for me of course. I've just been improving them somewhat. Oh dear. I do hope you didn't come through from the North...oh, sorry."

"I suppose you'll be wanting to get me out of here now. Oh, there are more people back there. Strangbourn is around here somewhere. He's looking for Caramon."

Oh, you want to find him, well that's an interesting story, you see when we first got together about two weeks ago...

"Uh, I can help, you know. Caramon was taken somewhere south of here. I've been trying to reset traps in case more draconians and hobgoblins get here."

"Why don't we team up, OK?"

Journal Entry 83

"... the minotaurs have refused to come to our aid. They are touchy beasts and I'm afraid that our emissary was less than diplomatic. We will attempt to contact them again but don't count on having their..."

The fragment ends.

Journal Entry 84

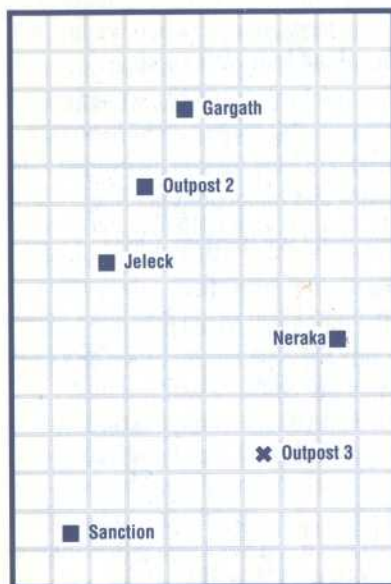
"...we have contacted the minotaurs. They will help us. I must go to Gargath. It is rumored that there is a dragonlance stored there. We must secure the keep and find the treasure room that is hidden there. The map of the keep shows those places where we believe the secret door may be located. Give this map to your officers and..."

The fragment ends

Journal Entry 85

"The cavernous maw of the great beast is used as the entrance to the temple. The dragon's head is being artificially preserved through magic. We need the dragon's fangs in order to complete our spell. If they can be brought to us we can prevent draconians from ever..."

Journal Entry 86



Journal Entry 87

"I am Angar, one of the real guards of the outpost. We were overrun about a week ago by a draconian army. I was coming in from a patrol when I saw them taking over. They were everywhere ..."

He slumps down on the bed. You notice that he desperately needs food and rest, but he waves off your help and continues his story.

"I hid and they missed me, but they captured most of the other guards. They are being held in the outpost jail. Also, they're guarding the north side of town heavily. I think they might have hostages there too."

Journal Entry 88

"Just before the Temple of Duerghast was closed, dead bodies were seen being carried into the arena in the Temple's northwest corner. There were hundreds of them. It has been discovered that the Death Knight, Sir Lebaum, has taken over the Temple and has gathered together the exhumed dead for miles around.

"There is no way that you can get into the temple through the front gates. You must get the Shadowpeople's support. They have tunnels that cross from the Temple of Huerzyd to the Temple of Duerghast." She pulls out an amulet. "This amulet will let you through a secret door. The Shadowpeople will find you once you enter Huerzyd."

TAVERN TALES

Tavern Tale 1

"Hey, Jorclack! You wanta' play tonight? I think we can get at least two other guys. I'm gonna win those steel pieces back from you."

Tavern Tale 2

"Even giants are being seen nearer the outpost. Glad we have some rangers and dwarves in the company."

Tavern Tale 3

"Kernen can no longer be approached at all. Too many dragons in the air."

Tavern Tale 4

"Hey, Jorclack! What in blazes were you doing up in the slum area? You rubbin' shoulders with the local scum!"

Tavern Tale 5

"There are secret doors that lead into the old entrance to the keep. The Draconians have built up around the entrance in order to prevent people from getting into it."

Tavern Tale 6

"The Castellan of Gargath was rumored to be holding a dragonlance in one of his treasure rooms. With it we can prevail against the evil dragons."

Tavern Tale 7

"Here's a drink to all the knights buried in Jelek's graveyard, may they rest in peace forever."



Tavern Tale 8

"I hear that they're gonna be hiring mercenaries down in Sanction. I say we get out of this hick town and go down to where the real action is."

Tavern Tale 9

"Strange how those folks in Jelek fooled us so well. Evil has always been skilled at duplicity."

Tavern Tale 10

"I hear that Sanction is slowly being infested with Ogres, Minotaurs and Draconians. The Temple of Duerghast is even showing signs of life. It would be an dark day indeed if that place comes back."

Tavern Tale 11

"It's good to see that Jelek is holding against the tide of evil."

❑ Tavern Tale 12

"We've been finding lots of emptied graves. Someone is collecting bodies."

❑ Tavern Tale 13

"With Sir Dargaard's treasure rescued, we are sure to push the draconians back."

❑ Tavern Tale 14

"Those blasted Minotaurs have taken over the entire western section of town! The docks are almost completely under their control. Those that aren't are the pleasure boat docks that don't have any warehouses. How am I supposed to get my lumber into the city if I can't use the port? Things are going from bad to worse down here. I should have stayed in Jelek."

❑ Tavern Tale 15

"Enemy scouts have been patrolling closer to the outposts. They'll be on the run when the good armies get there."

❑ Tavern Tale 16

"Now lissen here, yer Red Dragon is by far the best at nose-to-nose, claw-to-claw fightin'. But for breathin', gimme a green any day."

❑ Tavern Tale 17

"A young woman has her eye on Sir Karl. Its making him uncomfortable."

❑ Tavern Tale 18

"Maya's on the warpath, she's always been sweet on Sir Karl."

❑ Tavern Tale 19

"Draconians have been seen near Throtl. Things are heating up."

❑ Tavern Tale 20

"...There's something weird going on here. My son was saying that he saw a zombie. I told him he was crazy...but I don't know, he's not usually given to making up stories..."

❑ Tavern Tale 21

"...so I was sayin', why we gotta do all this stuff? Why don't we just go down there and take the thing? And you know what, that's exactly what we did. That Lance is ours! Of course, my officer took all the credit for himself. Cretin. He couldn't hold the dull end of a sword if he didn't have us to teach him..."

❑ Tavern Tale 22

"Throtl is starting to crawl with monsters. Some of our scouts have been harassed."

❑ Tavern Tale 23

"Its been too quiet for too long. Something's got to happen soon."

❑ Tavern Tale 24

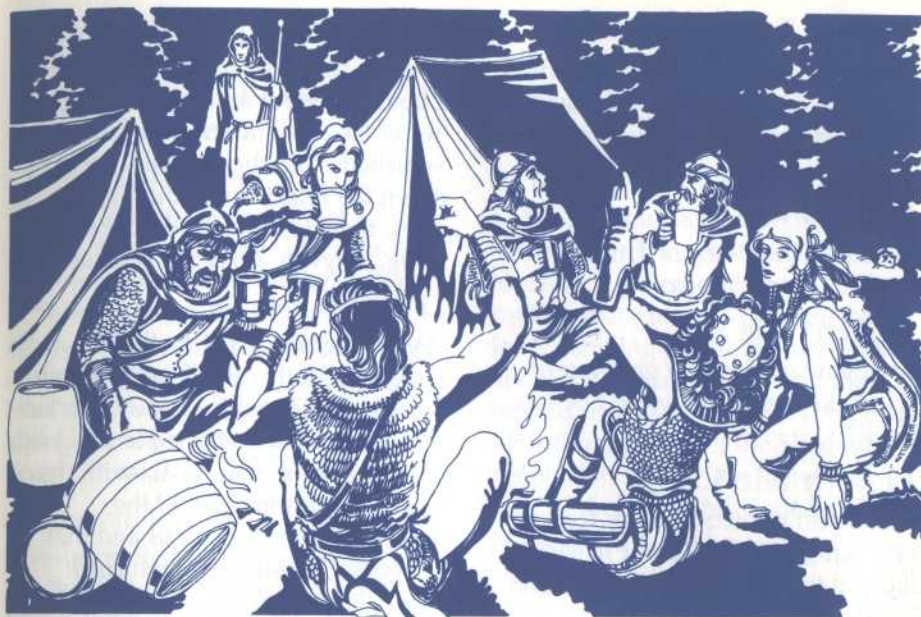
"Scouts are starting to report evil forces on the march everywhere."

❑ Tavern Tale 25

"Enemy patrols hold most of the cities in the area. Hope the army gets here soon. It's galling to let them operate so openly."

❑ Tavern Tale 26

"It's a shame that people on our side could just abandon the slaves that way."



❑ Tavern Tale 27

"The slaughtered wagon train was carrying a magic tome. Perhaps it held the secret of the corruption process."

❑ Tavern Tale 28

"The evil forces have dragon eggs. We can look forward to more draconians if they can rediscover the corruption process."

❑ Tavern Tale 29

"Once the armies are here, we will sweep the area clean of evil for the final time."

❑ Tavern Tale 30

"I thought that the good armies had destroyed the Draconians! Well it just goes to show you can't trust anyone anymore. Where are the Solamnic Knights now? Why weren't they here when those foul reptiles took over our town."

❑ Tavern Tale 31

"...I tell you that grave was breathin'! The dirt was risin' up and down, just like it was takin' in air. I lit out there as fast as these stumpy legs could carry me..."

❑ Tavern Tale 32

"... a silver dragon! They say they loved each other but how do you figure? What can a man and a dragon do? I don't know. I got sick and tired of all the moping about."

"It's a shame about Sir Karl though. They say he was killed up north somewhere. He was an OK guy. Treated you right."



❑ Tavern Tale 33

"We got the fires out, but the enemy escaped with Sir Karl. Those Auraks can control the minds of our toughest people."

❑ Tavern Tale 34

"Nothing's been seen in Throthl for months. The place is boring."

❑ Tavern Tale 35

"Annoying guides they give you in Jelek, but I suppose they can't be too careful."

❑ Tavern Tale 36

"A moment of silence for Sir Karl, a brave Knight of the Rose. He truly followed the Oath and the Measure."

❑ Tavern Tale 37

"The draconians were led by an Aurak. They're very deadly."

❑ Tavern Tale 38

"I wonder if they could have saved Sir Karl's life if they tried harder."

❑ Tavern Tale 39

"I tell you I saw dragons! They were flying around the top of the keep! Black ones they were. Except for one real big one. I think it was a red."

❑ Tavern Tale 40

"Don't drink the beer. The bartender washes his feet in it."

❑ Tavern Tale 41

"No, he never came back. He was on a boat that went out onto the Blood Sea of Istar and never came back. Somebody said they actually went down the Maelstrom...but that's crazy, nobody would sail close to that thing...anyway I haven't been able..."

❑ Tavern Tale 42

"What ever happened to that Dragonlance that the Castellan had during the last war? I know for a fact that it was never returned to the good armies. Blast it man, I was with the Castellan's armorer, all of the weapons went through us and that Dragonlance was never returned!"

❑ Tavern Tale 43

"The enemy's rear guard was seen heading south. Too bad most of us are stuck guarding this outpost, we could chase them down in a few days."

❑ Tavern Tale 44

"Gargath is crawling with evil forces. Hopefully Caramon can raise the armies quickly."

❑ Tavern Tale 45

"I've heard they ignored Sir Karl's last wish and let the slaves fend for themselves."

❑ Tavern Tale 46

"It was the strangest thing. I was walking past the old building by the graveyard, you know, the one with no door on this side, and I was hit by an incredibly cold wind. You know how warm it was yesterday. It only hit me for a second, but it was scary."



❑ Tavern Tale 47

"The armies will be here soon. This time it will be a quick war. The evil forces can't compete."

❑ Tavern Tale 48

"...yeah, I went to see the guy. He said he didn't need tired old scum! The bleepard said nobody who lives in Sanction is good enough for his army. He's spread the word that professional soldiers are needed. Humph. Didn't I fight with Tanis and Caramon in the last war? ... Scum, he said!"

❑ Tavern Tale 49

"I've heard that Caramon has gotten the first elements of the army on the march. They'll soon be here."

❑ Tavern Tale 50

"...every graveyard within a hundred miles of this place has been looted. Graves left open, tombs cracked and broken. It's eerie. Funny thing though, a lot of the valuable stuff has been left behind. Weapons and armor was gone, but any jewelry or other items of value that was buried along with them is still there."

Another thing, some of these tombs look as if they were opened from the inside..."

❑ Tavern Tale 51

"Yeah, Sanction is gonna start up trade again. Me and Lancrent are gonna go down there and start up our lumber import business again. The docks are rebuilt and open for business."

❑ Tavern Tale 52

"Too bad about all those slaves in Neraka, slaughtered and hauled off and enslaved again as undead."

❑ Tavern Tale 53

"...the Shadowpeople are still around. They say they've got tunnels that run all around underneath the city. That captain that's trying to hire mercenaries is pumping people for information about the Shadowpeople and their tunnels. He's stupid though. Nobody finds those tunnels if the Shadowpeople don't want 'em found—at least, if they're found, nobody returns to tell about it."

❑ Tavern Tale 54

"It was a good thing they found the good dragon eggs in the prison. I've heard that the good dragons are heading down because of that."

❑ Tavern Tale 55

"That was the draconian leader that led the attack. He's an Aurak named Myrtani."

❑ Tavern Tale 56

"Who are these guys that have taken over? I see soldiers with the number 101 tattooed on their arms. What gives?"

❑ Tavern Tale 57

"Those rescued slaves had horrible stories to tell. We're sure glad they were helped to escape."



SPELLS

First Level Clerical Spells

Bless improves the THACØ of friendly characters by 1. The bless spell does not affect characters who are adjacent to monsters when the spell is cast. This is a good spell to cast before going into combat.

Cure Light Wounds heals 1-8 HP (up to the target's normal maximum HP).

Detect Magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an '*' or a '+' is magical.

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

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

Second Level Clerical Spells

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

Hold Person may paralyze targets of character type (human, etc), goblin or hobgoblin. You may aim a hold person spell at up to 3 targets (hold person target less).

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

Silence 15' Radius must be cast on a character or a monster. That character or monster, and all adjacent to him, 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 HP of snakes as the cleric has HP.

Spiritual Hammer creates a temporary magic hammer that is automatically Readied. It can strike at range and does normal hammer damage.

Third Level Clerical Spells

Cure Blindness removes the effect of the Cause Blindness spell.

Cure Disease removes the effects of disease caused by some monsters or caused by a Cause Disease spell.

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

Prayer improves the THACØ and saving throws of friendly characters by 1 and reduces the THACØ and saving throw of monsters by 1. This is a good spell to cast before going into combat.

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

Fourth Level Clerical Spells

Cure Serious Wounds heals 3-17 HP (up to the target's normal maximum HP).

Neutralize Poison revives a poisoned person.

Protection from Evil 10' Radius must be cast on a character or a monster. It improves the AC and saving throws of the target and all adjacent friendly characters by 2 against evil attackers.



Sticks to Snakes causes snakes to harass the target. The target is unable to attack or cast spells for the duration of the spell.

First Level Mage Spells

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

Charm Person changes the target's allegiance in a combat. It only affects character types (human, etc), goblins or hobgoblins.

Detect Magic indicates which equipment or treasure is magical. View a character's items or Take treasure items. Equipment or treasure preceded by an '*' or a '+' are magical.

Enlarge makes the target larger and stronger. The higher the caster's level, the larger and stronger the target gets. If the caster is 6th level the target becomes as strong as an Ogre. If the caster is 10th level the target becomes as strong as a Fire Giant. A target can only be under the effect of 1 enlarge spell at a time. Unwilling targets get a saving throw against this effect. The spell will stay in effect for more than 1 combat, and should be cast before combat.

Friends raises the caster's charisma 2-8 points. It is often cast just before an encounter.

Magic Missile does 2-5 HP per missile with no saving throw. A mage throws 1 missile at 1st-2nd level, 2 missiles at 3rd-4th level, 3 missiles at 5th-6th level, and 4 missiles at 7th-8th level. This spell will damage any target within its range unless the target is magic resistant or has certain magical protection. Casts instantaneously.

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

Read Magic allows a mage to ready a scroll and read it. For scrolls, this works as if they have been identified. A mage may scribe the spells from a scroll (if appropriate for his class and level) after it has been read.

Shield negates the magic missile spell, improves the mage's saving throw, and may increase his AC.

Shocking Grasp does electrical damage of 1-8 HP, +1 HP per level of caster.

Sleep puts 1-16 targets to sleep with no saving throw. Up to sixteen 1 hit-die targets are affected. One 4 hit-die target is affected. Targets of 5 or more hit-dice are unaffected.

Second Level Mage Spells

Detect Invisibility allows the target to spot invisible targets.

Invisibility makes the target invisible. The THACØ of melee attacks against invisible targets is reduced by 4. It is impossible to aim ranged attacks at invisible targets. Invisibility is dispelled when the target attacks or casts a spell.

Knock is used to open locks. It can be cast from the door-opening menu if the active character has a memorized knock spell.

Mirror Image creates 1-4 illusionary duplicates of the mage. 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 for 2-5 rounds. If the target saves, it is not paralyzed, but is nauseous and has its AC reduced for 2 rounds. This spell has a very short range and care should be taken to avoid including party members in the cloud.

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

Third Level Mage Spells

Blink protects the mage. The mage 'blinks out' after he acts each round. The mage may be physically attacked before he acts each round, but he may not be physically attacked after he acts.

Dispel Magic removes the effects of spells that do not have specific counter spells.

Fireball does 1d6 HP per level of the caster to all targets within its area. If the target makes its saving throw, the damage is halved. A fireball has a 2 square radius outdoors and a 3 square radius indoors. Fireball is a slow-casting spell and the spell's power demands that you target carefully. Otherwise, you may inadvertently destroy party characters. When indoors, the only safe area on the screen at the time you target the spells are the squares in each corner of the screen and the squares directly above and below these corner squares. Be sure to center 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 and you should wait until a fight is imminent to cast it. Warning: each time a haste spell is cast on a character, that character ages one year.

Hold Person may paralyze targets of character type (human, etc), goblin or hobgoblin. You may aim a hold person spell at up to 4 targets (Exit to target less).

Invisibility, 10' Radius makes all targets adjacent to the caster invisible. The THAC0 of melee attacks against invisible targets is reduced by 4. It is impossible to aim ranged attacks at invisible targets. Use this spell to set up a battle line while the bad guys seek you out. Characters lose invisibility if they do anything but move. Some monsters can see invisible creatures.

Lightning Bolt does 1d6 HP per level of the caster to targets along its path. If the target makes its saving throw, the damage is halved. A lightning bolt is 4 or 8 squares long in a line away from the caster. For best results, move the spell caster to send the bolt down a row of opponents. It will attack all opponents along the line within its range. Target the first creature in the row (closest to caster). Lightning bolts will reflect off walls back toward the spell caster. This permits targets adjacent or close to a wall to be hit twice by the same bolt. Be careful the caster isn't hit by the reflected 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 evil attackers.



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

Slow affects 1 target per level of caster. The spell halves the target's movement and number of melee attacks per round. Slow can be used to negate a haste spell. This spell is useful against any high-damage creature. Only affects the side opposing the spell caster.

Fourth Level Mage Spells.

Charm Monster changes the target's allegiance in combat. It will work on any living creature. The spell affects 2-8 1st-level targets, 1-4 2nd-level targets, 1-2 3rd-level targets, or 1 target of 4th-level or above.

Confusion affects 2-16 targets. Each target must 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 mage to teleport himself to another point on the battlefield within his line of sight and the range of the spell. Mages can use it for quick escapes. Fighter/mages use the "Door" to reach the opposition's rear area.

Fear causes all within its area to flee.

Fire Shield protects the mage so that any creature who hits the mage in melee does normal damage, but takes twice that damage in return. The shield may be attuned to heat attacks or cold attacks. The mage takes half damage (no damage if he makes his saving throw) and has his saving throw against the opposite form of attack improved by 2. He takes double damage from the form of attack the shield is attuned to.

Fumble causes the target to be unable to move or attack. If the target makes his saving throw, he is affected by a slow spell.

Ice Storm does 3-30 HP to all targets within its area. There is no saving throw. This spell will inflict damage on opponents protected by Minor Globes of Invulnerability.

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.

CHARTS

Spell Parameters List

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

Cmbt = Combat only spell
Camp = Camp only spell
Both = Camp or Combat spell
T = Touch Range
dia = diameter
rad = radius
All = All characters in combat

r = combat rounds
t = turns
/lvl = per level of caster
targets = aim at each target
R = Red Mage Spell
W = White Mage Spell

1st-Level Clerical Spells

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

2nd-Level Clerical Spells

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

3rd-Level Clerical Spells

SPELL NAME	WHEN	RANGE	AREA	DURATION
Cure Blindness	Both	T	1	
Cure Disease	Camp	T	1	
Dispel Magic	Cmbt	6	3x3	
Prayer	Both	0	3 dia	1r/lvl
Remove Curse	Both	T	1	

4th-Level Clerical Spells

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

1st-Level Mage Spells

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

2nd-Level Mage Spells

TYPE	SPELL NAME	WHEN	RANGE	AREA	DURATION
RW	Detect Invisibility	Both	lvl	All	5r/lvl
R	Invisibility	Both	T	1	
R	Knock	Camp	6	lvl	
R	Mirror Image	Both	0	1	2r/lvl
W	Ray of Enfeeblement	Cmbt	1+25/lvl	1	1r/lvl
RW	Stinking Cloud	Cmbt	3	2x2	1r/lvl
R	Strength	Camp	T	1	6t/lvl

3rd-Level Mage Spells

TYPE	SPELL NAME	WHEN	RANGE	AREA	DURATION
R	Blink	Both	0	1	1r/lvl
W	Dispel Magic	Cmbt	12	3x3	
RW	Fireball	Cmbt	10+lvl	2 rad	
R	Haste	Both	6	5 dia	3r+lvl
W	Hold Person	Cmbt	12	1-4	2r/lvl
R	Invisibility 10' Radius	Both	T	2 dia	
RW	Lightning Bolt	Cmbt	4+1/lvl		
W	Protection from Evil 10' Rad	Both	T	2 dia	2r/lvl
W	Protection from Normal Missile	Both	T	1	1t/lvl
R	Slow	Cmbt	9+lvl	5 dia	3r+lvl

4th-Level Mage Spells

TYPE	SPELL NAME	WHEN	RANGE	AREA	DURATION
W	Charm Monster	Cmbt	6	1+	
W	Confusion	Cmbt	12	2-16	2r+lvl
R	Dimension Door	Cmbt	0	1	
R	Fear	Cmbt	0	6x3 cone	1r/lvl
RW	Fire Shield	Both	0	1	2r+lvl
W	Fumble	Cmbt	lvl	1	1r/lvl
RW	Ice Storm	Cmbt	lvl	5 dia	
W	Min Globe of Invulnerability	Both	0	1	1r/lvl
W	Remove Curse	Both	T	1	

Armor List

ARMOR TYPE	WEIGHT IN SP	AC	MAXIMUM MOVEMENT*
None	0	10	
Shield, Small#	50	9	
Leather	50	8	12 squares
Ring	250	7	9 squares
Scale	400	6	6 squares
Chain	300	5	9 squares
Banded	350	4	9 squares
Plate	450	3	6 squares

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

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

Armor and Weapons Permitted by Character Class

CLASS	MAX ARMOR	SHIELD	WEAPONS
Cleric	any	any	club, flail, hammer, mace, staff, staff, sling
Fighter	any	any	any
Ranger	any	any	any
Knight	any	any	any
Mage	none	none	dagger, dart, staff
Thief	leather	none	club, dagger, dart, sling, short bow, one-handed swords

Cleric's Wisdom Bonus Table

	BONUS SPELLS PER LEVEL			
	1	2	3	4
9-12				
13	+1			
14	+2			
15	+2	+1		
16	+2	+2		
17	+2	+2	+1	
18	+2	+2	+1	+1

Note that these bonus spells are only available when the cleric is entitled to spells of the applicable level. Thus a 6th-level cleric with a Wisdom of 18 can memorize the following spells:

	NUMBER OF SPELLS PER LEVEL				
	1	2	3	4	5
6th-Level Cleric of Good with 18 Wisdom	5	5	3		

Constitution Table

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

* Bonus applies only to fighters; all other classes may be given a maximum hit point bonus adjustment for constitution of +2.

Dexterity Table

ABILITY SCORE	MISSILE BONUS	REACTION/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

Strength Table: Ability Adjustments

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

*These bonuses available to fighter classes only.

Range of Ability Scores by Race

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

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

Maximum Level Limits by Race, Class and Prime Requisite

CLASS	ABILITY	HUMAN	SILVANESTI ELVES	QUALINESTI ELVES	HALF ELVES	HILL DWARVES	MOUNTAIN DWARVES	KENDER
Cleric	Any	8	8	8	8	8	8	8
Fighter	Str 16-	8	8	8	8	8	8	5
	Str 17	8	8	8	8	8	8	6
	Str 18+	8	8	8	8	8	8	7
Ranger	Str 16-	7	7	7	7	7	No	5
	Str 17	7	7	7	7	7	No	6
	Str 18+	7	7	7	7	7	No	7
Knight	Any	7	No	No	7	No	No	No
Mage	Int 16-	8	8	8	8	No	No	No
	Int 17	8	8	8	8	No	No	No
	Int 18	8	8	8	8	No	No	No
Thief	Any	9	No	9	9	9	8	9

Entries marked with 'No' indicate that class is not available to that race.

Level Advancement Tables

(Lvl=Level, XP=Experience Points, HP=Hit Points, Spl Per Lvl=Spells Per Level)

Fighter Advancement Table

LVL	XP	HP
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+	8d10

Ranger Advancement Table

LVL	XP	HP
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+	8d8

Knights of the Crown Advancement Table

LVL	XP	HP
1	2,500-4,999	2d10
2	5,000-9,999	3d10
3	10,000-18,499	4d10
4	18,500-36,999	5d10
5	37,000-85,999	6d10
6	85,000-139,999	7d10
7	140,000-219,999	8d10
8	220,000+	9d10

Knights of the Sword Advancement Table

LVL	XP	HP	SPL PER LVL			
			1	2	3	4
3	12,000-23,999	4d10				
4	24,000-44,999	5d10				
5	45,000-94,999	6d10				
6	95,000-174,999	7d10	1			
7	175,000-349,999	8d10	2			
8	350,000+	9d10	2	1		

Knights of the Rose Advancement Table

LVL	XP	HP	SPL PER LVL			
			1	2	3	4
4	27,000-59,999	5d10				
5	66,000-124,999	6d10				
6	125,000-199,000	7d10	1			
7	200,000-424,000	8d10	2			
8	425,000+	9d10	2	1		

Thief Advancement Table

LVL	XP	HP
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+	9d6

White Robe Advancement Table

LVL	XP	HP	SPL PER LVL			
			1	2	3	4
1	2,500-4,999	1d4	1			
2	5,000-9,999	2d4	2			
3	10,000-19,999	3d4	2	1		
4	20,000-37,999	4d4	3	2		
5	38,000-54,999	5d4	4	2	1	
6	55,000-99,999	6d4	4	2	2	
7	100,000-199,999	7d4	4	3	2	1
8	200,000+	8d4	4	3	3	2

Red Robe Advancement Table

LVL	XP	HP	SPL PER LVL			
			1	2	3	4
1	2,500-4,999	1d4	1			
2	5,000-9,999	2d4	2			
3	10,000-17,999	3d4	2	1		
4	18,000-35,999	4d4	3	2	1	
5	36,000-49,999	5d4	4	3	1	
6	50,000-89,999	6d4	4	3	2	
7	90,000-179,999	7d4	4	3	2	1
8	180,000+	8d4	4	3	3	2

Clerics of Good Advancement Table

LVL	XP	HP	SPL PER LVL			
			1	2	3	4
1	2,000-3,999	2d8	1			
2	4,000-7,499	3d8	2			
3	7,500-15,249	4d8	2	1		
4	15,250-24,999	5d8	2	2		
5	25,000-39,999	6d8	3	3	1	
6	40,000-89,999	7d8	3	3	2	
7	90,000-159,999	8d8	3	3	2	1
8	160,000+	9d8	3	3	3	2

Clerics of Neutrality Advancement Table

LVL	XP	HP	SPL PER LVL			
			1	2	3	4
1	1,500-2,999	1d8	2			
2	3,000-5,999	2d8	2	1		
3	6,000-12,999	3d8	3	2	1	
4	13,000-27,499	4d8	4	2	2	
5	27,500-54,999	5d8	4	3	2	
6	55,000-109,999	6d8	4	3	2	1
7	110,000-224,999	7d8	4	4	3	1
8	225,000+	8d8	4	4	3	2

Weapon List

NAME	DAMAGE VS. MAN SIZED	DAMAGE VS. LARGER THAN MAN SIZED	NUMBER OF HANDS	CLASS
Axe, Hand	1-6	1-4	1	f
Bastard Sword	2-8	2-16	2	f
Battleaxe	1-8	1-8	1	f
Broad Sword	2-8	2-7	1	f,th
Club	1-6	1-3	1	f,cl,th
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Flail	2-7	2-8	1	f,cl
Halberd+	1-10	2-12	2	f
Hoopak (Melee)	3-8	3-6	2	*special
Hoopak (Missile)	2-5	2-7	2	
Hammer	2-5	1-4	1	f,cl
Javelin	1-6	1-6	1	f
Long Sword	1-8	1-12	1	f,th
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Pick, Military	2-5	1-4	1	f
Pike, Awl+	1-6	1-12	1	f
Quarterstaff	1-6	1-6	2	f,cl,mu
Scimitar	1-8	1-8	1	f,th
Short Sword	1-6	1-8	1	f,th
Spear	1-6	1-8	1	f
Two-Handed Sword	1-10	3-18	2	f
Long Bow**	1-6	1-6	2	f
Short Bow**	1-6	1-6	2	f,th
Sling	2-5	2-7	1	f,th
Staff Sling	2-8	3-9	2	f,cl

+Polearm

*Only usable by Kender (of any class).

**Must have ready arrows to fire. Two attacks per round.

f=fighter, cl=cleric, mu=mage

GLOSSARY OF AD&D® GAME TERMS AND COMPUTER TERMS

Ability Scores. These are numbers that describe the attributes of the characters. There are six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

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

Alignment. This is the basic philosophy of a character. See Alignment in the Character Classes section.

Armor Class (AC). This is a rating of how difficult a target is to damage. The lower the AC number the more difficult it is to hit.

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

Class. This is a character's occupation. For example mage, fighter or cleric are classes.

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

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

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

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

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

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

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

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

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

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

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

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

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

❖ **Spell Level.** Spells come in degrees of difficulty. The higher the level of the spell, the greater the difficulty. Only very experienced magic-users and clerics can learn high-level spells.

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

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

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

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

Multi-Class Characters. Non-human characters may belong to two or three classes at the same time. Such multi-class characters split their experience among all their classes, even if they have reached their racial maximum class.

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

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

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

Race. The species characters may be in the game. For example human, elf or dwarf are races.

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

THACØ (To Hit Armor Class Ø). This is the number that a character must make or exceed to hit an opponent with ACØ.