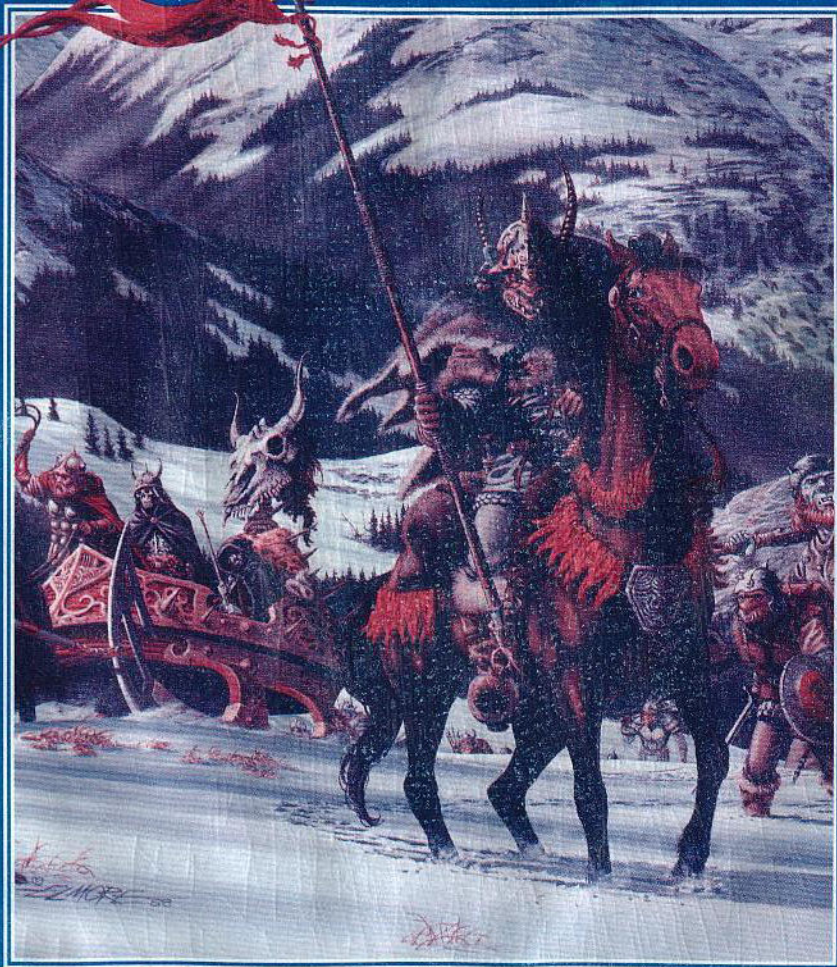


SECRET OF THE SILVER BLADES ADVENTURER'S JOURNAL



<http://www.replacementdocs.com>



STRATEGIC SIMULATIONS, INC.®

Dear Fafnir,

Maybe you were right, maybe I shouldn't have followed those crazy adventurers. I was such a young fool — chaffing to escape from the thumb of that officious council clerk, my head filled with the bards' songs of the great heroes who had destroyed the Pool of Radiance.

You remember what it was like. Everywhere one went, there was talk of the battle with the vampire, the cleansing of the river, the ambush at Zhentil Keep and so forth. All the lads were eager to buckle on swords and follow in the footsteps of the great saviors of the people!

And I was no exception.

When I heard that they had turned up in Tilverton, dazed and cursed with some kind of azure bonds, I could no longer restrain myself. I had to rush to my heroes' sides to see if I could help them as they had helped all of us.

Since that day, my life has been a living torment. No matter how I tried, I could never catch up to them. Along the way I have suffered every sort of misadventure imaginable. I was knocked unconscious by trained monkeys, had my pocket picked by a cute halfling, almost sacrificed to some hideous god of man-eating plants, and terror-stricken by a floating blob of eyeballs!

Now I am told that my heroes have appeared, naked and unconscious, in some frozen part of the Dragonspine Mountains. I have been trudging after them for days. And even though I may be cold, tired and hungry, it occurs to me now, as I write this, that the life of an adventurer is in my blood. I have witnessed many wonders, overcome dire hardships, tasted the strong flavor of life as few will ever know it!

I think, old friend, that the world will not miss one or even a hundred clerks. But the world cannot, especially in these strange times, lose a single adventurer! So I continue on at first light, knowing in my heart that soon I will be in the company of heroes.

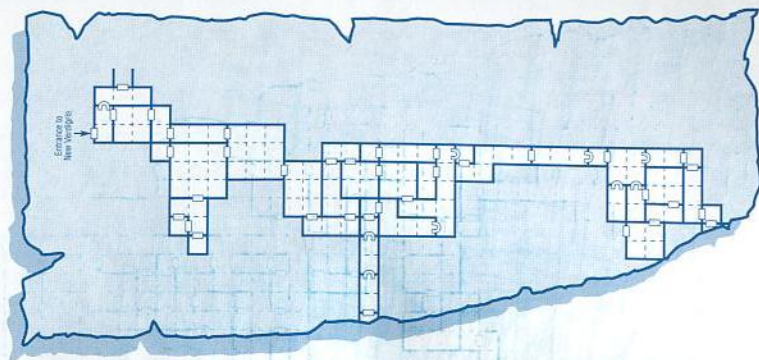
Your friend,
Rolf

POOL OF RADIANCE CURSE OF THE AZURE BONDS SECRET OF THE SILVER BLADES

**Adventure as a seasoned hero or start anew in any of these
epics — a party of heroes can always use a fresh champion!**

TABLE OF CONTENTS

How the Heroes Arrive.....	1
Characters and Parties.....	3
The Player Races.....	3
Ability Scores.....	3
Character Classes.....	6
Alignment.....	7
Building a Successful Party.....	8
Outfitting the Party.....	8
Preparation Tips.....	9
Combat.....	9
Initiative.....	9
Computer Control.....	9
Combat Ability.....	9
AC.....	9
THACØ.....	9
Damage.....	10
Saving Throws.....	10
Back Stabbing.....	10
Missile Attacks.....	10
Multiple Attacks.....	10
Movement.....	11
Running Away.....	11
After Combat.....	11
Combat Strategies.....	11
Deploying the Party.....	11
Magic.....	12
Magical Treasures.....	14
Creatures of the Forgotten Realms.....	15
Spells.....	21
Journal Entries.....	27
Glossary of AD&D® Computer Game Terms.....	45
Appendices.....	47
Range of Ability Scores by Race.....	47
Maximum Level Limits by Race, Class and Prime Requisite.....	47
Strength Table: Ability Adjustments.....	48
Dexterity Table.....	48
Constitution Table.....	48
Armor and Weapons Permitted by Character Class.....	49
Fighter, Paladin, and Ranger Attacks Per Round.....	49
Money Conversions.....	49
Spell Parameters List.....	50
Weapon List.....	54
Armor List.....	55
Table of Experience Per Level.....	55



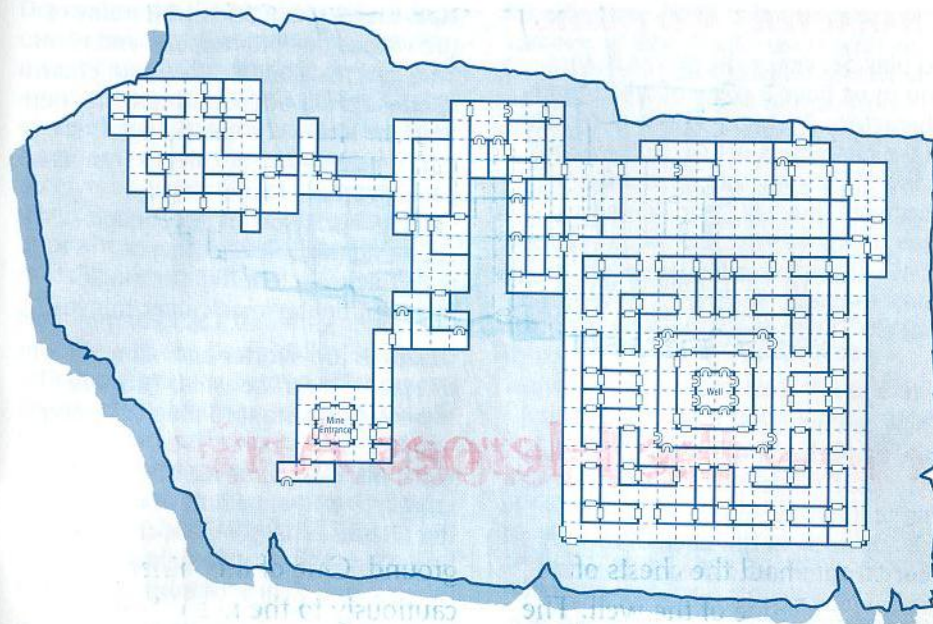
How the Heroes Arrive...

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

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

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

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



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

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

CHARACTERS AND PARTIES

To play *SECRET OF THE SILVER BLADES* you must have a party of adventurer characters. To build a party you must make characters of varying race and class. The characters have different attributes that will be indicated by their ability scores. The following sections will explain what you need to know to create successful adventuring parties.

The Player Races

There are six races from which you may construct your player characters (PCs). Each race has different talents and limitations. Charts and tables in the appendix at the back of the Journal summarize the abilities and class limitations for the different races. Non-human characters can also combine character classes and may also have additional special abilities.

Dwarves are a cunning race of sturdy workers and craftsmen. They are especially resistant to magic and poison. During combat, Dwarves receive bonuses when attacking man-sized giant-class creatures and are adept at dodging the attacks of larger giant-class creatures. Dwarves can be fighters, thieves, and fighter/thieves.

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

Half-Elves are hybrids with many of the virtues of both humans and elves. They are resistant to sleep and charm spells and are adept at finding hidden objects. Half-elves can be fighters, magic-users, clerics, thieves, rangers, cleric/fighters, cleric/rangers, cleric/magic-users, fighter/magic-users, fighter/thieves, magic-user/thieves, cleric/fighter/magic-users, or fighter/magic-user/thieves.

Gnomes are shorter and slimmer than their dwarf cousins. They are especially resistant to magic. During combat, Gnomes receive bonuses when attacking man-sized giant-class creatures and are adept at dodging the attacks of larger giant-class creatures. Gnomes can be fighters, thieves, and fighter/thieves.

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

Humans are the most common player-race in the Forgotten Realms. They suffer no level racial limitations or abilities modifiers. Humans do have the disability of shorter lifespans than the other races. This may be a problem, especially if human characters have come from Curse of the Azure Bonds or they have been subjected to many Haste spells. They can be fighters, magic-users, clerics, thieves, rangers, paladins, and dual-class characters.

Ability Scores

Every character has six randomly generated ability scores. 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 47). 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).

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.

Strength (STR) is the measure of physical power. 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. Fighters, rangers, and paladins 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, paladins). If it is 16 or higher, fighters receive a bonus of 10% additional experience points. Paladins must have strength and wisdom of 16 or higher to get the experience bonus. Rangers must have strength, intelligence and wisdom of 16 or greater to receive the bonus.

Non-human fighters may have a lower maximum level if their strength is less than 18. There is a Strength table on page 48.

Intelligence (INT) is the measure of learning ability. Magic-users with an intelligence of 16 or higher receive a 10% experience point bonus. Non-human magic-users may have a lower maximum level if their intelligence is less than 18. Rangers must have strength, intelligence and wisdom of 16 or higher to receive a 10% experience point bonus.

Wisdom (WIS) is the measure of ability to understand the ways of the world and to interact with the world. Clerics get the 10% experience bonus if their wisdom is 16 or higher. Clerics with a wisdom of 14 or higher receive additional low level spells. Paladins must have strength and wisdom of 16 or higher to get the experience bonus. Rangers must have strength, intelligence and wisdom of 16 or greater to receive the bonus. There is a Wisdom Bonus table for clerics on page 56.

Dexterity (DEX) is the measure of manual dexterity and agility. Thieves especially benefit from high dexterity. Thieves receive a 10% 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 magic-users and thieves. There is a Dexterity effects table on page 48.

Constitution (CON) is the measure of overall health. Fighters receive one extra hit point (HP) per hit die for each point of constitution above 14. Non-fighters receive similar benefits except they receive a maximum of two extra HP per level (no HP benefits for constitutions above 16).

Constitution also determines the maximum number of times that a 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 one point of constitution. There is a Constitution Effects table on page 48.

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 three other important values that change as the game goes on: Experience Points (XP), Level, and Hitpoints (HP).

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. See the Advancement Tables for each class' XP requirements.

Level is a measure of a character's ability in his class. As characters gain

XP, they may go up in levels. Most new characters will begin the game at 8th level, except magic-users, which start at 9th level, and thieves, which start at 10th level. Characters with racial level limits may start the game at their maximum level if it is less than the normal starting level.

Example:

A gnome fighter with a strength of 18 has a maximum of 6th level—two levels below the normal starting level. The gnome would start the game at 6th level and never advance.

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:

An 11th level thief enters a training hall with 890,000 XP. He will leave as a twelfth level thief with 660,000 XP.

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

Hitpoints (HP) represent the amount of damage a character can take before he goes unconscious or dies. Characters gain HP every time they increase in level. Bonuses for high constitutions are calculated automatically.

The maximum potential number of HP a character can have is referred to as Hit Dice. An 8th level fighter, for example, has 8 d10 hit dice. This

means that his theoretical hitpoint maximum is $(8 * 10 = 80)$ plus any constitution bonus. In the actual game, the hit points would be eight random numbers from 1 to 10, plus the constitution bonus.

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 one HP per turn from bleeding until he is bandaged or dies. A character is dead if HP drops to -10 HP or less. When you view a character, his HP on the screen will never be displayed as less than 0.

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. Non-human characters with multiple classes have more playing options, but increase in level slower because XP is divided evenly among all 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 hit dice and spells (if any) that a character receives.

Note: Dice (d) is the term used to describe the range for a randomly generated number. Dice are referred to by the range they represent. A d6 has a range from 1 through 6, a d10 has a range from 1 through 10.

Clerics have spells bestowed on them by their deity and can fight wearing armor and using crushing (no edged or pointed) weapons. Clerics must memorize their spells just as magic-users, but they do not use grimoires (spell books). When clerics

gain a new spell level, they will automatically be able to use any of the available spells for the new level. The prime requisite for clerics is wisdom.

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 if they have a Constitution of 17+. They do additional damage in combat when fighting giant-class creatures. At 8th level rangers may begin to cast druid spells, at 9th level they gain magic-user spells. 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.

Paladins can fight with any armor or weapons and can cast a few clerical spells once they reach 9th level. Paladins can have exceptional strength and gain additional HP bonuses if they have a Constitution of 17+. They are more resistant to spells and poison, can turn undead creatures as if they were a cleric two levels below their current level and are always surrounded by the equivalent of a Protection from Evil spell. A paladin may heal two HP of damage per his level once a day. A paladin may Cure Disease once a week at 1st-5th levels, twice a week at 6th-10th and

three times a week at 11th-15th level. At 9th level paladins gain the ability to cast clerical spells. A paladin will not adventure with any evil characters. Paladins must be of lawful good alignment and have ability scores of at least 9 in intelligence and wisdom, at least 12 in strength, at least 13 in wisdom, and at least 17 in charisma. The prime requisites for paladins are strength and wisdom.

Magic-Users 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. Magic-users may add new spells to their grimoires whenever they go up in level or find scrolls with spells of levels that they scribe. The prime requisite for magic-users is intelligence.

Thieves can fight with swords and slings and wear leather armor. In combat they do additional damage 'back stabbing' which is described in the Combat section. Thieves also have special skills for opening locks and removing traps. High level thieves also have a chance of casting magic-user spells from scrolls. 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.

Dual-class are human characters who had one class for the first part of their life, and then changed into a new class for the remainder. Once a character changes classes, he cannot advance in his old class. Dual-class characters do not gain HP and cannot use the abilities of the old class while their new class level is less than or equal to the old class level. Once the character's level in his new class is greater than his level in his old class, he gains HP according to his new class and may use abilities from both classes. Human dual-class magic-users may not cast magic-user spells while they are wearing armor.

ALIGNMENT

Alignment is the philosophy a character lives by. Alignment can affect how NPCs and some magic items in the game react to a character.

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.

Lawful Evil believe in the rule of law as a tool to achieve evil ends.

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.

Neutral Evil characters believe that evil ends are more important than the methods used to achieve them.

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.

Chaotic Evil believe that chaos is the best environment for practicing evil acts.

Building a Successful Party

Forming a strong and adaptable party is a key to success in *SECRET OF THE SILVER BLADES*. Up to six Player Characters (PCs) may be in a party. A party with fewer than six characters is less powerful and more likely to be eliminated by your enemies.

Include a variety of classes in a party including: clerics, magic-users, thieves, paladins, and fighters. Here are two sample parties as examples:

Sample Party 1:

Human Paladin
Dwarven Fighter/Thief
3 Human Rangers
Human Cleric

The paladin has the benefit of Protection from Evil in a 10' radius. All characters in range of the effect get an AC improvement of two. The dwarf fighter/thief offers the advantages of a thief (lockpicking and disarming traps) with the better armor and HP of a fighter. Rangers do extra damage against giant type creatures and have some spell casting abilities. It may be a good idea to have one or two of the rangers become dual-class ranger/magic-users after they reach 9th level (225,001 XP). This permits spell casting while wearing armor. A cleric is absolutely essential for his valuable healing spells.

Sample Party 2:

Human Paladin
Human Ranger
Dwarven Fighter/Thief
2 Human Magic-Users
Human Cleric

This party is similar to the one above, except that having the two magic-users puts a larger emphasis on magic in combat.

Outfitting the Party

The following are some suggestions for distributing the magic items given to the party by the mayor of New Verdigris, and what equipment to purchase from the armoury.

Fighter Classes

Distribute magical armor and weapons to fighters first. Give the Gauntlets of Ogre Power to the weakest fighter. Buy shields, banded mail, broad swords, long bows, and arrows for any remaining fighters.

Magic-users

Distribute the bracers, wand, and scroll to magic-user characters. Buy quarterstaves and darts for all magic-users.

Clerics

Give the +1 mace to a cleric. Buy banded mail, shields, staff slings, and maces for all clerics.

Thieves

Give the +1 leather to a thief character. Buy leather armor, short sword, short bow, and arrows for thieves.

Preparation Tips

Once the party has been outfitted, encamp at the mayor's house and ready your weapons, armor and shields. Then have all spellcasters memorize spells. Finally, save the game before continuing.

COMBAT

Combat occurs often during your adventures. Combat takes place on a tactical map. This map is a detailed 3-D view of the map terrain that the party was in when combat began. This map is overlaid with an invisible square grid.

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.



Computer Control

The computer controls the actions of monsters, NPCs, and PCs set to computer control with the QUICK command. You may take control of PC characters during any combat round.

Combat Ability

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 and any dexterity bonus. Some magic items, such as enchanted armor, 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 Ø. The lower the THACØ the better the chance to hit the target.

NOTE: the generation of a random number is often referred to as a 'roll'. In determining if an attack is successful, the roll is a random number 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 Weapon List on page 54.

Some monsters take only partial or no damage from certain weapon types. Giant slugs, for example, take no damage from blunt weapons (maces, etc), while some other monsters only take damage from magical weapons.

Saving Throws

Whenever characters or monsters are poisoned, or attacked by most magic spells, such as Fireball or Lightning, the computer checks to see if they made their Saving Throw. A successful save means that the target had

some innate immunity to the poison, or was not hit full-force by the spell. Generally, a successful save will mean that the target was unaffected or damage that would otherwise be taken is halved.

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 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.).

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

Multiple Attacks

Fighters, Paladins, and Rangers attack more than once per combat round when they get to higher levels. The first bonus is three attacks every two rounds. Later, they attack twice each round. See the chart on page 49.

All of a character's attacks are aimed against the first target. If the first target goes down with the first attack, aim any remaining attack at another target.

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 the whole 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 *SECRET OF THE SILVER BLADES*, your party engages a colorful collection of foes. At times, the party may elect to avoid a confrontation, choosing conversation or flight instead. More often, however, they 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 magic-users 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. Keep your magic-users 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. Thrown weapons, such as axes, 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 HP 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 your success in *SECRET OF THE SILVER BLADES*. Magic-users, clerics and high-level paladins and rangers 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.

Scrolls and Wands

To cast spells from magic-user scrolls, the character must cast Read Magic from camp or have the scroll identified. Magic users can then cast with

the USE command after the contents of the scroll are known.

The USE command can cast spells from clerical scrolls and from wands.

Thieves of 10th or greater level have a 75% chance of successfully using a magic-user scroll.

Memorized Spells

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

Spells do not automatically have 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 greater chance to be unaffected by the spell.

Magic-Users

When a magic-user trains for a new level in a Hall, he is allowed to select a new spell to scribe into his grimoire.



A magic-user can also scribe spells from identified scrolls if he is of high enough level to cast them. A magic-user must cast the Read Magic spell in order to identify the spells on the scroll. A spell disappears after it has been scribed or cast. Only magic-users (and high level thieves) can cast magic-user spells from scrolls.

Clerics

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

When a cleric finds a clerical scroll, he can use the spells directly from the scroll regardless of level. Paladins can never use clerical scrolls, even if they may cast the spells.

Tips on Magic Spells

Both clerics and magic-users 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.

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. Save your game after every tough combat. You should have at least two separate saved games at all times and alternate between them. This will allow you to go back to a save before a fatal battle.



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 descriptions of some 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, such as wands or scrolls, may only be used by certain classes. Others may not work at all if certain other magic items are also in use.

Wands

Wands are the traditional objects of enchantment. Wands generally will cast a set number of a given spell (10

Fire Balls or 15 Magic Missiles for instance). Only experimentation or paying to have them identified will tell what a wand does. The USE command allows a character to cast spells with a readied wand.

Potions

Potions are a common 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 magic-users, these items may have spells that characters couldn't otherwise cast. A magic-user may use SCRIBE to permanently transfer a scroll into his grimoire if the spell is of a level that he can memorize. Magic-users and clerics can cast spells directly from scrolls with the USE command. High level thieves may also attempt to cast

magic-user spells from scrolls. Scrolls disappear after they have been used or scribed.

Enchanted Armor and Shields

Sometimes you may run across armor or shields that have been created by skilled craftsmen and then enchanted 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.

Enchanted Weapons

Enchanted weapons come in many sizes, shapes and potencies. Sometimes a weapon will add between one and five or so to your THAC0 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 even 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.

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.

Gauntlets of Ogre Strength

When worn, these gauntlets will give a character the tremendous strength and combat bonuses of an ogre. To wear the gauntlets, Ready them.

CREATURES OF THE FORGOTTEN REALMS

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



Dragons

These are some of 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.



Red Dragon

Red dragons can exhale great spouts of flame or attack with their claws and fangs.



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 are still quite dangerous.



Basilisk

Reptilian monsters whose very gaze can turn to stone any fleshy creature.



Cockatrice

A repulsive creature that appears as part cock, part lizard. They have the power to turn flesh to stone.



Crocodile (Giant)

Large reptilian carnivores—much more dangerous than their smaller cousins.



Displacer Beast

Creature resembling a six-legged puma with two ebony tentacles growing from behind its shoulders. These beasts have the magical ability to displace their image about three feet from their actual body, making them an especially tricky opponent.



Drider

Part dark-elf, part spider monster. This horror is the subterranean counterpart of the centaur.



Ettin

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



Gargoyle

Ferocious predators of a magical nature. Gargoyles are typically found amid ruins or dwelling in underground caverns.



Giants

Giants vary greatly in power, intelligence and tastes. The following is a list of the types of giants you are likely to encounter.



Cloud Giant

These members of the giant races consider themselves to be above all others of the species, except storm giants, whom they view as equals.



Fire Giant

Brutal and ruthless warriors, these giants resemble huge dwarves and have flaming red or orange hair and coal black skin.



Frost Giant

These giants have a reputation for crudeness and stupidity. While the reputation may be deserved, frost giants are crafty and skilled fighters.



Hill Giant

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



Storm Giant

The most noble and intelligent of the giant races. These giants are dangerous fighters when angry, and can often use magic.



Golem

Golems are magically created automatons of great power. Golems can be constructed of flesh, clay, stone, or iron. All are dangerous.



Griffon

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



Hell Hound

These other-planar creatures resemble wolves, but they can breathe fire and detect invisible enemies.



Hippogriff

Magnificent creatures with the forelimbs and head of an eagle and the body and hind legs of a horse.



Hydra

Immense reptilian monsters with multiple heads. All of its heads must be severed before a hydra can be slain. Hydras come in many sizes, with an increasing number of heads as they grow stronger.



Lich

This is perhaps the single most powerful type of undead creature. A lich is the remains of a powerful magic user who has kept his body animated after death through the use of foul magics. Liches can use magic as they did while still living, and have other powers similar to greater undead creatures.



Lizard Men

These are savage reptilian humanoids. They generally attack in groups and are often accompanied by a larger, tougher Lizard King.



Margoyl

Stony monsters which are immune to normal weapons and can attack many times with their sharp claws and spikes.



Mastodon

Large cold climate relatives of the elephants found in warmer regions.



Medusa

These are hideous women-creatures with coiling masses of snakes for hair. They can turn a person to stone with their gaze.



Megalo-centipede

True giants, often reaching over 5' in length. Their poisonous bite is extremely dangerous.



Minotaur

These creatures are part-man and part-bull warriors. They are highly intelligent and dangerous opponents.



Mobat

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



Neo-Otyugh

This is a more powerful form of Otyugh. These disgusting scavengers have several vicious attacks and a heavily armored body.



Ogre

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



Otyugh

These scavengers have long tentacles that they use to scoop trash into their cavernous mouths.



Phase Spider

These are giant, poisonous spiders with the ability to phase in and out of this dimension. They are "phased in" until they attack and are "phased out" afterwards.



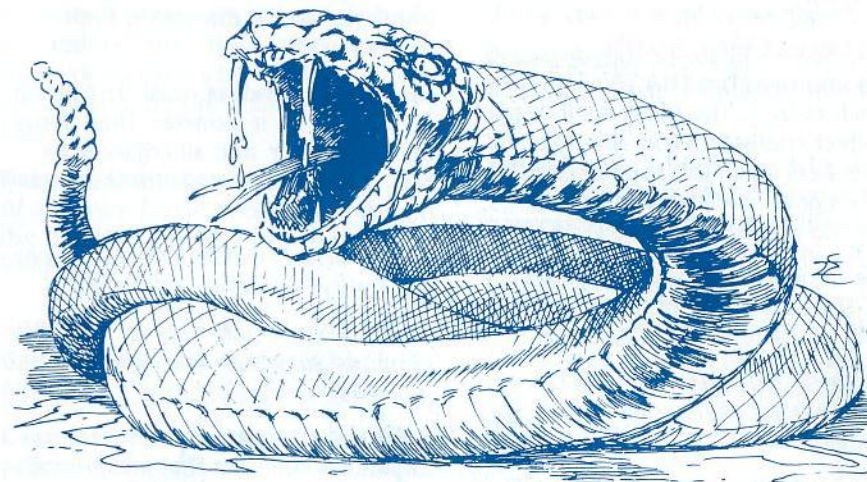
Purple Worm

These enormous carnivores burrow through solid ground in search of small (man-sized) morsels.



Remorhaz

These are sometimes referred to as Polar Worms. They inhabit cold regions and are aggressive predators who have been known to attack even frost giants.



Slug (Giant)

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



Snake (Giant)

These large reptiles slay their prey with deadly venom. Neutralize Poison counters snake bite.



Sphinx

An extremely rare creature that is part-lion, and has the upper torso of a woman. Rather than fight, sphinxes will often converse with adventurers.



Spider (Giant)

These giant cousins of the small predator attack with a poisonous bite.



Umber Hulk

These powerful subterranean creatures can use their claws to burrow through solid stone in search of prey.



Warg

Large, vicious wolves.



Wyvern

These creatures are distant relatives of dragons. They attack by biting and using the poisonous sting in their tail.

SPELLS

First Level Cleric 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.

Curse impairs the THACØ of targets by 1. The target cannot be adjacent to a party character or NPC.

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

Cause Light Wounds will inflict 1-8 hitpoints of damage on a target.

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 alignment attackers.

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

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

Second Level Cleric Spells

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

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

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 hitpoints of snakes as the cleric has hitpoints.

Spiritual Hammer creates a temporary magic hammer that is automatically Readied. It can strike at range and does normal hammer damage. Spiritual Hammers can hit monsters than may only be struck by magic weapons.

Third Level Cleric Spells

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

Cause Blindness will blind one target. This can only be cured with a Cure Blindness Spell

Cure Blindness removes the effect of the Cause Blindness spell.

Cause Disease will infect the target with a debilitating ailment that saps strength and hitpoints.

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 Cleric Spells

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

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

Neutralize Poison revives a poisoned person.

Poison causes the target to save versus poison or die.

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 torment the target. The snakes will make movement and spell casting impossible for the duration of the spell.

Fifth Level Cleric Spells

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

Cure Critical Wounds heals 6-27 hitpoints of damage (up to a character's normal maximum hitpoints).

Dispel Evil improves the target's AC by 7 versus summoned evil creatures for the duration of the spell, or until the target hits a summoned creature.

The creature must make a saving throw when it is hit or be dispelled.

Flame Strike allows the cleric to call down a column of fire from the heavens.

Raise Dead can bring back to life one non-elf character. The chances for success are based on the character's constitution and how long the character has been dead.

Slay Living is a reversal of the Raise Dead Spell, and will kill one target. If the target makes his saving throw, then he will suffer 3-17 hitpoints of damage.

Sixth Level Cleric Spells

Harm will inflict terrible damage on any living creature—leaving only 1-4 hitpoints.

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

First Level Druid Spells

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.

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

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

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

Second Level Druid Spells

Barkskin causes the target's skin to become tougher and harder to damage. The effect of this spell is a -1 bonus to AC. This is a good spell to cast before combat.

Charm Person or Mammal changes the target's allegiance in a combat. It affects character types (human, etc.) and other mammals.

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

First Level Mage Spells

Burning Hands causes 1 hitpoint 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.).

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.

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 tar-

gets 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 hitpoints per missile with no saving throw. A mage throws 1 missile for every 2 levels (1 at levels 1-2, 2 at levels 3-4, etc.) 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 enemy Magic Missile spells, improves the mage's saving throw, and may increase his AC.

Shocking Grasp does electrical damage of 1-8 hitpoints, +1 hitpoint 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 THAC0 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.

Invisibility causes the target to disappear from normal sight. The spell remains in effect until the character attacks or the magic is dispelled.

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 illusory 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 (such as Cause Blindness or Disease).

Fireball does 1-6 hitpoints per level of the caster to all targets within its area. If the target makes its saving throw, the damage is halved. Fireball is a slow-casting spell and the spell's power demands that you target carefully. Otherwise, you may inadvertently destroy party characters. 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 use the CENTER command to determine who will be in the area of effect.

Haste doubles the target's movement and number of melee attacks per round. Haste has a short duration 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 types (human, etc.). You may aim a hold person spell at up to 4 targets (Exit to target fewer).

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 your enemies seek you out. Characters lose invisibility if they do anything but move. Some monsters can see invisible creatures.

Lightning Bolt does 1-6 hitpoints 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 Good, 10' Radius protects the target and all characters adjacent to the target. The spell improves the AC and saving throws of those it protects by 2 against good 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 hitpoints 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.

Fifth Level Mage Spells

Cloud Kill is similar to the Stinking Cloud spell, except that its area of effect is larger and it will kill weaker monsters. Stronger monsters may be immune to the spell.

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

Feeblemind cause target's who fail their saving throw to drop dramatically in intelligence and wisdom and become unable to cast spells. A Heal spell must be cast on the victim to recover from the effect.

Hold Monster is similar to the Hold Person, except that it will affect a wider variety of creatures.

Sixth Level Mage Spells

Death Spell will kill opponents instantly and irrevocably. The spell will kill a greater number of weak opponents than strong.

Disintegrate will destroy one target. Some creatures, with an innate magic resistance, may avoid the effects of the spell, while most must make a saving throw to survive.

Flesh to Stone causes the target to make a saving throw or be turned into stone.

Globe of Invulnerability will protect against 1st through 4th level spells.

Stone to Flesh will counter the effects of such magical creatures as cockatrice and medusae. When this spell is cast on a character, there is a possibility that the character will not survive the shock of being restored to flesh. System shock survival is based on a character's constitution.

Seventh Level Mage Spells

Delayed Blast Fireball is a more powerful version of the third level spell and will go through a Minor Globe of Invulnerability. The fireball explosion can be delayed for some period of time if the caster wishes. The delay options will vary with different computers.

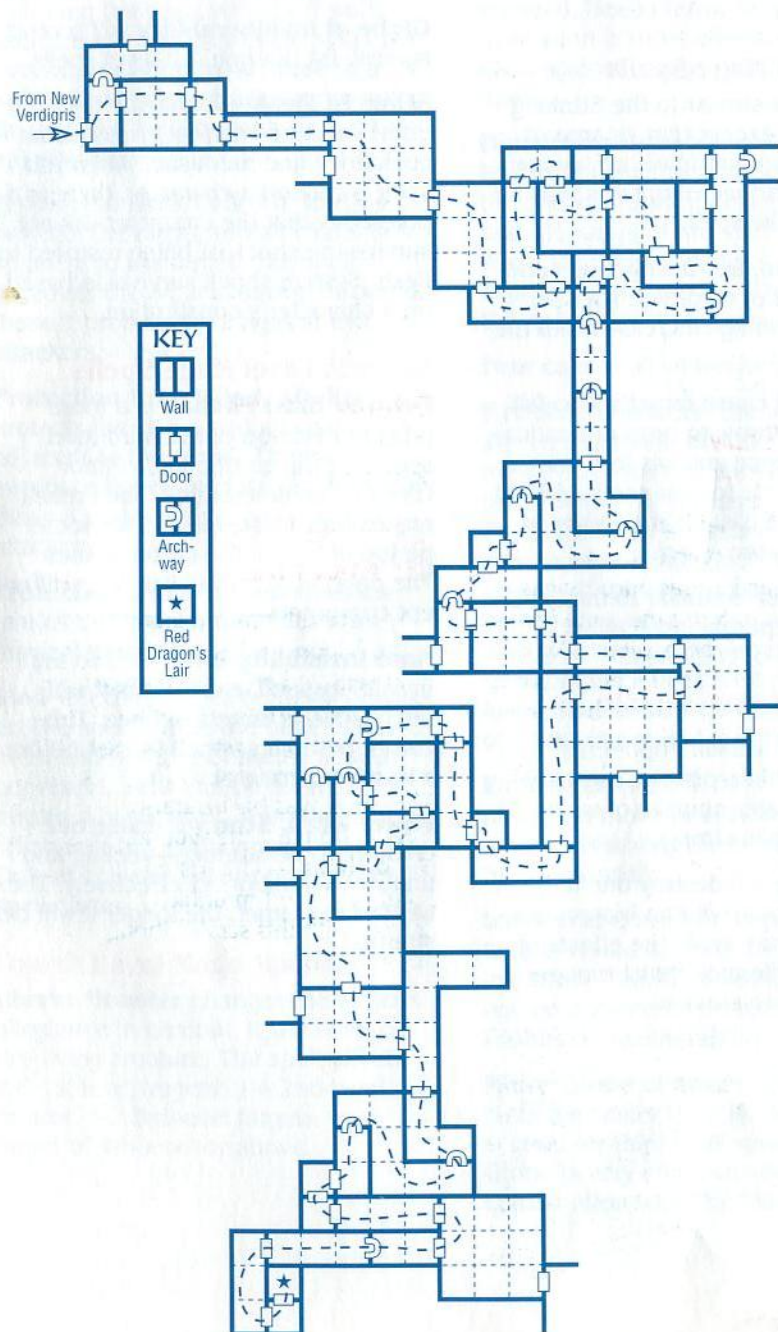
Mass Invisibility is identical to the Invisibility spell, except that it will effect several targets at once. This can be a valuable spell to cast before a known encounter.

Power Word, Stun will cause one creature to be stunned—reeling and unable to think or act effectively. The weaker the target, the longer it will be stunned.

Journal Entries

Journal Entry 1

MAP TO THE DRAGON'S HOARD.



Journal Entry 2

FANATIC SOLDIER'S TALE

'We have done it! Our noble ancestors are being freed from the ice and they fight by our side as brothers! Oh, to see the Legion again! I never thought it possible. No one can stop us now.'

His voice softens to a hoarse growl. 'They say that the personal bodyguard of Eldamar has been found and fights for us,' he whispers. 'I can now die in honor, knowing that our enemies will soon be destroyed.'

The fighter smiles and dies.

Journal Entry 3

SIR DERIC'S STORY

'The Black Circle laid an ambush for our party. Nearly everyone was captured or killed. I was unconscious and left for dead. Since that time I have sought to free my companions. At least two lie ahead and I shall seek them out. In this stolen Black Circle garb I may succeed. With your help I certainly will. As honorable men, will you join me on my quest?'

Journal Entry 4

BLACK CIRCLE MAGE
AT TOP OF MINE

'We have just driven the foul beasts from the mine entrance. We will not inform the town until the mine is fully cleared. We do not wish to raise false hopes.'



Journal Entry 5

MAYOR TALKING OF
THE BLACK CIRCLE

'We've had a number of dealings with the magic brotherhood known as the Black Circle. They have aided us in the past in return for gems. It was based on their divination that we extended our lower tunnels — and uncovered the monsters. Marcus is the only member that lives in town, but he keeps to himself. The Black Circle say that they are studying ways to stop the monsters and will act only when sure of success.'

Journal Entry 6

'One of the miners saw red robed figures outside the east wall.'

Journal Entry 7

OLD MAN'S TALE OF THE SCROLL

'My uncle adventured along the shores of the Moonsea. He was a warrior who ventured on many a great quest. He feared nothing — nothing that is except dragons. Though he never met one, he was terrified by the possibility. This scroll was his insurance. When he died — from a knife wound gotten in a bawdy house — he passed it on to me. Seeing as how I'm unlikely to survive a dragon with this scroll I thought you might like it.'

❑ Journal Entry 8

'I didn't drink that much. I'm sure that mouse in the corner was glowing.'

❑ Journal Entry 9

OLD MAN'S TALE OF THE BLACK CIRCLE

'Them Black Circles are a hostile bunch, but don't judge 'em too hard. They was once mages serving the two brothers who ruled the old town. They used the Well's teleporters too many times and was cursed by the Well. If yah use them too often, yah will join the Circle. It serves the dark nature of the Well and they hate all others.'

❑ Journal Entry 10

A DYING MAN'S LAST WORDS

'Don't go near that temple in the mines! There is an illusion of goodness there, but don't be fooled. It is ruled by some unknown demon. One of its minions referred to it as the Flaming One. I never saw it. I was ambushed as soon as I encamped near the altar. Now that I have passed on my warning I can die in peace.'

The man ceases to breathe.

❑ Journal Entry 11

EXULTANT BANITE PRIEST

'The Beholder Corps has returned and is housed in the dungeons. Now nothing can harm the Dreadlord. Anyone who tries to penetrate the dungeons will be vaporized within seconds. Hah, hah, hah! The world will soon belong to us.'

❑ Journal Entry 12

OLD MAN'S TALE OF THE TEMPLE

'Twas long ago that the old town was a thrivin' place. The mine was there then too. Folks was ruled by a fellow who worshipped Tyr. He thought the miners was deservin' of Tyr's protection. Some of the folks round here say that the temple can still be found. Only those of stout heart should try though. Things buried so long tend to harbor ghosts that don't like disturbin'.'

❑ Journal Entry 13

BLIND MAGE'S STORY

'I led a band of heroes to clear the mines. We discovered the dungeons and were nearly to the top when the Black Circle sprung their ambush. I was a local who never trusted the Circle's claims of friendship, so they were glad to capture me. Not content to simply kill me, they prepared an elaborate wish. It traps me in this cell, blind and unable to cast spells. It also had the side effect of rendering me immortal and immune to damage. Once you free me I shall regain my own powers, but also lose these benefits. This is a fair exchange.'

'I return to my tower now, but let me give you some reward. First, seek the souls trapped in the highest level. They know important information. Second, take this map to where I have hidden some treasures.'

❑ Journal Entry 14

THE CAPTAIN'S TALE

'We were about to enter the Well. The rope was slippery with the slimy blood of the dragon but nothing could stop us from our goal. The gems glittered on

the bottom, luring us with untold wealth. Gramkal was the first to go, of course. The thief was almost bursting with excitement as he reached down to take the gems. Poor man, his shriveled hand will never pick another pocket.'

❑ Journal Entry 15

MEETING THE FROST GIANT KING

'So, not content with melting away our home you carry the war directly to us. We have held these crevasses for generations.

We will not surrender them to the likes of you. Look to your lives! I am prepared to die. Are you?'



❑ Journal Entry 16

BLACK CIRCLE COMMANDER'S PAPER

We are prepared. The inner sanctum is well concealed, surrounded by the hatchling pool. We hope that the old Red Dragon will not miss the hatchlings; they provide an excellent defense. Soon we must find a way to age them to a more useful size.

Use the map to plan an attack on Well. We expect regular progress reports.

If you fail, we will act on a suggestion made by a junior member. He believes that the dragon may be amenable to a human sacrifice. The clerk from Phlan has become expendable and will be the first victim. One way or another the dragon and its Banite allies will fall; the Well must be ours.

❑ Journal Entry 17

OLD MAN'S TALE OF THE BROTHER WARS

'The old town was said to be a fabulous place for a time. Was ruled by brothers, one honorable and forthright, the other a studious and insecure mage. One day the mage decided he would live forever. The brother thought that was blasphemy and tried to stop him. War covered the valley and the town was laid waste. The gods cursed the valley and froze it over. These new monsters are just more of the valley's curse. We can only wait and suffer 'till the gods see fit to lift the curse.'

❑ Journal Entry 18

STORY OF THE SILVER BLADES

Derf reclines in a chair and begins,

'Three hundred years ago there were two brothers: Oswulf, a paladin, and Eldamar, a mage. Both were powerful and worshiped Tyr, god of justice. As Eldamar grew old he became obsessed with gaining immortality; serving Tyr was no longer enough. He became insane and isolated himself in the upper levels of the Castle of the Twins. There he researched the arcane magic necessary to become a lich. Oswulf discovered this, but was unable to convince his brother to abandon his madness.

'Forseeing the evil that a lich would produce, Oswulf left the Castle and searched for 12 great heroes. These he forged into the band he called the Silver Blades. By the time Oswulf could return to this valley, Eldamar had completed his spells and was reborn as the lich called the Dreadlord. The Dreadlord summoned evil forces to protect him. The Silver Blades faced a pitched battle

among the buildings of Verdigris. The town was laid waste and many of the heroes fell. Those of us who remained forced the evil horde back to the castle gates.

'Oswulf refused to push on and slay his brother. Instead our mages and clerics cast a spell to freeze the valley permanently within a glacier. The Dreadlord's forces counterattacked while the spell was being cast and Oswulf fell protecting us. His body lies on the level above, but his spirit still guards the castle, preventing the reawakening of the Dreadlord. As the last of the Silver Blades, I chose to remain here to maintain my temple and keep watch as well.

'Now the descendants of the Dreadlord's disciples have returned. The Black Circle is succeeding in unraveling our spell. I am now bound to this temple and cannot take the battle to them. You must take up the Silver Blades' standard and end the Dreadlord's threat forever.'

Journal Entry 19

THE AMULET OF ELDAMAR.

'Know now of the Amulet of Eldamar, stolen long ago. It was taken by a wily thief who held it for but a day. As he dreamed of wealth, he fell victim to a red dragon, kin to the one you slew to free me. The amulet now adorns the dragon's hoard, which lies in the southwestern corner of the city.

'The map starts at the entrance to the new town. Follow the path.'

Journal Entry 20

'That old man — south of the mayor's place — can sure talk yer ear off.'

Journal Entry 21

EARLY DAYS OF THE TOWN.

'This whole valley used to be filled with a glacier. About 15 years ago it melted back beyond the old mineshaft. Miners from throughout the Dragonspines flocked here and formed the new town. The Black Circle helped them open the mine. A few years later the miners began to extract the gems again. Until these monsters came the town was doing quite well. The glacier kept going back too. In a few years the entire valley will be open.'

Journal Entry 22

DYING CLERIC OF BANE.

'The Black Circle is trying to take our Well! They seek the death of the red dragon who holds it in sacred trust. I was ambushed while trying to entice the young dragons from the Well. They dragged me here to ... to...'



The Banite Cleric fades into death.

Journal Entry 23

TALK OF MYSTICAL ITEMS.

'The mages keep looking for a mysterious amulet. It is connected in some way to their whole purpose for being here. They say it will reveal some key to a mysterious sanctum. Perhaps they are after a great treasure.'

Journal Entry 24

THE GUARD OF GRIMDRA HOARD

'Grimdra discovered where the Well stored its gems — for they are not consumed. He dug a small tunnel and has diverted them for centuries. I am certain that the gems are what sustain him. He has never sold a single one and he was old when the twins were born.'

Journal Entry 25

MESSAGE FROM THE WELL.

'The miners' plight masks a more serious threat. Should the Black Circle succeed in its plans, the entire Realms will feel the result. The mages seek the awakening of the Dreadlord, an evil of incalculable power. He sleeps within his castle, trapped within the glacier. The Circle has reached the dungeons and are melting their way upward. The monsters trapped in the dungeons are being released and allowed to harry the miners.'



'My powers are subject to laws you cannot understand. I am privy to information only at certain times and only when you sacrifice gems. Still, seek me out when you have questions. My powers are at your disposal.'

'My teleporters are paired. Each teleporter that rings me has a brother somewhere in the valley. Until you visit both gates, you may not use that pair. To my northwest is the gate which connects to the new town.'

'My power fades. Return to me with gems when you have more questions.'

Journal Entry 26

WARNING ABOUT THE AMULET.

'The Dreadlord seeks the Amulet of Eldamar. If he can trick someone into bringing the amulet into the dungeons beneath the castle, he will be awakened. Even worse, it acts as a monster attractant. Evil creatures throughout the region will seek out the holder. Remember to always avoid this item.'

Journal Entry 27

RESCUED MAIDEN'S STORY.

'The mages took me to be sacrificed to the red dragon. They wanted access to the teleportation booths and the hoard of gems. My father is an unwitting servant of the Black Circle. When he became suspicious, they kidnapped me to keep him silent. Now I'm sure they must have killed him. I must leave!'

She runs away sobbing with grief.

Journal Entry 28

OLD MAN'S TALE OF THE VORPAL BLADE.

'This here blade has been carried down from my great-great grandpappy. He almost captured a throne out near Waterdeep, but tired of the campaigning. Travelled up to Myth Drannor and stood with elves against a Flight of the Dragons. They were impressed enough to let him retire there. Married an elven princess and led a settled life. Far as I know, she left with the other elves and is still alive.'

Journal Entry 29

VALA'S DESCRIPTION OF THE OLD CASTLE

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

Journal Entry 30

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

Journal Entry 31

BANITE PATROL'S STORY

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

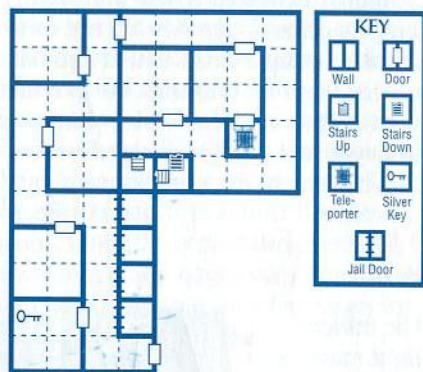
Journal Entry 33

PRISONER'S TALE

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

Journal Entry 32

MAP OF THE 4TH LEVEL



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

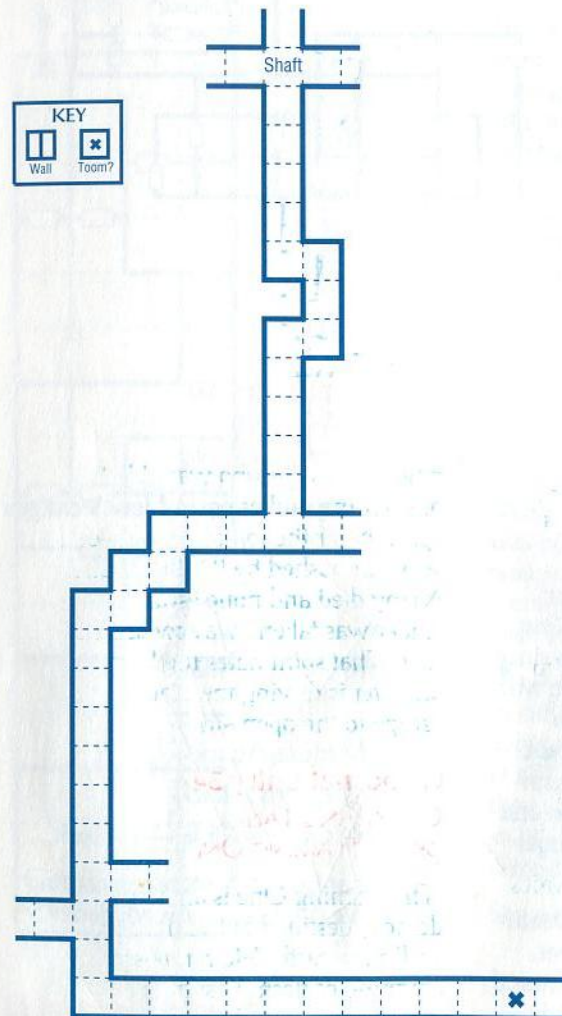
Journal Entry 34

OLD MAN'S TALE OF THE FLAMING ONE

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

Journal Entry 35

MAP TO LEVEL 8 TOOM



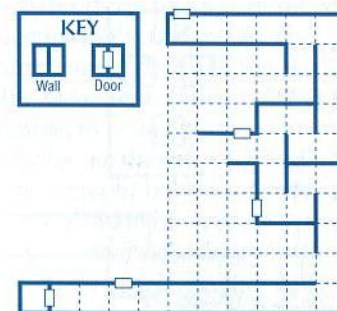
Journal Entry 37

MAYOR'S INTRODUCTION

'We are a small town of miners in desperate straits. Three months ago we opened a new shaft and monsters boiled forth.'

Journal Entry 36

MAP PURCHASED FROM THE STORM GIANTS



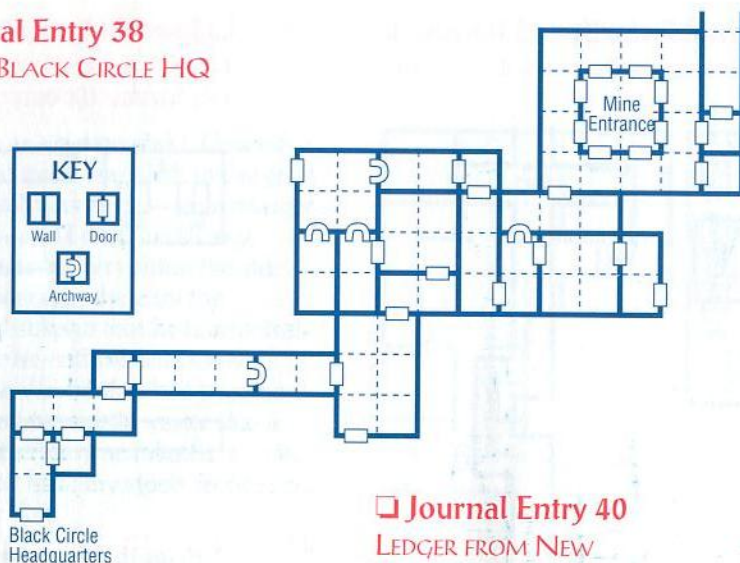
Perhaps this is a gateway to the Abyss. In any case, we lost many comrades as the monsters have climbed up level after level of the mine. Now they are invading the nearby ruins. Soon they will reach New Verdigris.

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

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

Journal Entry 38

MAP TO BLACK CIRCLE HQ



Journal Entry 39

OLD MAN'S TALE OF THE CLOAK

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

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

Journal Entry 40

LEDGER FROM NEW VERDIGRIS MINING

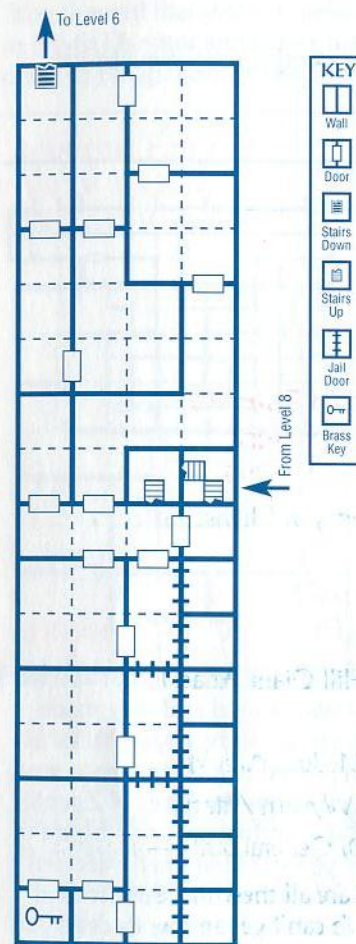
2nd Tenday of Highsun New Verdigris Mining

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

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

Journal Entry 41

MAP TO THE FIRST KEY



Journal Entry 42

THE MEDUSA'S TALE.

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

Journal Entry 43

LETTER FROM MARCUS TO THE BLACK CIRCLE

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

Journal Entry 44

PHLAN CLERK'S TALE

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

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

She gets a sly look in her eyes.

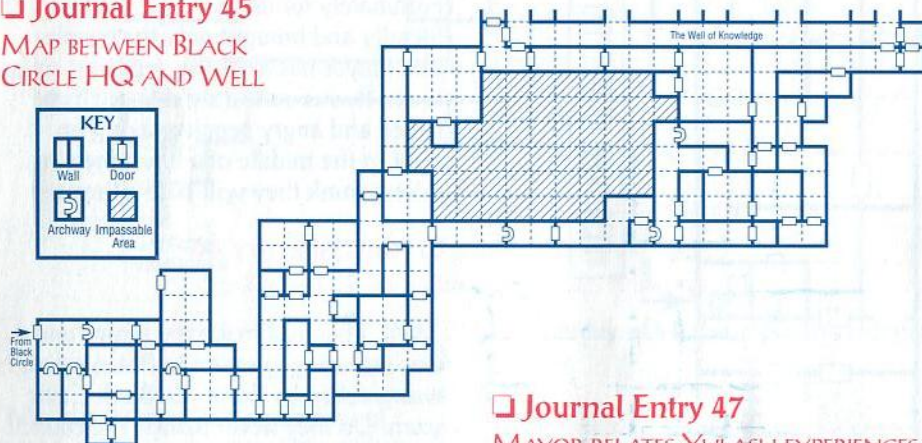
'They dragged me here and I feigned unconsciousness — I wasn't going to make it easy for them. The scum started whispering about great treasures hidden in the crevasses. The western tunnels and a vortal something were mentioned. Strange name for a valuable

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

She starts complaining about trivial matters.

Journal Entry 45

MAP BETWEEN BLACK CIRCLE HQ AND WELL



Journal Entry 46

LETTER FROM MULMASTER

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

In Bane's Name,
Imperator Dhazheal

Journal Entry 47

MAYOR RELATES YULASH EXPERIENCES

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

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

Journal Entry 48

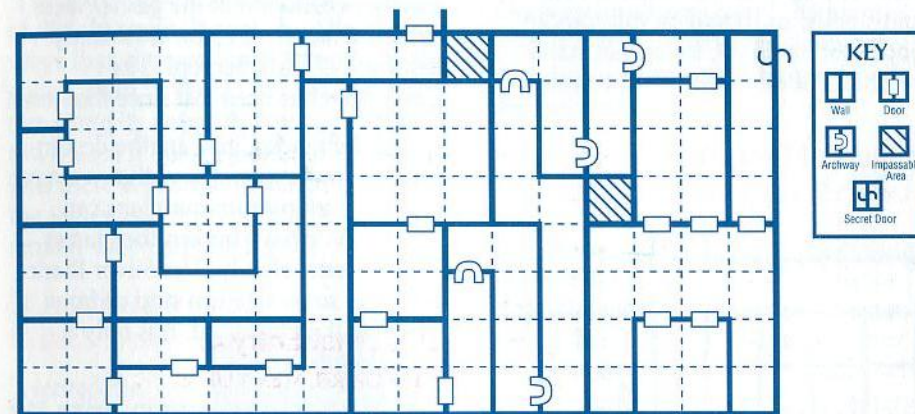
THE GLOWING MOUSE'S SPEECH

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

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

Journal Entry 49

MAP OF THE BLACK CIRCLE'S INNER SANCTUM



Journal Entry 50

DERF MEETING VALA

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

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

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

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

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

Journal Entry 51

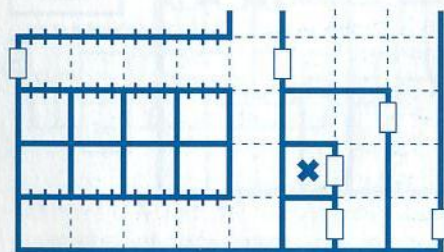
OLD MAN'S TALE OF THE GOVERNMENT HOUSE

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

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

Journal Entry 52

MAP TO BLIND MAN'S TREASURE



Journal Entry 53

THE BLACK CIRCLE'S PLAN

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

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

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

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

Divinations show that a third item will be required to reach the Dreadlord. The signs indicate Tyr is involved with the item, but nothing is clear. The temple in the mine seems to hold nothing of value.

Journal Entry 54

OLD MAN'S TALE OF THE WELL OF KNOWLEDGE

'The Well of Knowledge was the heart of the old town. It controlled the gateways that allowed travel throughout the valley. Also, it served the old town by providing its enigmatic messages. The town used it but they did not build it. It was there when the first men entered the valley and it is said that it will remain when all else is gone.'

Journal Entry 55

CLERK'S STORY

'I served the city of Phlan in the capacity of head clerk.

During the reconquest of the city, I contracted out missions to the many heroes who freed the city. I had contacts with the Black Circle because of their access to the gems of Verdigris. We went through many gems in the early days of the city, as they were awarded to the heroes for successful completion of their missions.

'After Phlan was freed, the council agreed to act as middlemen for the Circle. In return for our help they con-

tinued to replenish the city's treasury. I was sent here as a contact while the council works out the alliance between the Black Circle and the Red Wizards.

'I have been here long enough to know that these mages are very dangerous. This scroll is a map of the Circle's inner sanctum. Take it! I'm getting out before the Circle succeeds in its plans. Good day!'

The woman storms out of the room with haughty dignity. She slams the door and her brisk steps recede down the hallway.

Journal Entry 56

MEETING WITH OSWULF

'My hopes of keeping my brother from the world are crumbling with this ice. If the Dreadlord's evil cannot be contained then it must be destroyed. I am reassured that it is the Silver Blades who come to finish what we started centuries ago. Please remember that it is the lich and not my misguided brother's soul that is evil. Upon your honor I charge you with freeing his soul from the lich's taint. I shall hold the gate here, but the Dreadlord may escape through another exit. You must succeed ...'

A tear appears in the giant spirit's eye, 'You must succeed ...'



Journal Entry 57

LETTER FOUND BLOWING IN THE WIND

Marcus, our plans proceed as well as can be expected. It is unfortunate that the Red Dragon has taken the Well of Knowledge. The Red Wizards may support us if they think we are after the Well. We will keep our real target to ourselves. We are using a contact in Phlan as a middleman. In turn, he has sent a clerk to take care of communications. She has no knowledge of our real intent.

We are running out of some spell components, especially bat guano and sulphur. When is the next shipment due? Maintain contact by standard means.

One final note. Rumor indicates that the mayor has brought together a new force to clear the mines and the Well. We are concerned. Reply with the information as soon as possible.

Journal Entry 58

A PRISONER'S SPEECH

'The driders have returned to this area only recently. They have been unable to enter this valley because of the ice blocking their tunnels. Suddenly the tunnels melted clear and many new monsters began to appear. The driders remember these creatures from over 300 years ago, when the valley was torn by a battle between two brothers. One of the brothers was responsible for the ice, but the driders have no idea how.'

Journal Entry 59

TALE OF THE WOUNDED WARRIOR

'If it weren't so terrifying it would have been comical. We were deep in the mines when our party came to the cavern. A horrid mass of unspeakable monsters were there listening to a high pitched, squeaky voice. It took us a while to spot the source of that piping. Valgur laughed when he saw it. That was our downfall. The monsters heard and attacked. As I crawled from the fray badly wounded, I saw the creature in the back of the horde. It was only a glowing mouse!'

Journal Entry 60

MESSAGE FOUND BY POUCH

'I'm sorry but I needed to escape. This pouch is for you. Seems like old times.'

Journal Entry 61

MAYOR REVEALS HIS TRUE MISSION

'Now that you have discovered the way to reach the Dreadlord, your usefulness is at an end. I still serve Hillsfar and my mission has been to recruit the Dreadlord. With his power Hillsfar can take control of the Dalelands and the Moonsea. I will become governor of the northern provinces and be wealthy beyond imagining.'

Journal Entry 62

MAGE'S REPORT

Our flaming creatures are clearing the ice quite quickly now. The dungeon is open to just below the castle, where ice is much more resistant. Thankfully we have discovered a second door upward.

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

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

Journal Entry 63

VALA'S STORY

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



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

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

Journal Entry 64

MAD DWARF'S RAMBLINGS

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

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

Journal Entry 65

LETTER IN TEMPLE

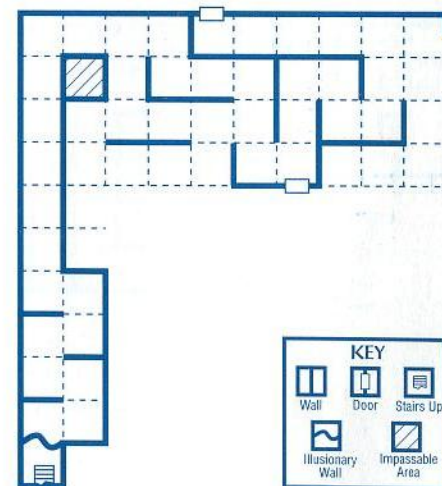
We go into battle today to stop the Dreadlord. I am fearful, but Oswulf is confident. When he speaks I find my courage returns. I hope everyone at home is happy. With any luck I will be home soon.

Your loving son,

Jhaele

Journal Entry 66

MAP RETRIEVED FROM STORM GIANT LEADER'S POUCH



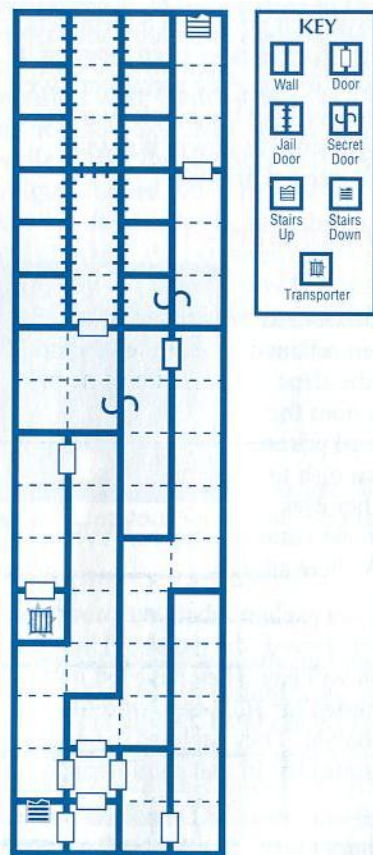
Journal Entry 67

MAD CLERIC'S RAMBLINGS

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

Journal Entry 68

MAP OF THE 8TH LEVEL OF THE DUNGEON



Journal Entry 69

CLERK'S LETTER

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

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

With my strongest felicitations,
Gragnak Ulfrim
Councilor of New Phlan

Journal Entry 70

PRISONER'S TALE.

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

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

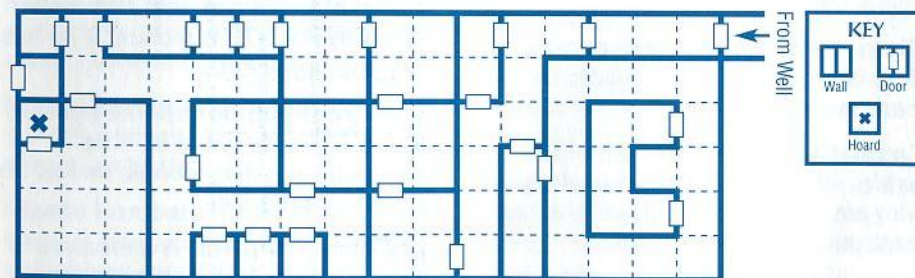
Journal Entry 71

SIGNIFICANCE OF THE AMULET.

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

Journal Entry 72

MAP TO GRIMDRA'S HOARD.



GLOSSARY OF AD&D COMPUTER GAME 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 What are Characters? 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.

Combat Round. Is one turn of a battle. All characters and monsters who are able to fight will get to act at least once per combat round.

Combat Segment. Is one-tenth of a Combat Round. Which combat segment a character or monster acts on in a round is determined by his dexterity and a random number.

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.

Dice. In the computer AD&D game dice are random numbers. They are referred to by the highest number they

can be, for example a d10 can be a value from 1 to 10, a d6 would be from 1 to 6. When a die number is generated it is called a "Roll."

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 mage 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.

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.

Saving Throw. The chance that a character or monster will be unaffected, or only partially effected, by a spell, poison, or similar attack. As characters gain levels their saving throws are more likely to protect them from adverse effects.

Spell. This is a magic incantation that can alter the nature of reality. Magic-users, clerics, and high-level paladins and rangers 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 0). This is the number that a character must make or exceed to hit an opponent with ACØ.

Appendices

RANGE OF ABILITY SCORES BY RACE

ABILITY SCORE	DWARF	ELF	GNOME	HALF-ELF	HALFLING	HUMAN
Strength (Male)	8-18(99)	3-18(75)	6-18(50)	3-18(90)	6-17	3-18(00)
Strength (Female)	8-17	3-16	6-15	3-17	6-14	3-18(50)
Intelligence	3-18	8-18	7-18	4-18	6-18	3-18
Wisdom	3-18	3-18	3-18	3-18	3-17	3-18
Dexterity	3-17	7-19	3-18	6-18	8-18	3-18
Constitution	12-19	6-18	8-18	6-18	10-19	3-18
Charisma	3-16	8-18	3-18	3-18	3-18	3-18

Racial Ability Score Modifiers:

Dwarf	Constitution +1	Charisma -1
Elf	Dexterity +1	Constitution -1
Halfling	Dexterity +1	Strength -1

Minimum/Maximum Ability Score:

(xx) = maximum percentage for an 18 strength (fighters, paladins, and ranger only)

MAXIMUM LEVEL LIMITS BY RACE, CLASS AND PRIME REQUISITE

CLASS	ABILITY	DWARF ¹	ELF ¹	GNOME ¹	HALF-ELF ¹	HALFLING ¹	HUMAN
Cleric	Any	no	no	no	5	no	15*
Fighter	STR 16-	7	5	5	6	4	15*
	STR 17	8	6	5	7	5	15*
	STR 18+	9	7	6	8	no	15*
Paladin	Any	no	no	no	no	no	15*
Ranger	STR 16-	no	no	no	6	no	15*
	STR 17	no	no	no	7	no	15*
	STR 18+	no	no	no	8	no	15*
Magic-User	INT 16-	no	9	no	6	no	15*
	INT 17	no	10	no	7	no	15*
	INT 18	no	11	no	8	no	15*
Thief	Any	18*	18*	18*	18*	18*	18*

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

¹: Highest Level Available in Secret of the Silver Blades.

Normal AD&D* game Characters have unlimited level advancement in these classes.

*Note: Except for thieves, most non-human characters may not advance to as high a level as the game provides for humans.

STRENGTH TABLE: ABILITY ADJUSTMENTS

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

*These bonuses available to fighter classes only (Fighter, Paladin, Ranger).

DEXTERITY TABLE

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

CONSTITUTION TABLE

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

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

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
Paladin	any	any	any
Ranger	any	any	any
Magic-User	none	none	dagger, dart, staff
Thief	leather	none	club, dagger, dart, sling, one-handed swords, short bow

FIGHTER, PALADIN, RANGER ATTACKS PER ROUND

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

MONEY CONVERSIONS

COIN TYPE	GOLD EQUIVALENT
Copper	200 cp = 1 gp
Silver	20 sp = 1 gp
Electrum	2 ep = 1 gp
Gold	1 gp = 1 gp
Platinum	1/5 pp = 1 gp

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

1st-Level Clerical Spells

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

2nd-Level Clerical Spells

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

3rd-Level Clerical Spells

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

4th-Level Clerical Spells

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

5th-Level Clerical Spells

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

6th-Level Clerical Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Harm	Cmbt	T	1	-
Heal	Both	T	1	-

1st-Level Druidical Spells (For High-Level Rangers)

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

2nd-Level Druidical Spells (For High-Level Rangers)

SPELL NAME	WHEN	RNG	AREA	DURATION
Barkskin	Both	T	Creature	4r+1r/lvl
Charm Person/Mammal	Cmbt	12	1	-

1st-Level Magic-User Spells

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

2nd-Level Magic-User Spells

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

3rd-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Blink	Both	0	1	1r/lvl
Dispel Magic	Both	12	3x3	-
Fireball	Cmbt	10+lvl	2/3 rad	-
Haste	Both	6	4x4	3r+1/lvl
Hold Person	Cmbt	12	1-4	2r/lvl
Invisibility 10' Radius	Both	T	2 dia	-
Lightning Bolt	Cmbt	4+lvl	4,8	-
Protection from Evil 10' Rad	Both	T	2 dia	2r/lvl
Protection from Good 10' Rad	Both	T	2 dia	2r/lvl
Protection from Normal Missile	Both	T	1	1t/lvl
Slow	Cmbt	9+lvl	4x4	3r+1/lvl

4th-Level Magic-User Spells

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

5th-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Cloudkill	Cmbt	1	3x3	1r/lvl
Cone of Cold	Cmbt	0	.5/lvl cone	-
Feeblemind	Cmbt	1/lvl	1	-
Hold Monster	Cmbt	.5/lvl	1-4 targets	1r/lvl

6th-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Deathspell	Cmbt	1	.5 /lvl	Instantaneous
Disintegrate	Cmbt	.5/lvl	Special	Permanent
Globe of Invulnerability	Both	0	1	1r/lvl
Stone to Flesh	Both	1/lvl	1	Permanent
Flesh to Stone	Cmbt	1/lvl	1	Permanent

7th-Level Magic-User Spells

SPELL NAME	WHEN	RNG	AREA	DURATION
Delayed Blast Fire Ball	Cmbt	10+1/lvl	2r	Special
Mass Invisibility	Both	1/lvl	Special	Special
Power Word, Stun	Cmbt	.5/lvl	1	Special

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
Composite Long Bow*	1-6	1-6	2	f
Composite Short Bow*	1-6	1-6	2	f
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Flail	2-7	2-8	1	f,cl
Halberd+	1-10	2-12	2	f
Hammer	2-5	1-4	1	f,cl
Javelin	1-6	1-6	1	f
Light Crossbow#	1-4	1-4	2	f
Long Bow*	1-6	1-6	2	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
Scimitar	1-8	1-8	1	f,th
Short Bow*	1-6	1-6	2	f
Short Sword	1-6	1-8	1	f,th
Sling	1-4	1-4	1	f,th
Spear	1-6	1-8	1	f
Trident	2-7	3-12	1	f
Two-Handed Sword	1-10	3-18	2	f

+ Polearm

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

Must have ready quarrels to fire. One Attack per round.

f=fighter, cl=cleric, th=thief, mu=magic-user

ARMOR LIST

ARMOR TYPE	WEIGHT IN GP.	AC	MAXIMUM MOVEMENT*
None	0	10	-
Shield	50	9	-
Leather	150	8	12 squares
Ring	250	7	9 squares
Scale	400	6	6 squares

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

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

ARMOR TYPE	WEIGHT IN GP.	AC	MAXIMUM MOVEMENT*
Chain	300	5	9 squares
Banded	350	4	9 squares
Plate	450	3	6 squares

TABLE OF EXPERIENCE PER LEVEL

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

Remember that all experience earned by a non-human, multiple-class character is divided by the number of classes the character has. The experience is divided even after the character has reached his maximum level in a particular class. A Human dual-class character only earns experience in his second class. The character cannot use the abilities of his first class until his level in his second class exceeds his level in his first class.

Cleric

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERICAL SPELLS PER LEVEL					
			1	2	3	4	5	6
1	0-1,500	1d8	1					
2	1,501-3,000	2d8	2					
3	3,001-6,000	3d8	2	1				
4	6,001-13,000	4d8	3	2				
5	13,001-27,000	5d8	3	3	1			
6	27,001-55,000	6d8	3	3	2			
7	55,001-110,000	7d8	3	3	2	1		
8	110,001-225,000	8d8	3	3	3	2	-	-
9	225,001-450,000	9d8	4	4	3	2	1	-
10	450,001-675,000	9d8+2	4	4	3	3	2	-
11	675,001 - 900,000	9d8+4	5	4	4	3	2	1*
12	900,001 - 1,125,000	9d8+6	6	5	5	3	2	2
13	1,125,001 - 1,350,000	9d8+8	6	6	6	4	2	2
14	1,350,001 - 1,575,000	9d8+10	6	6	6	5	3	2
15	1,575,000+	9d8+12	7	7	7	5	4	2

* Usable only by clerics of 17 or greater wisdom

Bonus Spells For Clerics with High Wisdom Ability Score:

CLERIC'S WISDOM	BONUS SPELLS				
	1	2	3	4	5
9-12	-	-	-	-	-
13	+1	-	-	-	-
14	+2	-	-	-	-
15	+2	+1	-	-	-
16	+2	+2	-	-	-
17	+2	+2	+1	-	-
18	+2	+2	+1	+1	-

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

NUMBER OF SPELLS
1 2 3 4 5

8th-Level Cleric with 18 Wisdom 5 5 3 - -

Magic-User

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF MAGIC-USER SPELLS PER LEVEL						
			1	2	3	4	5	6	7
1	0-2,500	1d4	1						
2	2,501-5,000	2d4	2						
3	5,001-10,000	3d4	2	1					
4	10,001-22,500	4d4	3	2					
5	22,501-40,000	5d4	4	2	1				
6	40,001-60,000	6d4	4	2	2				
7	60,001-90,000	7d4	4	3	2	1			
8	90,001-135,000	8d4	4	3	3	2	-	-	-
9	135,001-250,000	9d4	4	3	3	2	1	-	-
10	250,001-375,000	10d4	4	4	3	2	2	-	-
11	375,001-750,000	11d4	4	4	4	3	3	-	-
12	750,001 - 1,125,000	11d4+1	4	4	4	4	4	1*	-
13	1,125,001 - 1,500,000	11d4+2	5	5	5	4	4	2	-
14	1,500,001 - 1,875,000	11d4+3	5	5	5	4	4	2	1**
15	1,875,001+	11d4+4	5	5	5	5	5	2	1

*Usable only with 12+ Intelligence

**Usable only with 14+ Intelligence

Ranger

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

Paladin

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERICAL SPELLS PER LEVEL			
			1	2	3	4
1	0-2,750	1d10	-	-	-	-
2	2,751-5,500	2d10	-	-	-	-
3	5,501-12,000	3d10	-	-	-	-
4	12,001-24,000	4d10	-	-	-	-
5	24,001-45,000	5d10	-	-	-	-
6	45,001-95,000	6d10	-	-	-	-
7	95,001-175,000	7d10	-	-	-	-
8	175,001-350,000	8d10	-	-	-	-
9	350,001-700,000	9d10	1	-	-	-
10	700,001-1,050,000	9d10+3	2	-	-	-
11	1,050,001-1,400,000	9d10+6	2	1	-	-
12	1,400,001 - 1,750,000	9d10+9	2	2	-	-
13	1,750,001 - 2,100,000	9d10+12	2	2	1	-
14	2,100,001 - 2,450,000	9d10+15	3	2	1	-
15	2,450,001+	9d10+18	3	2	1	1

Thief

LEVEL	EXPERIENCE	HIT DICE
1	0-1,250	1d6
2	1,251-2,500	2d6
3	2,501-5,000	3d6
4	5,001-10,000	4d6
5	10,001-20,000	5d6
6	20,001-42,500	6d6
7	42,501-70,000	7d6
8	70,001-110,000	8d6
9	110,001-160,000	9d6
10	160,001-220,000	10d6
11	220,001-440,000	10d6+2
12	440,001-660,000	10d6+4
13	660,001-880,000	10d6+6
14	880,001-1,100,000	10d6+8
15	1,100,001-1,320,000	10d6+10
16	1,320,001-1,540,000	10d6+12
17	1,540,001-1,760,000	10d6+14
18	1,760,001+	10d6+16

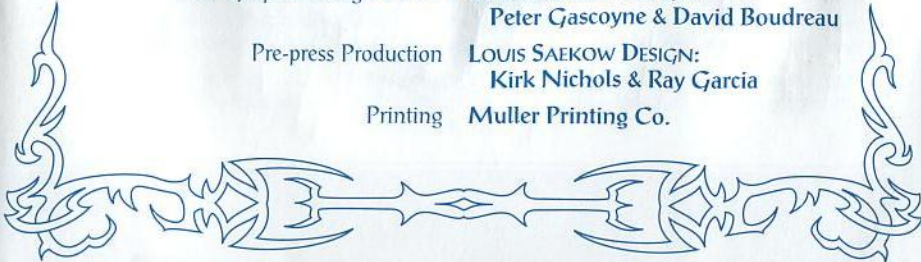
Fighter

LEVEL	EXPERIENCE	HIT DICE
1	0-2,000	1d10
2	2,001-4,000	2d10
3	4,001-8,000	3d10
4	8,001-18,000	4d10
5	18,001-35,000	5d10
6	35,001-70,000	6d10
7	70,001-125,000	7d10
8	125,001-250,000	8d10
9	250,001-500,000	9d10
10	500,001-750,000	9d10+3
11	750,001-1,000,000	9d10+6
12	1,000,001-1,250,000	9d10+9
13	1,250,001 - 1,500,000	9d10+12
14	1,500,001 - 1,750,000	9d10+15
15	1,750,001+	9d10+18



CREDITS

Game Creation	SSI Special Projects Group
Story and Project Development	Dave Shelley
IBM Programming	Ken Nicholson, Russ Brown
Commodore 64 Programming	Paul Murray
Encounter Authors	Graeme Bayless: Middle Level of Castle Ken Humphries: Mines, Temple of Tyr, Ice Giant Village Mike Mancuso: Ruins, Well of Knowledge, Dungeon, Ice Crevasses Dave Shelley: New Verdigris, Castle Entrance, Finale Rick White: Drider Base
Art Director	Mark Johnson
Artists	Laura Bowen: 3D Monsters Fred Butts: 3D Walls and Sprites, Combat Pictures Mark Johnson: 3D Monsters and Portraits Cyrus Lum: 3D Monsters and Large Graphics Susan Manly: 3D Specials and Large Graphics Mike Provenza: Large Graphics
In-House Playtesting	Rick White, Don McClure, Cliff Mann, Rick Wilson, John Kirk, James Young
Documentation	Rick Wilson
Project Manager	Victor Penman
Additional C64 Programming	Westwood Associates
Music and Sound Effects	John Halbleib
Art, Graphic Design & DTP	LOUIS SAEKOW DESIGN: Peter Gascoyne & David Boudreau
Pre-press Production	LOUIS SAEKOW DESIGN: Kirk Nichols & Ray Garcia
Printing	Muller Printing Co.





STRATEGIC SIMULATIONS, INC.®

ADVANCED DUNGEONS & DRAGONS, AD&D and FORGOTTEN REALMS are trademarks owned by and used under license from TSR, Inc., Lake Geneva, WI, USA.

Copyright 1990 Strategic Simulations, Inc. All Rights Reserved.

Copyright 1990 TSR, Inc. All Rights Reserved.

These rules, any accompanying printed material, and the computer programs, on floppy disks or cassettes, described herein, are copyrighted and include proprietary information belonging to Strategic Simulations, Inc. and TSR, Inc. No one is permitted to give or sell copies of this handbook, any accompanying printed material, and the computer programs, on floppy disks or cassettes, or listings of the programs on floppy disks or cassettes to any person or institution except as provided for by written agreement with Strategic Simulations, Inc. and TSR, Inc. No one may copy, photocopy, reproduce, translate, or reduce to machine readable form this handbook or any other accompanying printed material, in whole or in part, without the prior written consent of Strategic Simulations, Inc. and TSR, Inc.

Any person/persons reproducing any portion of this program for any reason, in any media, shall be guilty of copyright violation and subject to the appropriate civil or criminal legal action at the discretion of the copyright holder(s).