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AD&D FORGOTTEN REALMS VOL. I: POOL OF RADIANCE
Exhaustive Game Information
Version 1.50 - November 7, 2021
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You may distribute this freely, so long as you give proper credit to me.
This is written for PC version 1.3, but it should still be mostly accurate for
    other computer versions and platforms, except for the NES version.
Please feel free to e-mail me with corrections or suggestions.
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SECTION 0 - Ten Most Frequently Asked Questions
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These are quick questions with quick answers; there is more detail for most of the questions elsewhere in this FAQ.

1. Why should I play this game?

Pool of Radiance is a tactically challenging old-school RPG with a reasonably faithful adaptation of lst Edition $A D \& D$ rules. It was popular in its day, still well-remembered, inspired many other CRPGs, and has aged reasonably well for such an old game. You can also transfer your characters to later games in the series.
2. Where do I get the game today?

The simplest, legal way to get this game is through http://www.gog.com/. You want Forgotten Realms: The Archives Collection Two. This will get you seven other old-school AD\&D CRPGs with it.
3. How do I run the game on a modern computer?

The simplest way is to use DOSBox, which runs on a wide variety of platforms, and which the GOG version includes for you. Either the main branch, or one of the alternative forks like the SVN-Daum branch (which has save states), will work just fine.
4. I'm getting the error "Insert disk 3 in drive c:".

Versions 1.0 to 1.2 are picky about where they are installed; the usual version on abandonware sites is 1.0. These cannot be installed in a directory more than one level deep from $C: \$ (so C:\GAMES $\backslash$ POOL $\backslash$ will never work). POOL.CFG must also be edited (with any text editor) to point to the correct directory. You must also include a backslash at the end of the directory name.
5. This user interface isn't very friendly; is there a tool that will help out?

The sound in this game is primitive (even compared to Curse of the Azure Bonds) and drastically slows down moving around, far more than in any later Gold Box
game. You should probably turn it off.
The keyboard interface has a steep learning curve at the outset, but isn't hard to get used to.

If you're emulating the game in DOSBox under Windows, you can download Gold Box Companion from http://gbc.zorbus.net/ to provide a variety of modern interface enhancements.
6. What party should I start out with?

Regardless of whether or not you plan to transfer your characters to later games, my recommended party, assuming you are not hacking the game, is:

3 Male Elf Lawful Good Fighter/Magic-Users
1 Male Half-Elf Lawful Good Cleric/Fighter/Magic-User
1 Female Human Cleric
1 Male Elf Fighter/Magic-User/Thief
You should "M"odify your stats to the maximums before starting if you intend to transfer your characters to later games in the series, which increasingly assume very high statistics.
7. Combat in this game is difficult; what are some tactical pointers?

* If you want to avoid random combats in the first place by parleying, an "A"busive attitude generally works best.
* Keep your party together so no one gets surrounded. This is a bad idea against enemies with area attacks, but that is rare in this game.
* Anchor your flanks with either terrain features or your best fighters, so monsters don't outflank your party.
* Avoid being encumbered; the extra movement is helpful.
* Archery is good enough to be worth the trouble of maintaining a supply of arrows. You should eventually equip fighters with fine composite long bows.
* If confronted with spellcasting enemies, inflicting even 1 point of damage is enough to prevent an enemy from casting a spell that round.
* Use the best spells listed below.
* Many of the best spells render enemies helpless; you can automatically kill such helpless enemies in one physical attack at your leisure.

8. Which spells are most effective in combat?

* Sleep is king early in the game, and can render up to 9 enemies helpless.
* Stinking Cloud has a short range and isn't guaranteed to work, but it is effective even against many powerful monsters.
* Fireball is great at clearing out large numbers of enemies.
* Cure Light Wounds may not seem like much, but it's the only cure spell you can cast in this game.
* Protection from Evil gives you significant protection from evil monsters (most monsters are evil).
* Hold Person cast by clerics can paralyze up to 3 humanoid enemies.
* Prayer is a strong general-purpose buff/debuff spell.

9. How do I defeat the ogres and trolls in the slums?

Cast Bless before engaging. The Sleep spell can prevent an ogre from attacking you while it lasts; cast it on the two ogres. Leave the sleeping body of the ogre on the right alone, to block the path of the three trolls in the back. Focus fire on the troll in the front to take it down, then stand on its body so
it cannot revive. Take out the other three trolls from a distance with archery, killing them at around the same time, then finish off the ogres.
10. How do I progress in Sokal Keep?

The dead elf near the beginning has a parchment with the keywords 'LUX', 'SAMOSUD', and 'SHESTNI'. These can be used in parley with the undead to keep them off your back, and to finish the mission. If you get into combat with undead, turning undead doesn't actually work well unless you have a level 6 cleric, or are desperate. For the large orc/hobgoblin attack, enter the room where the attack occurs using the southeastern door, back up your characters to where a 3 -square choke point is, and form a defensive line behind that. You may also want to hire NPCs in New Phlan just for this combat.

SECTION 1 - Introduction

SECTION 1.1 - About This Document

This document is meant to provide, in one place, exhaustive detail about the original 1988 Pool of Radiance, the first computer RPG adaptation of 1st Edition Advanced Dungeons and Dragons. This is not to be confused with the later, poorly-received Pool of Radiance: Ruins of Myth Drannor.

This document assumes you are playing IBM version 1.3, which is the one that the GOG release also uses. All known differences between that and version 1.2 are technical; there were some game script changes between 1.1 and 1.2. There aren't even all that many known differences between the IBM version and other platforms. The NES version is the exception, as changes were made to fit the game on a smaller cartridge and take advantage of the NES's superior sound capacity, and is also significantly easier (true of many console adaptations of computer games), though it still follows the same overall design. The tabletop adventure is even more different, if it even counts.

The later games in the series are, in order: Curse of the Azure Bonds, Secret of the Silver Blades, and Pools of Darkness. You can also transfer a character to and from Hillsfar, which is an action RPG.

While this document *can* be used as a walkthrough, it is primarily intended to provide complete game details for either hardcore RPG fans, or those who have already completed the game at least once. I don't make much effort to either avoid spoilers or keep things brief. If you are a more casual fan, the best gameplay sections to read are the ones on party creation, character development, and combat tactics. You may also want to use the section on detailed game mechanics in sections 7 to 10 as a reference.

The most recent version of this document will always be uploaded first to GameFAQs.

The fastest way to contact me is via e-mail; I do not check anything else regularly.

SECTION 1.2 - Where To Get The Game

This only covers legal ways to get the game. If you want not-so-legal ways, your favorite search engine can help, though all copies I've seen by that means are version 1.0.

The easiest way to get a legal copy of the game is through http://www.gog.com/ and look for Forgotten Realms: The Archives Collection Two. It will run on any of Windows, macOS, or Linux using a built-in copy of DOSBox, and also includes Curse of the Azure Bonds (game 2), Hillsfar, Secret of the Silver Blades (game 3), Pools of Darkness (game 4), Gateway to the Savage Frontier (game 1 of a second series), Treasure of the Savage Frontier (game 2), and Forgotten Realms Unlimited Adventures. It also includes all the available cluebooks for those games. It is *not* a complete set of all the AD\&D Gold Box games, because the three Krynn games are not included.

If you specifically want a physical copy (probably because you like to collect physical copies of games like me), the best way is through eBay. It is no longer easy to find the original 1988 version of the game for $\$ 5-\$ 10$, but it's still easier to find than complete copies of most other vintage DOS RPGs of its era. A complete copy of the original IBM version should have:

1. Gold two-piece box (about $5.75^{\prime \prime}$ wide x $8.75^{\prime \prime}$ tall x 1.25 " deep).
2. 3 5.25" low-density floppy disks. 3.5" disks were rare in those days, but you might occasionally see a copy with 2 3.5" low-density floppies. This will have a version up to 1.2 on them. (I haven't seen a floppy copy with version 1.3.)
3. Rule book (27 pages).
4. Adventurer's Journal (38 pages). Note that the rules here and in the rule books aren't as complete, or even as accurate, as those found in later Gold Box games.
5. Code wheel.
6. Reference card (this is platform-specific).

Many used copies come with the clue book; this is not part of any original version of the game. An original copy should also include advertisements for other SSI games, though most collectors won't care much for those (as this isn't an Infocom or Ultima game).

An unopened, still-shrinkwrapped copy of the original IBM PC release is now worth more than it did at the time of original release. You MIGHT even be able to sell it for enough to account for three decades of inflation and opportunity cost!

Other physical versions of the game include:

* AD\&D Limited Edition Collector's Set -- Unlike many things labeled as limited or collector's editions, this is actually genuinely difficult to find. It has floppy versions of Pool of Radiance (version 1.2), Curse of the Azure Bonds, Hillsfar, Heroes of the Lance, Dragons of Flame, and War of the Lance; a 120-page manual; 3 maps; 3 code wheels; a Dragonlance card sheet; and a certificate of authenticity; all in an extra-large box.

This and the original version of Pool of Radiance are the only versions of the game with significant value to collectors.

* AD\&D Forgotten Realms 3-Game edition - This WizardWorks release has floppy versions of Pool of Radiance, Curse of the Azure Bonds, and Secret of the Silver Blades. (WizardWorks was a company that, like Slash, re-printed classic computer games.)
* AD\&D 9-Game Collector's Edition - This WizardWorks release is a CD compilation of all nine $A D \& D$ Gold Box games.
* AD\&D Forgotten Realms Archives Silver Edition -- This is a CD compilation of many of the DOS AD\&D games. It doesn't include the Krynn Gold Box games, but does include the Eye of the Beholder trilogy. At the same time, other
smaller collections with subsets of these games were also released.
* AD\&D The Forgotten Realms Archives -- This is a later version of the Forgotten Realms Archives Silver Edition.

There also exists a fan-made version reworked for Unlimited Adventures (FRUA). If you have and are familiar with FRUA, you may download it here:
http://frua.rosedragon.org/pc/modules/g/game39.zip
For instructions on how to get started with FRUA, search the Web for "FRUA with essential links" and read the original post.

SECTION 2 - Technical Details On Running The Game

SECTION 2.1 - Recommended Emulators
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The standard emulator for playing Pool of Radiance today, and the one that comes with the GOG version, is DOSBox (http://www.dosbox.com/). The latest main branch release is version 0.74-3, which is about two years old as of this writing.

There are other branches of DOSBox. The primary one that I recommend is DOSBox SVN-Daum (http://www.msu.edu/~yootaewo/_db/setup.exe). This includes
 gaming fans are Roland support (not relevant for this game) and save states (relevant for any game, though it does not work reliably). If you are playing more recent games, SVN-Daum's mouse emulation is not as reliable as standard DOSBox.

If you want to accurately emulate the original IBM PC, the standard emulator is PCE/ibmpc (http://www.hampa.ch/pce/pce-ibmpc.html). This will emulate the original IBM 5150 very accurately, down to how slow it is, including emulated floppy access. This emulator is more useful for games relying on the idiosyncrasies of the original IBM PC, and it's harder to use than DOSBox, so it's probably not the best emulator for Pool of Radiance. Pool of Radiance does in fact work on an original IBM PC, but was glacially slow even by 1988 standards.

SECTION 2.2 - Installing the Game
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The GOG or other ready-to-play versions of the game should take care of this for you.

If you have a compressed archive of the game, I recommend creating a directory specifically for DOS games, and placing Pool of Radiance in a subdirectory there. Use this command to mount your directory (change directory as appropriate; this assumes you installed Pool of Radiance to something like $C: \ E m u l a t i o n \backslash D O S \backslash G A M E S \backslash P O O L \backslash):$
mount c C:\Emulation\DOS
This command is best placed in the [autoexec] section of dosbox.conf (or dosbox-SVN-Daum.conf).

If you have a CD or floppy disks, and a computer that has the appropriate drives, you can mount them in DOSBox with these commands (change drive letters
as appropriate):

```
mount a A:\ -t floppy
mount d D:\ -t cdrom
```

and then you can install the game from the drive normally in DOSBox.

If you do not have version 1.3 (as far as $I$ know, you have version 1.3 if and only if your version is not a floppy version), you will have to install the game no lower than one level below the DOS root directory.

The game version is listed on the credits screen, below the line that says "Game Created By: SSI Special Projects". It is not on the main menu as in all other Gold Box games. If no version is listed at all, you are running version 1.0.

SECTION 2.3 - Game Setup
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If you move the game to any directory other than the default directory, you must edit POOL.CFG; even version 1.3 will not do this properly for you. Change the third line to the appropriate directory; you must include the drive letter at the beginning and a backslash at the end to guarantee proper function. Even then, in versions older than 1.3 this will not work if the game directory is two or more levels below the DOS root directory.

The fourth line of POOL.CFG points to saved games. If you want to move saved game files to and from this directory, they are CHRDAT?\#.* and SAVGAM?.DAT, where ? is the letter (A-J) of the saved game and \# is the character number.

The other lines control graphics type (first line, "C" or "E" or "T"), sound (second line, "P" or "T" or "S"), and whether or not the full intro plays (fifth line, "F" or "N").

There is no real reason to use any graphics type other than EGA aside from nostalgia, and there is no music and no AdLib/SoundBlaster/Roland support, so there is no reason to configure the game to use "T"andy sound. Having sound on at all significantly slows down movement, so you should probably choose "S"ilence.

In all later Gold Box games, you can simply delete the *. CFG file if you want to reconfigure the game, but this doesn't work properly in any version of Pool of Radiance. It will work in version 1.3 if you then manually edit POOL. CFG to include drive letters and terminating backslashes in lines 3 and 4.

Failure to set up the game properly may result in "Insert disk 3 in drive c:" errors and a crash.

SECTION 2.4 - Getting Rid of the Copy Protection

Isn't the code wheel copy protection scheme obnoxious? If you are playing the GOG version, you don't have to worry about this; you can enter anything you want at the prompt.

You can remove the copy protection with a hex editor. I use HxD, but any hex editor will work.

If you have version 1.2:

1. Open START.EXE (make a backup copy first)
2. Search for this hex string: 2E OC EB OA 9A
3. Replace the value $0 x E B$ with $0 x 74$.

The copy protection should now be gone. The game will now skip the introduction (what there is of it) in addition to the copy protection.

If you have version 1.3:

1. Open GAME.OVR (make a backup copy first)
2. Go to hex offset CD8 and CD9; the bytes there should be $0 x 75$ and $0 x 02$.
3. Replace both the $0 \times 75$ and the $0 \times 02$ with $0 \times 90$.

If you have a version for which the above do not work (this solution is inelegant but always works):

1. Open START.EXE or ST.EXE, whichever you have (make up a backup copy first)
2. Search for this text string: BEWARE
3. Replace this text and all the subsequent 6 -letter code words with XXXXXX (or any other all-capitals 6-letter string of your choice). There should be 13 of these, with the last one being WYVERN.

You can now enter your 6-letter string instead of having to use the code wheel.
You can also bypass the copy protection using cheat mode, though that turns on a number of other cheats as well, which you may not want.

SECTION 2.5 - Using Gold Box Companion
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Gold Box Companion is both the most useful tool for actually playing the Gold Box games, and a useful factual reference. The latest version as of this writing is v2.65. Its homepage is: http://gbc.zorbus.net/

You must specifically tell Gold Box Companion the title of the DOSBox window running the game; if you are running a different branch you must enter its title, e.g. "DOSBox SVN-Daum". You must also tell it which specific game you are playing.

Valuable features it adds are the enhanced automap, the automated lookup of things like journal entries, the ability to show statistics that the game does not normally show (like saving throws), and the Fix command for automated magical healing; this Fix command is in all later Gold Box games natively. It also adds a bunch of hacking and cheating features, if that's your thing.

SECTION 2.6-Game Interface Basics
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This is described at some length in the documentation, but here are some comments on non-obvious elements:

ADJUSTING GAME SPEED
You can adjust game speed with either Ctrl-F11 and Ctrl-F12 in DOSBox, or the "D"elay command in-game. If you set "D"elay to 0, many messages will flash by too quickly for you to read on most setups. 7000 cycles/second and "D"elay of 1 usually work well.

MOVING AROUND THE FIRST-PERSON VIEW
When moving around in the first-person display, use the left and right arrow keys to turn, the up arrow key to move forward, and the down arrow key to turn
around. Moving forward consumes 1 minute of game time. Turning does not take any time, and has no chance of triggering random encounters.

You can use the "A"rea command to toggle an overhead map of your current area; however, the map doesn't show details (not even doors), does not work in all areas, and shows areas you haven't yet visited. A better automap is available if you are running Gold Box Companion.

In order to thoroughly search the square you are in, use the "L"ook command, which takes 10 minutes. If you want to do this automatically in every square you move through, you can toggle this with the "S"earch command. Taking this much time drastically increases the chances you will get a random encounter, however (though it is less than by a factor of 10).

If you actually want to deliberately trigger a random combat, a way to do so taking minimal time is to hold down a movement key when you can't actually move. In the first-person view, hold Up in the first-person view when a wall is in front of you; doing this with walls to both sides will minimize the size of the combat. On the Wilderness map, you can hold Down into the Moonsea.

SAVING AND LOADING THE GAME
You can save the game by encamping and issuing the "S"ave command. If you do not want to save the game, hitting Escape will skip the save. You will then be asked if you want to exit to DOS or not. (If you try to quit to DOS in a training hall with a party, you will be asked to save the game, and you cannot skip that.)

You can only load the game from the game's main menu, or if you drop all characters at a training hall. (Or if you use an emulator with save states.)

## WARNING ABOUT SAVED CHARACTERS

If you load a saved game, any individual character that had been "R"emoved from the party will be deleted outside of the saved game. This can cause unexpected effects that don't happen in later Gold Box games. You should back up your characters routinely if you ever swap out characters.

## COMBAT

* The space bar will turn off all autocombat.
* Alt-Q turns on autocombat for your entire party.
* Distance is not quite Euclidean; a diagonal move is always 1.5 squares, and fractions are rounded down. If you aim 12 squares west and 5 squares south, that's a distance of $14=(12-5)+5 * 1.5$, not $13=\operatorname{sqrt}(12 \wedge 2+5 \wedge 2)$.
* A single square is 10 feet by 10 feet. That means a $2 x 2$ ancient dragon fits into a square 20 feet on a side, which is a tight squeeze. Also, that means that a three-square-wide door is 30 feet wide. (Don't think about this too hard.)
* You can attack a monster in melee either with the "A"im command, or by moving into one. If you run out of movement points next to your target, you must "A"im.
* You can also use the "A"im command just to look around and see what is where; there's no better way of doing this as you can't zoom out.
* "D"elay will move your current action to later in the round.
* "G"uard will end your action for this round, and give you a free attack of opportunity on the next monster to move next to you, until it is your turn again. You must be using a melee weapon to have this command available.
* "Q"uit simply forfeits any action for that round. This should not be confused with the "Q" command for turning on auto-combat for that specific character. If one of your characters mysteriously enters auto-combat, this UI quirk is the reason.
* There is a bug that permits you to individually target your own unconscious
and dead characters with damage spells. You can actually convert dead characters to merely dying this way, with spells like Cause Light Wounds or Burning Hands.


## MISSING INTERFACE FEATURES

The interface features missing from this game that are present in later games include:

* Mouse support (though this was never polished; the game plays well enough with only the keyboard).
* The Fix command, which automates healing (Gold Box Companion adds this).
* The game doesn't automatically remember which spells you've used for re-memorizing (Gold Box Companion adds this).
* Some later games will highlight characters who can gain a level in purple; you'll have to track this either yourself or with Gold Box Companion.
* There is no option to change the game difficulty. If you want to play this game in challenge mode, try lower starting statistics or other restrictions.
* The game isn't intelligent as its successors when selecting potential targets for ranged attacks; it will cycle through allies, which means that manual targeting is often faster.

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SECTION 2.7 - Restarting the Game
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All Gold Box games allow you to restart your game at any time, which restarts the plot but allows you to keep all experience, spells, items, and money.

To do this:

1. Go to a training hall.
2. "R"emove all characters from the party.
3. "Q"uit to DOS.
4. Restart Pool of Radiance.
5. "A"dd the characters you want to restart the game with.

SECTION 2.8 - Transferring Characters
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SECTION 2.8.1 - Transferring Characters to Curse of the Azure Bonds

You must "R"emove characters from your Pool of Radiance party for COPYCURS.EXE to work. You should also select "Other" for where your saved characters are going from and to. Unlike later Gold Box games, you can't simply tell the configuration routine where the saved games are.

Characters created in Curse of the Azure Bonds start with 25,000 experience, so you can start to transfer characters profitably once you exceed that in Pool of Radiance.

Any abnormal statistics of 19 or more will be rounded down to 18, so you cannot keep high Constitution scores from Manuals of Bodily Health, or the Strength 21 conferred by a Potion of Giant Strength. Do note that Strength 19+ will be rounded down to 18, not $18(00)$ as you may expect.

You do otherwise get to keep statistics; you can even keep Strength of up to 18(00) granted by either Gauntlets of Ogre Power or the Enlarge spell. You do keep Dexterity 19 or Constitution 19 that an elf or dwarf can get.

You keep any extra hit points gained from abnormally high Constitution, or from the improperly implemented rules for gaining hit points as a multi-classed
character. Multi-classed characters may not gain any hit points the first time they train in Curse, but gain hit points normally thereafter.

You do not keep any items or money, though everyone starts with 300 platinum. That's a Bag of Plot Spilling much stronger than that of the tabletop version, where you get to keep most magical items.

Magic-users do keep knowledge of all the spells they've learned. Clerics actually do not, because Animate Dead does not exist in any other Gold Box game.

Follow this step-by-step procedure for a minimum of problems:

1. If you want to hack a fighter to paladin or ranger, it's best to have enough experience to gain a level in Curse of the Azure Bonds as one of those classes.
2. Make sure your characters are not under the effect of a Potion of Giant Strength. Effects that set Strength to 18(00) are okay, but the transfer routine will make such effects permanent.
3. Go to a training hall and "R"emove all the characters you want to transfer.
4. Run COPYCURS.EXE and transfer your characters from Pool of Radiance to Curse of the Azure Bonds.
5. Start Curse of the Azure Bonds.
6. "A"dd desired characters from "P"ool.
7. "R"emove them from the party immediately.
8. If you want to hack a fighter to paladin or ranger, create a brand new paladin or ranger.
9. Exit Curse of the Azure Bonds.
10. For each character, use a hex editor to open the appropriate *.GUY files, and change offset $0 x 10$ to match the value of offset $0 x 11$. These both represent Strength without extraordinary strength, so these values should be 18 for most maximized characters. If you fail to do this, the Enlarge spell will not work on any transferred characters, as the transfer algorithm usually does not set offset $0 x 10$ correctly.
11. If you want to hack a fighter to paladin or ranger:
a. Open the *.GUY file of the fighter in a hex editor.
b. Change offset $0 \times 75$ from 2 (fighter) to 3 (paladin) or 4 (ranger). c. Offset $0 \times 10 B$ is your current fighter level; change this to 0 . d. Change offset $0 x 10 C$ (for paladin) or $0 x 10 \mathrm{D}$ (for ranger) to whatever your current fighter level had been.
e. Make a copy of the *.FX file from a newly generated paladin or ranger and give it the same name as your character's.
12. Re-start Curse of the Azure Bonds and "A"dd your fixed characters from "C"urse. A hacked paladin or ranger will need to gain a level to fully restore normal behavior.

SECTION 2.8.2 - Transferring Characters to Hillsfar

Unlike transferring from Pool of Radiance, you can retain abnormal high statistics from Hillsfar when moving to Curse of the Azure Bonds.

High statistics are also retained transferring from Pool of Radiance to Hillsfar, so an indirect transfer does let you keep high statistics.

This transfer circumvents the Strength bug that blocks Enlarge from working.
If you are eligible to gain a level, you will automatically gain appropriate levels, but gain no hit points for these levels.

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SECTION 2.9 - Interface and Bug Abuse
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SECTION 2.9.1 - Raising the Dead with Targeted Damage Spells
A dead character is a valid target in combat for a targeted spell that can
inflict damage. A dead character has 0 hit points, and if the spell does less
than 10 points of damage, the dead character will now just be dying, and can
then be bandaged and cured as normal.
Burning Hands always works for this in Pool of Radiance. Cause Light Wounds
can also work, but requires an attack roll to work.
This bug is still present in Curse of the Azure Bonds, but gone in Secret of
the Silver Blades.

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SECTION 2.9.2 - Duplicating Items
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This interface loophole allows you to duplicate any item you own without using
a save game editor. To do so, perform the following steps (back up your saved
game directory before doing this; it is easy to screw up):
1. Go to a training hall. (In later games you can do this outside a
training hall.)
2. "R"emove one character from the party.
3. "S"ave the game.
4. Create a dummy character.
5. Trade all the items to be duplicated to the dummy character.
6. "R"emove the dummy character from the party.
7. "D"rop all other characters.
8. "L"oad the saved game from step 3 or 11b.
9. "A"dd the dummy character to the party.
10. You should now have two copies of the desired items; transfer them to
your real characters.
11. If you want more copies:
a. "R"emove the dummy character from the party.
b. "S"ave the game.
c. "A"dd the dummy character back to the party.
d. Go back to step 5.
12. Once done, discard the dummy character and re-add the removed real
character.
SECTION 2.9.3 - Cheat Mode
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To begin the game in cheat mode, start the game with using the executable
option STING, which must be all capitalized. That means invoking the game with
"start STING" (or "st STING" if you have that version), or editing any batch
file to say that.
This activates the following keys:
Ctrl-C -- immediately quit to DOS (not a cheat, and this command does exist in
later games)
Alt-X -- immediately win a combat.
J (in a training hall) -- train for free.

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SECTION 3 - Party
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SECTION 3.1 - What You Should Know Before Creating Your Party

You should have one thief in your party. There aren't that many checks for thief skills in the Gold Box series, but they happen often enough that it is convenient to have one around; a few sidequests require a thief, and eventually the backstab feature does enough damage that it is worth the trouble to set up in combat. Backstabbing helps more in later games than this one, because it works awkwardly here. Backstabbing works better with the combat skill and Strength of a fighter, so your thief should multi-class with fighter at least. More than one thief in your party is not useful.

You should have at least one cleric in your party, because otherwise there is no good way to heal. No non-human can reach higher than level 5 in cleric, so humans make the best clerics. Even though the maximum cleric level in Pool of Radiance is 6 , it is still worthwhile having a human cleric around, because there is a large leap in the power to turn undead between levels 5 and 6 . You definitely want a human cleric if you plan to transfer characters to Curse of the Azure Bonds. You should have one other person capable of at least a little healing; I recommend a multi-classed half-elf cleric in this game and a paladin or knight in all other Gold Box games. More clerics do not really help all that much; clerics just do not have the awesome spellcasting power of either magic-users or 3rd Edition clerics.

Having numerous fighters around is helpful, both for their high hit points and good armor, and because unlike 3rd Edition and later, many monsters simply aren't affected by magic (though this is much more relevant in later Gold Box games). You want at least three, to serve as your front line in combat.

Magic-users can deliver awesome magical effects even at low levels, so you want to have several of those around too; the game becomes significantly harder if you have fewer than two.

Getting this many fighters and magic-users should be done with multi-classing in this game, as dual-classing is not available.

Males are physically much stronger than females, so all fighters should be male. There is one quest in Curse of the Azure Bonds that requires a female character, so you should have one female character just for that, but there is no other gameplay reason to have a female in your party.

There is about enough experience available in all the Forgotten Realms Gold Box games to hit all level caps without grinding if you explore thoroughly, even triple-classed characters in the case of clerics and magic-users. You can therefore freshly generate characters in later games and not worry about them being permanently behind. (Note that this is not true for the Krynn Gold Box games.)

Gnomes and halflings have a low level cap in fighter. They have unlimited advancement as thieves, but so do all other races. There is no quest in any Gold Box game for which specifically having one of these helps at all, so you can safely not use either.

Half-elves make good cleric/fighter/magic-users. Their racial level limit does not have much impact in Pool of Radiance, but it becomes severely limiting in later games; a maximized half-elf cleric/fighter/magic-user transferred to Curse of the Azure Bonds will hit all the level caps before even leaving the
first town.

A dwarf is only really useful as a fighter/thief, though they are fairly good at being those. However, a fighter/magic-user/thief is more useful still, and there is enough experience around to deal with the lower leveling rate. Many lower level magic-user spells are actually still useful even late in Pools of Darkness. There are a few places where the dwarf's familiarity with the underground comes in handy, but it's far fewer than where a thief's abilities come in useful (and in several cases, having either will work, so having both is redundant). The higher level cap of a dwarf fighter versus an elf does help some, but not as much as you might think, since elves still can get the extra half-attack at 7th level, and by the later games most of your accuracy will come from items, magic, and the much higher levels humans can achieve.

Gnomes, halflings, and dwarves all do get significant saving throw bonuses, but there aren't many spellcasting enemies in Pool of Radiance, and in later games their level caps being too restrictive outweighs that -- you get better saving throws with higher levels, anyway.

Elves have decent level limits in fighter (7th) and magic-user (11th), and the +1 bonus to attack they get with short/long swords and bows also comes in handy.

Alignment has little game effect; it limits what classes you can be, and affects the Protection from Evil and Protection from Good spells. No actions you take will change your alignment, either. (You'd think it would, because alignment has larger effects in both Wizardry or Might and Magic, the other classic CRPG series that have alignments. You can get away with being a murder hobo in this game and still be hailed as a hero!) There is one Long Sword +2 that may only be equipped by a lawful good fighter, so it helps a little if all your non-thief fighters are lawful good as well.

You should maximize all relevant statistics before setting out ("M"odify character). It may seem like cheating, but the Gold Box games are very much balanced around having very high statistics, and if you plan to transfer characters to later games in the series, the documentation explicitly tells you that your characters need primary statistics of 18. (Well ... you don't NEED to do this, but that amounts to playing in extra-challenging mode in Gold Box games with a high level limit.)

You don't actually need such absurdly high stats with the help of this guide though, so you might prefer normal stats. If you do, Dexterity is the most important statistic; the initiative and Armor Class bonuses you get are both very strong, and the bonus to ranged accuracy is an added plus. It is actually more important than focusing on getting Constitution for the hit point bonus; as is generally the case in RPGs and strategy games, speed is king. Having good Strength is no more than a convenience, since you can eventually cast Enlarge as needed.

SECTION 3.2 - Party for This Game Only

If you do not plan to transfer your characters to later games at all, one power party that works well is:

4 Male Half-Elf Lawful Good Cleric/Fighter/Magic-Users
1 Female Human Cleric
1 Male Elf Fighter/Magic-User/Thief
This gets you a lot of both spellcasting power and fighting power. You will
advance in levels slowly, but there is enough experience around that you will still hit many of the level caps before the game ends.

Having more than about 2 clerics does not really help much, however; and the faster level advancement from having fewer classes does get you more fighting skill and the better magic-user spells faster. The +1 bonus that full-blooded elves get in combat with long swords and bows is also useful. Thus I think the best party is:

3 Male Elf Lawful Good Fighter/Magic-Users
1 Male Half-Elf Lawful Good Cleric/Fighter/Magic-User
1 Female Human Cleric
1 Male Elf Fighter/Magic-User/Thief
The main adjustment you might make is to have replace one of the elves with another half-elf cleric/fighter/magic-user; if you are not using Gold Box Companion, this makes healing more convenient.

SECTION 3.3 - Party for All Four Games

The second party above also works best if you plan to transfer characters to later games. You still have a thief, two clerics, and plenty of fighters and magic-users; you also have the one female character needed to complete one of the quests in Curse of the Azure Bonds.

I would recommend a paladin and rangers in this game if you could actually create them here. Some people create pure fighters for this game and use hacks to switch them to those classes in Curse of the Azure Bonds; see the next section if you plan to do that. This is the most practical way of retaining most characters through all four games.

More recent versions of Gold Box Companion will allow you to play a paladin or ranger in this game.

With the above party, the plan in Curse of the Azure Bonds is to drop the half-elf and two of the fighter/magic-users, and replace them with a paladin and multiple rangers in Curse of the Azure Bonds. There is enough experience available there that you can eventually drop the last elf fighter/magic user in favor of another ranger.

Rangers in later games are fantastic when dual-classed to magic-user after reaching a minimum of level 9. Also, there is enough experience available in Secret of the Silver Blades to start yet more rangers there, so they can be dual-classed to magic-user at higher levels. (Long-term planners should bear in mind that you cannot have more than three characters in your party whose current class is ranger. Yes, this restriction from the tabletop rules is actually enforced and actually becomes limiting!)

SECTION 3.4 - Party for Hackers
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If you don't mind editing your characters to get around not being able to create a paladin or ranger here, and are not using Gold Box Companion to do so, you can replace two or all three of the Elf Fighter/Magic-Users in the above party with human fighters, and hack them into paladin or ranger immediately after you transfer to Curse of the Azure Bonds. The game gets significantly harder if you have fewer than two magic-users, so don't drop below that.

If you are a huge anti-fan of racial level limits (I don't blame you for that!)
you can edit a character to human after character creation, giving you a multi-classed character with no level limits. Given the high power levels in the Gold Box games, this doesn't actually break game balance nearly as much as it would in other AD\&D campaigns.

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If you're going to go full-blown class/race hacking, then I suggest:
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    1 Male Fighter (edit to Paladin in Curse, then eventually dual-class)
    1 Male Fighter (edit to Ranger in Curse, then eventually dual-class)
    1 Male Fighter/Magic-User
    1 Male Cleric/Fighter/Magic-User
    1 Female Cleric (dual-class to Magic-User in Pools of Darkness)
    1 Male Fighter/Magic-User/Thief
    Dual-classing still gives you significant benefits, so I'd still plan on that
with some characters instead of multi-classing everyone. This is a good way
to use the exact same party through all four games.
SECTION 4 - Character Development
SECTION 4.1 - Equipment
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SECTION 4.1.1 - Initial Equipment
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Don't forget to "M"odify your characters' statistics before starting out!
Any character with thief as one class should buy leather armor, even if they can equip something better, because backstabbing is penalized in heavier armor, and in many cases so are other thief abilities. You will quickly find better armor for a thief anyway.

Fighters and clerics should buy banded mail, not plate mail. The one extra point of Armor Class that nonmagical plate mail provides is not worth the additional costs in gold, encumbrance, and movement.

Fighters and clerics should buy a shield.
Pure clerics should start with a flail, and pure magic-users with a quarterstaff. Other characters should begin with a long sword.

You do not need to buy bows; you should find some soon enough after starting the game. Once you do, buy some arrows to go with them. Pure magic-users should eventually buy a few darts.

Every fighter should soon have a mace or flail, to deal with skeletons. Twohanded swords do significant extra damage against larger creatures if you are willing to give up a shield, though elves don't get their racial bonus to-hit with one.

The old-school CRPG trick of creating a bunch of dummy characters, taking their gold, and deleting them does work here, but it isn't really even worth the time it takes.

SECTION 4.1.2 - Upgrading Equipment

The fine composite long bow is absolutely worth buying once you can afford its 25000 gold price tag, since it adds a Strength bonus to arrow damage. That is
a large enough benefit that it is superior to most magical bows you will find; you will need to get lucky with random magical items for better. The major drawback to the fine composite long bow, aside from its price, is that the AI doesn't realize it is actually a bow.

You will eventually want to have mirrors to deal with basilisks and medusas; having one of these equipped will automatically reflect their gaze attack. (Unlike in the tabletop game, you do not need to take any special precautions to avert their gazes otherwise.)

You do not need silver melee weapons, as magical weapons perform at least as well against monsters that are vulnerable to silver weapons, and you will find enough of them soon enough. (The concept of monsters that require weapons that are silver AND magical is a 3rd Edition one.) You might as well eventually buy silver arrows, as there is no place to buy magical arrows here.

You should keep a reasonable number of copies of the Detect Magic spell memorized so you can check set encounters and special enemies for magical treasure; this is the main way you will get stronger magical weaponry. (You can also just use the magical item checklists elsewhere in this guide.)

A thief should get magical leather armor, or better yet Bracers of Defense, as soon as possible. Pure magic-users have no choice but to use bracers. Both are best served augmenting bracers with your best Rings of Protection.

Your other fighters and clerics should eventually upgrade to magical plate mail, which does not have the disadvantages nonmagical plate mail has. If you have a large supply of Bracers of Defense and Rings of Protection, those may be better. The best combination in this game is Bracers AC 4 with a Ring of Protection +3, which provide armor as good as Plate Mail +2 without the encumbrance. Unlike later games, there don't exist enough magical rings that taking up a ring slot is a significant concern.
Many magical items are very straightforward, but the common tricky one is the Ring of Protection. It improves armor class by its bonus if you are not already wearing magical armor; it is a nice ring to use if you are using Bracers of Defense. A Ring of Protection should, even if it does not provide an armor class bonus, add its bonus to all saving throws (though only a few actually do so in Pool of Radiance). Multiple Rings of Protection do not stack; only the best applies.

One thing to watch out for is items disappearing seemingly at random. Unlike it happening in other old-school RPGs, this is not a bug. You will never lose any items that are not light items (a light item is less than 2.5 pounds) unless you are offering a bribe or clearly surrendering. The two non-obvious places you can lose even light items are in New Phlan's taverns (just stay away from the pickpockets there once you've made any real progress), and in the Kobold Caves.

SECTION 4.2 - NPCs

You can hire NPCs of all four classes at the training hall in Phlan.
I don't recommend doing this unless you're having an especially hard time with a particular combat; the ogre/troll combat in the Slums and the orc/hobgoblin attack in Sokal Keep are the best reasons to hire NPCs.

There are many reasons for this:

* You are unable to control NPCs in combat. Later games may permit you to make
a Charisma-based leadership check to manually control NPCs yourself, but that isn't possible here.
* NPCs aren't very bright. NPC mages in some versions will happily toast your own characters with a fireball; this is more likely in version 1.0 than in version 1.3. NPC fighters aren't as destructive, but they may still blindly charge your foes when more subtle tactics are called for. You can help NPC fighters out by making sure they have a bozw and arrows, which will reduce their enthusiasm for reckless charges.

The NPC AI is better in later games. (They also are never mages in games after Curse of the Azure Bonds; a lot of people complained about getting destroyed by "friendly" AI fireballs back in the day.)

* NPCs will take some experience. If you rely on NPCs a lot, you might not actually hit Pool of Radiance's level caps.
* Hired NPCs will take some treasure. Some of them will take not only money, but precious magical items, which is a steep price.
* NPCs will increase Party Strength, and thus the size of random encounters.
* NPCs, unlike PCs, check morale in combat.
* While you can trade items freely to NPCs, you cannot take anything from them unless they are unconscious or dead.
* A few NPCs automatically betray the party near the end of the game.
* You cannot transfer any NPC to later games in the series.

The other main reason to hire an NPC is simply because some of the better ones have magical equipment, so you can *ahem* tragically get them killed in combat, then *cough* honor their memory by taking their equipment so it doesn't go to waste. The better NPC equipment is carried by:

* HERO (\#109), carries Plate Mail +1;
* THEURGIST (\#110), carries a Ring of Protection +1 that also improves saving throws. This is the only Ring of Protection $I$ know of in this game where that was properly implemented.

Some NPCs will join you for plot-related reasons. Once you get one of these characters, I recommend focusing on their related quest as soon as possible.

You can manipulate two such plot-related NPCs (Skullcrusher and Dirten) into staying permanently; they will not take any items or money. Skullcrusher will leave if you pass by the entrance to the Phlan city hall, and Dirten will leave when you clear the Temple of Bane, so simply don't have those characters in your party at those times.

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SECTION 4.3 - Training Your Characters
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Once a character has enough experience to gain a level, training costs 1000 gold at the appropriate training hall in town. It can be worthwhile to break off adventuring to train if you accrue enough experience to do so, though there generally isn't an urgent need to do so unless you have so much experience that everyone can train. (If you wait too long, you run the risk of losing experience from the rule that prevents you from gaining more than one level at a time.)

You need to pinch pennies early in the game, because training is a significant expense early in the game. Appraise and sell all your jewelry and gems; you will eventually find more anyway. As traditional in classic CRPGs, later in the game you'll have more money than you'll know what to do with.

You will gain a random number of hit points with each level; you may want to reload the game until you can get maximum hit points. If you do not have access to save states, the quickest way is the following:

1. "S"ave the game in the training hall.
2. Train the appropriate character.
3. If you don't gain enough hit points, "D"rop everyone from the party.
4. "L"oad the game and try again.

For quick reference, a character with the maximum Constitution bonus can gain the following maximum number of hit points (which does not work the way it does either in any other Gold Box game, or the tabletop game):


A single-classed human cleric will hit the level cap fairly early. If you are transferring characters to later games, you may want to train a second or even third single-classed human cleric. It is useful to have such clerics gain enough (110,000) experience to gain two levels at the beginning of Curse of the Azure Bonds.

Multiple human clerics are useful in later games, because you can dual-class some to magic-user and let others continue to progress as a clerics. Also, if planning for many games from now, in Pools of Darkness it is useful to have two high-level clerics at the same time, whom you can also dual-class to magicuser.

If you are training a single-classed fighter and planning to hack him in Curse of the Azure Bonds, he can use as much as 325,000 experience as a hacked ranger, and 700,000 experience as a hacked paladin.

SECTION 4.4 - Magic-User Spells to Learn

There are many more magic-user spells than there are spell picks available to use on them; you want the following spells the most (you can skip spells you have scrolls for):

Level 1 Spells: take either Enlarge (not useful right away, but it's a strong buff later in the game) or Charm Person.
Level 2 Spells: one magic-user should learn Knock; all others learn Stinking Cloud. Afterwards, one magic-user who already knows Stinking Cloud should pick up Invisibility. The next most useful spell after those is Mirror Image.
Level 3 Spells: for everyone you don't have a scroll to learn it from, take Fireball. After that, you'll want one person with Haste and a couple with Slow. The other useful spells are Blink, Hold Person, and Lightning Bolt.

8ECTION 4.5 - Abusing the Manual of Bodily Health

Once you find the Manual of Bodily Health in Mendor's Library, some more game abuse becomes possible.

You can get many copies by either duplicating it, or by restarting the game repeatedly. You can then use all the copies to raise everyone's Constitution to 22. This will work to increase hit points per level beyond the normal limits, even for characters who are not single-classed fighters. A Constitution of 21 , or 23 or more is very buggy, and will often either lower hit points gained, or give you so many hit points that you may exceed 255 and wrap back around to 0, so I don't recommend raising Constitution above 22.

If you really want to maximize your characters, you can restart the game with a bunch of copies and use them on brand new characters. You can actually "M"odify lst-level characters even after they have started the adventure, if they have not yet gained experience -- you can squeeze out a few extra hit points this way.

You do not get to keep such very high Constitution scores in later games, but you do retain the extra hit points. Constitution 22 by itself will not get you enough hit points to cause problems with hit point overflow in later games. It eventually will if you also hack a triple-classed character to human.

SECTION 5 - Combat Strategy and Tactics

SECTION 5.1 - General Nonmagical Strategy

Overcoming the difficulty of combat in the Gold Box games is best done by proper party selection, acquiring (and remembering to equip!) the proper equipment, and memorizing the best spells in advance.

That aside, here are other tactical pointers:

* If there is a choke point available, make use of it and force your enemies to come to you. There won't always be one, but sometimes you will be confronted with many dozens of enemies and be endangered by sheer strength of numbers.

You can also create choke points by paralyzing monsters with Sleep, Hold Person, or Stinking Cloud, then using their frozen bodies as meat shields. Vulnerable monsters will also not enter a Stinking Cloud, so you can directly use that spell to create or block a choke point.

* Have your fighters form a line. Doing so prevents any of them from getting completely surrounded, and they can shield more fragile characters behind them.
* If possible, anchor this line against walls or other terrain features. This prevents enemies from surrounding and flanking the fighters at the end of the line.
* Most of the enemies in this game have no ranged attacks. If there is space in between you and them, it is often better to "D"elay your move and let them close distance before making your own moves.
* Keep your primary cleric away from the front lines. She may be heavily
armored, but you don't want her to get disabled! Cleric spells also cast slowly compared to magic-user spells, so clerics are more likely to get their spells interrupted by damage.
* The party member to be protected the most (primary cleric or single-classed magic-user) should be third-to-last in the order, as positions farther down are more vulnerable to being flanked. Your better-armored fighters with the most hit points should all be in the top half.
* Avoid walking away from enemies you are in melee range of, because that gives them all free attacks of opportunity at a large bonus to hit.

This bonus can easily be +7 right at the start of the game: you can lose a +4 bonus to Armor Class from Dexterity, the +1 bonus from using a shield, and the standard +2 bonus on top of that for any back attack.

* If you are not in danger of being swarmed, you can get significant bonuses to hit with back attacks, and thieves can do huge damage with backstabs. These tend to leave your characters vulnerable, however, and backstabs work awkwardly compared to later Gold Box games.
* A bow and arrows do significant damage, especially once you have a fine composite long bow, or are lucky enough to find a bow +2 or +3 . This is especially true early in the game, because you can shoot two arrows from a bow but only get one normal melee attack.

SECTION 5.2 - Magical Spell Strategy

## BEST SPELLS

The strongest combat spell in the early game is Sleep, by far. This will reliably knock out low-level living enemies in its square and in the eight adjacent squares (including your own low-level characters, so aim properly). Unlike many other spells, Sleep does not permit a saving throw. You can then dispatch sleeping foes at your leisure; any physical attack will eliminate a sleeping enemy.

Sleep will rapidly lose effectiveness against more powerful enemies; it will not work on anything with 6 or more levels or hit dice, so the strongest enemies you can affect with it are things like ogres and level 4 fighters.

Fortunately, you will get two more strong disabling spells at level 3: the 2nd-level cleric spell Hold Person, and the 2nd-level magic-user spell Stinking Cloud. Hold Person will paralyze up to 3 humanoid enemies at medium range, and Stinking cloud creates a $2 x 2$ cloud at short range that has a chance of disabling vulnerable enemies within every round. These should both be always kept on hand once they become available. Stinking Cloud can also be used to block or create choke points, since vulnerable enemies will not enter one (the AI does not have this deficiency in later Gold Box games).

When a magic-user reaches level 5, both Fireball and Lightning Bolt become available. Fireball is generally the better spell against the huge hordes of monsters you encounter in this game. Lightning Bolt is useful against smaller numbers of targets, since you can bounce a bolt off a wall and hit a few monsters twice, and monsters often spawn in straight lines.

Cure Light Wounds is the only curative spell you can cast in this game; the number of healing potions you will find is very limited, it takes 24 hours to recover a single hit point with normal rest, and it can take a long time to return to a temple to heal. So you always want multiple copies of this spell
prepared. This spell is slow to cast, so you need to protect any clerics casting this in the middle of combat. (If your characters have Constitution $20+$, this spell isn't as important, as that permits rapid regeneration.)

Protection from Evil, once you can spare the lst-level spell slots for it, provides significant protection for your characters in major combats. The clerical version lasts longer.

Prayer is a strong, general-purpose buff/debuff spell; it both improves THACO and saving throws for allies, and imposes penalties on enemies.

OTHER BUFF SPELLS
Bless can be cast from the start, and is a good way to subtly alter the odds in your favor. Additionally, it never becomes fully obsolete.

Spiritual Hammer is a good way for a single-classed cleric to gain a ranged attack. This isn't a worthwhile spell either in later games (where staff slings become available), or if you are multi-classed with fighter (just use a bow).

Enlarge will increase a character's strength, up to 18(00) cast at level 6. It isn't useful at low levels unless your fighters have especially low Strength, but becomes strong at level 4-5.

Shield is somewhat useful later on, when you can spare a low-level spell slot for a +1 bonus to all saving throws.

Invisibility will last forever until the target does something that dispels the invisibility, so it can be a great setup spell before a fixed combat. You can re-memorize and cast it repeatedly to make the whole party invisible, if you are in a safe location. (Cast it on yourself last.)

Mirror Image is a worthwhile protection spell, once you have enough 2nd-level magic-user spell slots. It's particularly good to cast against enemies with dangerous melee attacks, like wyverns or level-draining undead. However, it does not function as well as it should, which it does starting in Secret of the Silver Blades.

Blink is also a strong protection spell, though it's more useful in later Gold Box games as 3rd-level magic-user spell slots are in such short supply here. It also must be cast in combat, which makes actually protecting yourself with it awkward.

Haste is a good spell to cast before major combats later in the game. Casting this will age every party member by 1 year, so you shouldn't cast it regularly. You will eventually be able to purchase Elixirs of Youth in Pools of Darkness, so this aging will be eventually reversible. (Age starts to become an issue once you receive this spell about 20 times as a human.)

These buffs are marginal or useless:

* Protection from Good (there aren't many good enemies in this game, though there are a few important exceptions)
* Resist Cold (nothing in this game can even inflict cold damage)
* Resist Fire (few monsters in this game inflict fire damage, and there are several Rings of Fire Resistance)
* Friends (this buff has too short a duration to be of much use)
* Detect Invisibility (facing invisible enemies is rare in the Gold Box games)
* Strength (Stinking Cloud is usually better, Mirror Image is a better buff for a 2nd-level magic-user spell, and eventually Enlarge always grants

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    superior strength)
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* Invisibility 10' Radius, Protection from Evil/Good 10' Radius, and Protection from Normal Missiles (3rd-level magic-user spell slots have better uses)

OTHER DEBUFF SPELLS
Curse is a reasonable debuff for clerics to cast in major combats, though most of the rest of the time you are better off with extra copies of cure Light Wounds. It does affect monster morale, so it's useful against intelligent opponents to convince them to surrender. Its long casting delay makes it awkward.

Silence, $15^{\prime}$ Radius is good for disabling spellcasting enemies. It is sometimes easier to get this to work by casting this on a weaker enemy next to the enemy spellcaster you actually want to silence.

Charm Person is a decent combat use of lst-level magic-user spell slots. It will only affect one enemy, however. Its effectiveness partly arises from the fact that a charmed enemy will absorb attacks that the party may have otherwise taken.

Slow is a strong debuff spell to cast in late-game major combats, as it has a wide area of effect.

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These debuffs are marginal or useless:
    * Snake Charm (very specialized)
    * Cause Blindness, Cause Disease, and Bestow Curse (minimal effects, and all
        require two rolls for even that)
    * Reduce (does almost nothing)
    * Ray of Enfeeblement (not strong or reliable enough at low levels)
```

OTHER SPELLS
You should always keep Detect Magic on hand to identify valuable magical items.
Cause Light Wounds is slow to cast, must be cast in melee range, and requires
a melee attack roll, so it is not worthwhile to cast on monsters. (If you are
exploiting the bug that a targeted combat spell can raise the dead, this still
can fail; Burning Hands works better.)

Slow Poison is marginally useful; it can revive anyone "killed" by poison for a while, but if the effect expires the target will die for real. This is not worth casting unless you can get to a temple to cast Neutralize Poison in time. It's not useless, though, since it's a way of reviving a character in the middle of combat, which is otherwise not possible.

Animate Dead is not worth casting on a Dead player character, as you won't have the control you normally do, but is worth casting against slain enemies of $P C$ races, where it can raise multiple allies to turn the tide in combat.

Cure Disease is something you should have prepared before fighting mummies (which only appear in Valhingen Graveyard); disease can permanently drain Strength quickly, fast enough that camping to prepare a copy of the spell after you catch a disease is too slow.

Dispel Magic is useful for countering the effects of hostile charm or hold spells.

Remove Curse is hardly ever useful; you should only memorize it when there is a specific need for it.

Magic Missile does little damage at level 1, so it's not worth using compared to Sleep then. At higher levels, Sleep loses effectiveness, and the guaranteed accuracy of Magic Missile makes it a worthwhile use of lst-level magic-user spell slots.

Burning Hands and Shocking Grasp only work at close range, and aren't nearly as good as Sleep at low levels, or Magic Missile at higher levels. (If you are not averse to exploiting bugs, Burning Hands can raise the dead.)

Knock is sometimes needed to get through a door; a few will resist most or all attempts at either "B"ashing or "P"icking them.

SECTION 5.3 - Other Magical Strategy
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* Invisible characters will only be attacked by adjacent enemies, and can safely move away from enemies without triggering attacks of opportunity. Neither of these applies if the monster can see invisible.
* If everyone is invisible, and your opposition is neither able to see invisible nor in melee range, you can get a free round by "D"elaying with everyone until all the monsters have moved.
* The Dust of Disappearance is the most powerful consumable item in the game, as it will turn your entire party invisible in such a way that even attacking or spellcasting does not dispel the invisible effect.
* The Necklace of Missiles can cast fireballs. It has a very limited number of charges normally, but if found as a random magical item it may have a very large number of charges.
* You will only rarely fight spellcasting enemies in Pool of Radiance. If any have area attacks, you should instead scatter your party members so one spell can't take many of them out. You can also inflict at least a little damage on such enemies, as if you inflict even one point of damage on a spellcaster it cannot cast a spell that round.
* If you turn undead, and an undead is turned but not outright destroyed, it will flee combat (often requiring chasing it down as it gets stuck in some corner), not simply vanish into thin air as happens in later Gold Box games. It takes a level 6 cleric to have any chance of destroying and not just turning undead, so avoid doing so against lesser undead.
* In major combats where you are forced to fight several battles consecutively, you do not have to actually end combat when asked; you can instead spend rounds casting Cure Light Wounds and extra buffs.

SECTION 5.4 - Tips for Specific Enemies

Basilisk - If you have everyone equip a mirror, you are fully protected from its petrifying gaze.

Bronze Dragon (controlled by the real Tyranthraxus) - Immune to all magic, so don't try casting spells at him. Cast all buff spells beforehand: Dust of Disappearance, Enlarge, and Resist Fire last long enough that they can be cast before you fight his bodyguards. Bless, Protection from Good, Mirror Image, Blink, Haste, and Prayer can be cast before ending the combat with his bodyguards.

Resist Fire will halve the damage from Tyranthraxus's fire aura, and Protection from Good actually provides significant protection.

Drider - Casts dangerous magic-user spells; scatter your party to minimize Fireball damage and launch your own in return.

Fire Giant - Immune to fire damage, but vulnerable to Stinking Cloud.
Huge Scorpion - Has a deadly poison attack; vulnerable to Sleep.
Medusa - As with the basilisk, an equipped mirror fully protects from its petrifying gaze.

Mummy - Only appears in the Valhingen Graveyard, which is one reason you should delay that quest as long as possible. They can paralyze characters with their fear aura, so it helps to cast all the buffs you can to boost saving throws before you start combat. You must have magical weapons to hit them in physical combat, and even that doesn't work too well since all weapon strikes do half damage. Mummies take extra damage from Fireball and sometimes take ridiculous damage from Lightning Bolt, so use those liberally.

Ogre - You can disable a single ogre with a Sleep spell, which will work about half of the time.

Phase Spider - You can attack these even after they phase out, if you attack by moving into them instead of with the "A"im command. They have a dangerous poison attack that you can combat either with simple maximum offense (unleash all the Stinking Clouds and Fireballs you can), or with Mirror Image.

Spectre - Only appears in set combats, which is fortunate since you can cast buff spells before combat to mitigate its level-draining attack. Requires magic or magical weapons to damage. Turning undead is unlikely to work even with a level 6 cleric.

Troll - Sleep will not work, though Stinking Cloud very well might. Trolls will regenerate and rise from the dead if you let too many rounds pass after killing them. You can prevent this by either winning the combat quickly, or by having someone stand on top of where you killed the troll. (Fire damage is supposed to prevent the regeneration, but it doesn't do that in this implementation.)

Vampire - Handle like a spectre, but you also want Charm Person or Dispel Magic to counter its charming gaze, and cast buffs in advance to improve saving throws.

Wight - These level-draining undead can appear in large numbers; you want magical weapons and especially the Fireball spell to handle them. Turning undead with a higher-level cleric also works well, if there are no lowerlevel undead present.

Wraith - Similar to a spectre; handle the same way.

Wyvern - These have deadly poison melee attacks; you should have Stinking Cloud (offensive) or Mirror Image (defensive) prepared on all magic-users.

SECTION 6 - Maps

SECTION 6.1 - Maps Introduction

Maps are in a suggested order of difficulty. The council will suggest missions as you solve them, but most missions can be done even if not suggested, and you will still be fully rewarded for doing them.

No mission is absolutely necessary for solving the game, except for defeating Tyranthraxus; there's nothing actually stopping you from going straight to the final confrontation right from game start.

The separate overview covers strategy, including combat tips against ordinary foes, but highlights only locations that are either required or have significant treasure. (Unrequired locations that only provide flavor or plot are only in the details.)

The second and third maps in Journal Entry 37 give an accurate overview of the areas you can visit.

You will get the Valhingen Graveyard mission early compared to how difficult it is. It scales to Party Strength in difficulty, but it's still much easier at higher levels, so it should be one of the last quests you undertake.

As the Wilderness has some monsters that are dangerous for lower-level characters, it is described relatively late.

Location numbering usually uses the in-game numbering also used by Gold Box Companion and Gold Box Explorer. (This is sometimes not practical.)

Enemies normally start right next to the party. If distance 1 or 2 (squares in the first-person view) is indicated, they will start farther way if there is space. Distance 1 generally can be closed by either side in one round; distance 2 generally cannot.

Enemies will always start in front of the party; they do not flank or attack from behind until the later VGA Gold Box games.

The size of monster groups, especially random encounters, will often be adjusted for Party Strength. The Party Strength calculation takes into account current hit points, armor class, THACO, and spellcasting ability, detailed in the Party Strength section.

Monsters will also sometimes not appear simply because there isn't space for them on the tactical map. This can be exploited by forcing an encounter in a dead end where the only exit is behind the party, holding down "Up" to generate random encounters until they are exhausted.

Experience awards listed are per character, and assume you have exactly six characters in your party, unless otherwise stated.

SECTION 6.2.1 - Civilized Area (New Phlan) Overview

Plot background:
About fifty years ago, Phlan was attacked and reduced to ruins by a dragon army. Its strategic position on the Moonsea has recently made it the focus of
efforts by traders and adventurers to reclaim the ruins.

New Phlan is the recently-reclaimed section of Phlan. Civilization's current grip on the city is tenuous, with all the remaining sections of Old Phlan still under monstrous control. The current city's military has its hands full simply maintaining the status quo; it is up to adventurers to reclaim more of the city.

Strategy:
After creating your characters, buy melee weapons, armor, and shields. Then, stay in an inn to memorize spells. Next, go to the Phlan clerk's office to learn of the available commissions. At first, only the quests to clear the Slums and Sokal Keep will be mentioned and reachable. If you are not familiar with the game, you should start the former quest first.

Taverns are dangerous for brand-new characters and should be avoided at first.
SECTION 6.2.2 - Civilized Area (New Phlan) Overview


Random Encounters: None. (In the tabletop version, the Boss will eventually orchestrate attacks on the city, and personally leads one, but that never happens here.)

Fleeing: Your party is moved to one of: $(3,11) ;(10,10) ;(2,0) ;(12,3)$.
Resting: If you rest outside an inn, and you have not yet finished the game, the city guard will roust you out and force you to move on or fight them. The inns in the southwest cost 1 platinum to stay as long as you like.

City Guards: You will attract the attention of the city guard by any of:
(1) resting outside of an inn;
(2) forcing your way into Bishop Braccio's office;
(3) forcing into a shop or city hall building that is closed for the night;
(4) tavern brawling;
(5) having the MAD MAN randomly attack citizens.

You may get away with (1) to (3) if you've won the game.
You will have the option to "R"un to a random location, or "S"tay and fight them: 2 LEVEL 3 MU (\#94), 12 6TH LEVEL FIGHTER (\#84), 12 AIDES (\#53), and 12 NOMAD (\#40) (Morale 50, 5609 XP). If you ever fight the city guards, all shops and temples will refuse service until you are rewarded for completing a mission.

Some of the guards carry good magical items; once you are strong enough to defeat them and can be rewarded for completing a mission, you can abuse this. You can do this as soon as you have a significant number of characters with Hold Person and Stinking Cloud. Defeating the city hall guards at location 34 will get you a ton of good magical equipment. Defeating the warriors and clerics in the Temple of Tempus is difficult without Fireball, but that nets you different good magical equipment and a lot of experience.

City Hall Guards: These are harder than regular city guards: 3 LEVEL 3 MU (\#94), 6 AIDES (\#53), 5 8TH LVL FIGHTER (\#85), and [Party Strength] CORPORAL (\#54) (Morale 99). Fighting them also incurs the wrath of New Phlan; they will respawn after you leave the hall.

E1 [location 1] (15,1) - You are greeted here when you start the game. Rolf will give you a brief guided tour, which will end at E2. This is also where to depart for boat trips (boat trips do not take any time).

E2 [location 25] (0,4) - Exit to the Slums (15,4). The guided tour also ends here.

If you are carrying the Cadorna family treasure and it appears to be unopened, the city watch takes it from you and tells you to get the reward from the council clerk.

HC [location 12] (5,0) - Training Hall for clerics (costs 1000 gold).
HF [location 16] (8,0) - Training Hall for fighters (costs 1000 gold).
HM [location 13] (7,0) - Training Hall for magic-users (costs 1000 gold).
HT [location 17] (9,0) - Training Hall for thieves (costs 1000 gold).

IN [location 9] - At these inns, you can pay 1 platinum to rest as long as you wish without interruption. (If you've upset the town by fighting city guards, you will be told you are denied service, but you can stay and rest anyway.)

SA [location 22] - Shop that sells weapons and armor. You can buy all standard weapons and armor here. The door at $(9,14)$ works at night.

SG [location 19] - Shop that sells general items. You can buy mirrors, holy symbols, flasks of oil, and vials of holy water.

SJ [location 21] (8,10) - Shop that sells jewelry. Jewelry serves no purpose except as a weight-efficient store of wealth.

SS [location 23] - Shop that sells silver weapons and armor, and fine composite long bows. Every fighter should have a fine composite long bow once you can afford it.

TA [location 20] - Tavern. You can do several things here:
(1) Get pickpocketed (chance is 26/256); the whole party loses $20 \%$ of its money and $5 \%$ of light items. If you catch the pickpocket (1 in 2 chance) and choose to "G"rab the pickpocket, this will start a tavern brawl.
(2) Gamble for money. There is a $30 \%$ chance you will spin red and lose your money, and a $20 \%$ chance you will spin green and make a profit equal to your wager. Whatever the outcome, a tavern fight cannot break out.
(3) Listen to tavern tales, which can be any of the 23 tavern tales in the Adventurer's Journal. Fewer than half of these tales have any value; the main ones that are useful are \#1, \#3, \#8, and \#23. (And \#9, if you are a fan of shattering the fourth wall.)
(4) A tavern brawl erupts randomly (1 in 4 chance, if you did not gamble). This will result in outright combat (Morale 50). To determine enemies: 1. Roll 1d2
2. Add +1 if Party Strength is 25 or more, or +2 if 51 or more
3. Fight 11 of each of the three groups below starting with that number:

1: NOMAD (\#40)
2: 1ST LVL THIEF (\#45)
3: CORPORAL (\#54)
4: AIDES (\#53)
5: 4TH LVL FIGHTER (\#41)
6: 6TH LVL THIEF (\#51)
You also get 13 allies from the above (roll ld4 for type). There probably won't be room for all these brawlers.

If you win the combat, you do not get the usual items; and then city guards will confront you. (What I want to know: What kind of tavern has potentially lethal fights breaking out every few minutes?)

2 (11,1) - Entrance to passenger dock. This is where you select a destination for a boat trip:

* Before clearing Sokal Keep: You can only travel to Sokal Keep, for free.
* After clearing Sokal Keep: Boat travel costs 1 platinum; you may go to:
* "S"okal Keep $(8,14)$
* "E"ast to Wilderness $(35,29)$
* "W"est to Wilderness $(20,29)$
* North side of the "B"ay to Wilderness $(26,27)$

5 (10,5) - Bishop Braccio's office. Before he requests to speak to you (commission \#6), the city guard bars your way. Bishop Braccio then introduces you to Dirten, a cleric who has sworn to cleanse the temple of Bane on the other side of the river, and asks you to join forces to do so. DIRTEN (\#107) (Morale 99) can then join you as an NPC.

6 - Temple of Tyr, god of law and justice. Standard temple services are available here.

If you have the MAD MAN in your party, "An aged priest approaches, pointing at the mad man. He speaks, 'That man urgently needs our care. Drop him from
your party or he will bring you to grief. We will care for him.'"
7 - Temple of Sune, goddess of beauty and love. Standard temple services are available here.
$8(1,0)$ - "You walk near the poisonous barren river." If you have defeated Yarash, instead "You walk near the beautiful Stojanow River."

14 - This is where adventurers hang out. You may do two things here:
(1) You can have a character fight a duel. This is always against a clone of your chosen character, so you never have great odds, and you can't clone equipment this way. It's a fast way to get a few experience points right in the training hall, though.
(2) You can also hire NPCs here. There are 0-7 available, and are refreshed every time you re-enter the map. (You are not required to reach level 2 before they appear, which the clue book claims.) Explanation of table:
$\operatorname{Pr}$ is the probability (chance out of 48) this NPC can appear.
Al is the NPC's alignment. This rarely makes much difference, aside from evil NPCs betraying the party at the end of the game.
Mor is the NPC's morale. This doesn't go up with level.
Shares is the shares of money the NPC will claim, plus whether the NPC will also claim magical items. This doesn't go up with level.

| Pr | NPC | Description | Al | Mor | Shares | Notable Equipment |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| -- |  |  | LE | 65 |  |  |
| 10 | WARRIOR (\#103) | L2 Fighter | LE | 55 | 1 |  |
| 4 | ACOLYTE (\#108) | L1 Cleric | NG | 50 | 1 |  |
| 5 | HERO (\#109) | L4 Fighter | LE | 80 | 4 + items | Plate Mail +1 |
| 4 | THEURGIST (\#110) | L4 Magic-User | TN | 85 | 4 + items | Ring of Prot. +1 |
| 6 | ROBBER (\#111) | L4 Thief | CN | 70 | 3 + items | Leather Armor +1 |
| 5 | CURATE (\#112) | L4 Cleric | LG | 75 | $3+$ items |  |
| 8 | EVOKER (\#122) | L2 Magic-User | TN | 60 | 2 |  |

24 - Temple of Tempus, god of war. Standard temple services are available here.

If you have attacked any city guards and not been forgiven, the priests are hostile: 'You attacked the city watch, you won't beat us so easily!' You are are attacked by 12 7TH LVL CLERIC (\#83), 204 TH LVL FIGHTER (\#41), and 20 8TH LVL FIGHTER (\#85) (Morale 99); all of these enemies are unlikely to actually fit on screen. This battle will repeat every time you return here, until you mollify the city by completing a mission.

26 - Entrance to City Hall. If Skullcrusher is with you, he will leave the party here: 'I must go to my master now.'

Proclamations are posted here, depending on the number of quests you have completed in the quest tracker (described below):

0: LXIV, LXXVIII, CIX, and LIX
1: CI
2: CXXVI and CX
3: CXXXIV
4: CLIV
5: CXIV
6: CCIV
7: CXXIX
8: CCI
9: CXIV
10: LIX

27 (4,4) - If you opened the Cadorna family treasure in an obvious way, "Councilman Cadorna confronts you. 'You have taken my family treasure. I don't forget such things.' He strides off."
$29(5,5)$ - Council clerk's office. In later games, she gets the name of Sasha. You may receive commissions and be rewarded for completing them here. In most cases, you do not actually need to be told of the mission to perform and be rewarded for it. If Sasha rewards you for completing a commission, that will remove any anger caused by fighting the city guard.

The available commissions are the first three unresolved missions from this list:
(1) Clear the slums immediately west of the Civilized Area. Reward: 450 XP, 1 jewelry, 50 platinum, 250 gold.
(2) Clear Sokal Keep of its spectral guardians. Reward: 1308 XP, 3 jewelry, 250 platinum.
(3) Return books, maps, and tomes with useful information. This is resolved once you clear Mendor's Library (defeat the basilisk and spectre), not when you actually return all the books of interest. Reward: $208 \mathrm{XP}, 200$ platinum, 250 gold. (In some versions of the game, you can never resolve this mission. I haven't had a problem with version 1.3, but have with version 1.0.)
(4) Discover what item is to be auctioned in Podal Plaza. This mission cannot be performed until it is offered. If you get close enough for the auction to begin, that is enough; you do not need to actually discover what the item is. Reward: $208 \mathrm{XP}, 200$ platinum, 250 gold. (If you make a mistake, this mission may be permanently unresolvable.)
(5) Speak to Junior Councilman Porphyrys Cadorna, who has a mission; you must resolve commission \#2 to be asked this. Reward: 833 XP, 20 gems.
(6) Speak to Bishop Braccio, who has a mission (only asked once). Completing that mission will be recognized here, but your only reward is praise and getting to keep any items you found in the temple; it will also not negate any anger caused by fighting the city guard, unlike all the other missions here.
(7) Clear old Kovel Mansion of the thieves that operate there; you must resolve commission \#2 to receive this. Reward: 191 XP, 3 gems, 80 platinum.
(8) Prevent the nomads from joining forces with Phlan's enemies. Reward: 983 XP, 2 jewelry, 6 gems.
(9) Prevent the kobolds from joining forces with Phlan's enemies. Reward: 1041 XP, 25 gems.
(10) Find the source of the Stojanow River's pollution and end it. Reward: 5708 XP, 15 jewelry, 250 platinum.
(11) Prevent the lizardmen from joining forces with Phlan's enemies. Reward: 2466 XP, 5 jewelry, 15 gems, 50 gold.
(12) Rescue the heir to the house of Bivant; this mission cannot be performed until it is offered, and you cannot receive it if commission \#2 has not been completed. Reward: $3208 \mathrm{XP}, 5$ jewelry, 25 gems, Two-Handed Sword $+1,+3$ Vs. Undead and 4 Clerical Scroll (Restoration, Restoration); if you instead failed the mission, the clerk complains 'By the way, your bungling the Bivant rescue has cost us.'
(13) Go on a diplomatic mission to the Zhentil Keep Outpost to the west. This mission cannot be performed until it is offered, which requires commission \#5 to be resolved. You will either first be asked to speak to Senior Councilman Porphyrys Cadorna by going through the south door, or be given the mission directly if you have learned that Cadorna is a traitor by visiting Valjevo Castle 26. Reward: 2125 XP, 5 jewelry, 7 gems; and if you have not already learned it, you are told that Porphyrys Cadorna is a traitor to New Phlan. (You are also told he has a bounty
upon his head, but none is actually paid.)
(14) If you have resolved commission \#13: Visit Head Councilman Urslingen, through the south door of Cadorna's old office, where he will ask you to capture Stojanow Gate. Reward: 3666 XP, 10 jewelry. After this, the next logical step is:
(15) If you have resolved commission \#14: Visit the council chambers, where you are asked to lead the assault on Valjevo Castle and defeat Tyranthraxus, which wins the game. Reward: 45000 XP, 100 jewelry, 200 gems.

The council clerk will eventually offer a special quest, if your party has Party Strength of at least 19 and has completed at least 4 quests in the quest tracker (described below).

* If Party Strength is 19 to 36: You are asked to clear the undead from Valhingen Graveyard.
* If Party Strength is at least 37: You are offered a formal commission to clear the graveyard. If you accept, you get a treasure worth 333 XP
containing a Two-Handed Sword +1, +3 Vs. Undead and 4 Clerical Scroll (Restoration, Restoration).
You will receive rewards for defeating undead in the graveyard (the kill scores are described in the Valhingen Graveyard section):
* 1 gold : each new point of Skeleton Kill Score
* 1 platinum: each new point of Zombie Kill Score

1 for the juju zombie at Valhingen Graveyard 8

* 1 gem : each new point of Wight Kill Score

1 for the giant skeleton at Valhingen Graveyard 5

* 1 jewelry : each new point of Spectre Kill Score

1 for the wraith at Valhingen Graveyard 12
The final reward for clearing the graveyard is: 9791 XP, 25 jewelry, 15 gems.
The council clerk also offers these other rewards:
(1) Defeat Norris the Gray. Reward: 208 XP, 200 platinum, 250 gold.
(2) Retrieving specific books from Mendor's Library:
(a) Fyerdetha's Discourses on Power. Reward: 66 XP, 80 platinum.
(b) Urgund's Description of Darkness. Reward: $75 \mathrm{XP}, 90$ platinum.
(c) The Grand Historian's Records of the Arts of War. Reward: 100 XP, 120 platinum. (Co-authored by Sima Qian and Sun Tzu, evidently.)
(d) The History of the North. Reward: $91 \mathrm{XP}, 110$ platinum.
(e) Lex Geographica. Reward: 83 XP, 100 platinum.
(f) The first of any of the other books from the library. Reward: 0 XP, 1 gold.
(3) Clear Podal Plaza. You cannot do this if commission \#4 has been offered but not resolved. Reward: 208 XP, 200 platinum, 250 gold.
(4) Clear the Cadorna Textile House. Reward: 208 XP, 200 platinum, 250 gold.
(5) Clear the Wealthy Area. Reward: 249 XP, 3 gems, 99 platinum, 250 gold.

The ten quests that advance the quest tracker are:
(1) Commission \#1 (clear the slums)
(2) Commission \#2 (clear Sokal Keep)
(3) Commission \#4 (auction in Podal Plaza)
(4) Commission \#7 (clear thieves from Kovel Mansion)
(5) Commission \#8 (prevent nomads from joining Tyranthraxus)
(6) Commission \#9 (prevent kobolds from joining Tyranthraxus)
(7) Commission \#10 (end pollution of the Stojanow River)
(8) Commission \#11 (prevent lizardmen from joining Tyranthraxus)
(9) Clear Valhingen Graveyard
(10) Defeat Norris the Gray
$30(6,5)$ - Junior Councilman's office. Before you get commission \#5, the city hall guard bars your way. Then Junior Councilman Porphyrys Cadorna gives you
a mission: 'When old Phlan was overrun, a family treasure was hidden in the western building of the textile complex. The faithful servant sent to fetch it never returned. The complex is just south of Podal Plaza. Bring the treasure to me and you will be well rewarded.'

31 (5,6) - Senior Councilman's office. Before you get commission \#13, the city hall guard bars your way. Then, if you have not uncovered him as a traitor, now-Senior Councilman Porphyrys Cadorna gives you a mission: 'It is imperative that a message be delivered to the Zhentil outpost to the west. I am sending you as diplomatic envoys. When you get to Zhentil Keep, present this packet to its commandant. Do not break the seals or you will be seized as spies.'
(You are unable to actually open the packet, unlike in the tabletop version.)
32 - Head councilman's office. Nothing happens here until you are rewarded for completing commission \#13 and you are asked to visit here. Then Werner von Urslingen gives you a mission: 'Thank you for coming. I must be brief for our need is urgent. Our one chance to defeat the enemy is through an assault on the castle. To do this, we must first secure Stojanow Gate. The gate is too strong to be taken by storm. A small band must slip inside and hold until relieved. You are the best and the bravest. The council has instructed me to entrust the task to you.'

33 - City council chambers. Nothing happens here until you are rewarded for completing commission \#14 and you are asked to visit here. "In the council chambers, the entire city council is waiting for you. The Lord High Mayor, Ulrich Eberhard, speaks: 'Our forces are marshalled for the assault on Valjevo Castle. It is the unanimous request of the council that you lead the attack. Your skill and bravery have won the admiration of all Phlan. We look to you to help us win our freedom.'"
$34(4,6)$ - The city hall guards bar you from passing here.
SECTION 6.3.1 - Slums Overview
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Plot background:
The Slums, just to the west of the fortified walls of New Phlan, are infested with monsters. It mostly serves as a straightforward search-and-destroy mission to ease into the game.

## Strategy:

You need to fight many combats to clear the Slums; there is no way around fighting 15 random combats. All but one set combat are easy to win with the help of Sleep spells cast in the midst of clumps of monsters. Be sure to collect the treasure at locations 5, 12, and 16 as well.

The ogre/troll combat in the southwest can be tackled with low-level characters, but is often worth skipping until you've gained experience elsewhere.


GOBLIN GUARD (\#2) 84 GOBLIN LEADER (\#3) 6
ORC (\#4)
144 ORC LEADER (\#5) 9
1 BUGBEAR (\#63) will lead the monsters (+15 Morale) if the number of base monsters is 19 or higher.

Surprise is rolled for the party and the monsters; the monsters start at Distance 2 unless both sides are surprised. You get the standard options of "C"ombat, "W"ait, "F"lee, "A"dvance/"P"arley:

* Party and monsters both not surprised:
* 50\% chance: the monsters are "angry" (base Morale 60); "W"ait or "P"arley always result in combat. "F"lee success depends on the movement of the slowest party member compared to the monsters.
* 50\% chance: the monsters are "seedy-looking" (base Morale 40); "W"ait always causes the monsters to flee.
* Party surprised, monsters not: the monsters immediately attack (base Morale 70).
* Party not surprised, monsters surprised: "W"ait always causes the monsters (base Morale 30) to flee.
* Party and monsters both surprised: "You bump into" each other; "W"ait always causes the monsters (base Morale 50) to flee.

To determine the result of a "P"arley that did not immediately result in combat, begin with the appropriate number from this table:

| Base Number | Haughty | Sly | Nice | Meek | ive |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 8 or less | 9 | 19 | 19 | 19 | 29 |
| 9 to 15 | 4 | 14 | 14 | 9 | 24 |
| 16 or more | -1 | 9 | 9 | -1 | 14 |

Add 1d31, and also your spokesperson's Charisma reaction modifier; then:

* Score is below 65: the monsters attack with a +20 bonus to Morale.
* Score is 65 to 74: the monsters attack.
* Score is 75 to 85: "The monsters respond, 'Da boss don't like youse guys. Give us sumptin an maybe we'll ferget we seen yas.'"
* "P"ay: This only works if your offer in gold numerically at least equals this random encounter's strength, and you then lose half your remaining money anyway.
* "S"urrender: Your party loses all of its money and light items, and some heavier items.
* "R"un: Success depends on the party member with the lowest movement compared with the monsters' movement.
* "F"ight: Starts combat.
* Score is 86 to 95: "The leader speaks, 'The boss don't allow your kind in his territory. Leave now or we'll have to run you in.'"
* "F"ight or "S"tay: Starts combat.
* "L"eave: Always works; party stays on current square.
* "R"un: Always works; party moves to another location as "F"lee.
* Score is 96 or above: "'Let me give you a piece of advice,' their leader says. 'Stay away from the textile house. The undead are going crazy up there.' The monsters turn to leave."
* "L"et them go: Always works; party stays on current square.
* "S"top them: Starts combat.

Once all 15 random encounters have been defeated in combat, they will never again occur here.

Fleeing: Your party is moved to one of: $(15,4) ;(14,6) ;(11,5) ;(11,2) ;(9,2)$.

Resting: You may safely rest either in a room where you have defeated a set encounter, or anywhere if you have cleared the block. It is not safe if you have killed the gypsy at location 8.

If you are interrupted (if possible, the chance is $24 \%$ every 2 hours) it will be by the same monsters as for a random encounter. This can happen even if you have killed all the actual random encounters.

Clearing the block: To clear the Slums, you are supposed to do all of:

* defeat all 15 random encounters
* defeat all 9 set encounters, at locations 1, $2,6,9,10,13,14,15$, and 20
* deal with Ohlo at location 3, by either doing his quest or killing him for a total of 25 clear points.

If you get interrupted while resting, the game script does not actually check if there is a random encounter available, so you can get one even if there are none left. If you defeat such an encounter, you will be credited with a clear point, which lets you clear the block without defeating all the set encounters or dealing with Ohlo; this is a scripting bug.

Differences from the tabletop adventure: The tabletop adventure Slums have already more or less been cleaned out.

E1 (15,4) - Exit to Civilized Area (0,4). If you get text saying that you hear an alarm, then the block has not yet been cleared.

E2 - Exit to Kuto's Well.
E3 [location 17] (6,10) - Entrance to the Old Rope Guild. In this part of the map, the automap does does not work, and random encounters are more frequent and difficult.

1 (13,1) - "Several orcs are arguing over some papers." Fight 1 ORC (\#13) and 3 ORC (\#4) (Morale 99, 77 XP). The papers include a Clerical Scroll (Cure Light Wounds, Cure Light Wounds).

2 (10,1) - "A healthy-looking goblin is instructing a group of young warriors. He smiles and says, 'I see our opponents have arrived.'" Fight 1 GOBLIN LEADER (\#12) and 8 GOBLIN GUARD (\#2) (Morale 60, 90 XP). Among the loot is Leather Armor +1 .
$3(13,10)$ - The magic-user Ohlo is here. "You burst into an elegantly paneled room. A small man sits hunched over a table by the east wall. He sets down his pen and gazes sternly at you. 'Well?', he demands."

* "A"ttack, or parley with "H"aughty or "A"busive: "'You presume too much,' the man says quietly. He gestures." Fight 1 LEVEL 3 MU (\#94), 2 ORC LEADER (\#5), 8 ORC (\#4), 25 HOBGOBLIN (\#6) (Morale 99, Distance 1).
* Parley with "N"ice or "M"eek: 'I may have a use for you. Some time ago, I ordered a special potion. The potion is ready but I can't leave to fetch it. Bring it here, I pay well.' If you "A"ccept the commission, 'It waits in a booth in the old rope guild but a short distance to the southeast from where you now stand. Speak my name, Ohlo.'

After you return with the potion from location 19:

* "A"sk for more money, or "R"efuse to give it to him, causes him to attack you as above.
* "G"ive him the potion: "The man takes the potion and gulps it greedily. As you watch, he seems to grow younger and stronger. 'Excellent,' he
smacks, 'your reward.'" The reward is 1 jewelry, 150 platinum, and 1 random magical item (558-891 XP).

There are not many places in the game where you can find random magical items, and there are some very good items you can only get as a roll for a random magical item, so if you are patient you can try rolling for something good.

5 - "You have entered a very unclean stable. There is evidence that a large and untidy animal had lived here." Searching this room yields a leather bag containing 2 gems, 100 gold, 20 Arrows +1 , and a Short Bow +1 ( 233 XP ).

6 (7,0) - "You interrupt some feeding kobolds." Fight 1 KOBOLD LEADER (\#11) and 15 KOBOLD (\#0) (Morale 60, 289 XP ). The leader carries Bracers AC 6.

7 - If the block has not yet been cleared, you can hear skulking monsters drop hints about other places:

* '... the gang is operating from the catacombs by the well ...'
* '... the temple over the river is run by some hot-shot orc ...'
* '... there is a secret treasure room in the NW corner ...'

8 (3,5) - A gypsy lives here. You can either have her tell your fortune, or attack her, which automatically kills her and gets you 3 copper, but makes random combats in the Slums more frequent and difficult. (If you want to be a murderhobo, there are far more effective ways of being one.) The three fortunes you can receive depend on how far in the game you have gotten: * 'Blood and violence are writ boldly in your future. Look for friends where you expect enemies and enemies where you expect allies.'

* 'A powerful one becomes aware of your deeds and seeks to destroy you. A weak one sees you as a path to power.'
* 'The time is nigh when the paths you have trod will empty and you must seek new ways. The riddle's answer is great evil using great good for great evil.'
$9(3,3)$ - "A large orc raises his head and snarls, 'How dare you break into our home?'" Fight 1 ORC LEADER (\#15), 3 ORC LEADER (\#14), and 16 ORC (\#4)
(Morale 70, 412 XP ). The loot includes 3 Broad Swords +1, a Chain Mail +1, and a Flail +1.
$10(0,2)$ - "Some hobgoblins are arguing over a pile of gold. 'Thieves!' they scream when they see you." Fight 5 HOBGOBLIN (\#6) (Morale 75). After combat, you can search to find their treasure ( 258 XP ) : 50 platinum, 500 gold, Ring of Protection +1 , Short Bow +1.
$11(3,1)$ - "You have entered a small storage room."
12 (0,0) - If you search this secret room, "You have stumbled into a treasure room." You find 2 jewelry, 4 gems, 50 platinum, 92 gold, 1000 electrum, 20 Arrows +1, and Short Bow +1 (1173 XP).

13 (0,7) - "Guards run to intercept you." Fight 2 ORC LEADER (\#5) and 30 ORC (\#4) (Morale 60, 99 XP).

14 (1,5) - "You intrude on a gathering of monster leaders." Fight 1 OGRE (\#8), 2 GNOLL (\#73), and 2 HOBGOBLIN LDR (\#7) (Morale 80, Distance 1, 63 XP).

15 (3,11) - "You have alerted the guards." Fight 11 GOBLIN LEADER (\#3) and 12 GOBLIN GUARD (\#2) (Morale 60, 65 XP).

16 - "This large room is apparently empty." But if you search, you find the
goblins' treasure: 2 gems, 200 platinum, Shield +1, Magic-User Scroll (Magic Missile) (383 XP).

19 (15,12) - A merchant apologizes that he has nothing. "A"ttacking him results in combat with 8 HOBGOBLIN (\#6) (Morale 99), which causes the merchant to disappear for good (though this still counts as dealing with Ohlo for clearing the block). If you "S"peak and give the name of OHLO, he gives you a package (which is not an inventory item).
$20(0,14)$ - "Some monsters are tossing a sack of grain. When the sack breaks they wail, 'Oh, no! What can we throw now?' One looks your way. 'I know,' he says." Fight 4 TROLL (\#31) and 2 OGRE (\#8) (Morale 75, 1222-2222 XP) carrying 1 jewelry, 50 platinum, 40 gold, and 3 random magical items.

This can be won even if all you've done is clear the rest of the Slums. Cast Bless before engaging. The Sleep spell can knock out an ogre; knock out both ogres this way. Let the sleeping ogres bar the way of the trolls in the back while you focus fire on the troll in front; your primary cleric should stand behind to cast cure spells as needed. Once the front troll is down, stand on its body so it can't revive. Then step away from the ogre on the left and slay it with an arrow. The other ogre's sleeping body is enough to block the other three trolls from reaching you. Pick off the trolls in the back with bows and arrows; avoid focusing fire, as you don't want an unconscious troll to rise with full hit points. You may need to refresh the Sleep spell on the remaining ogre as you are doing this. With 4-5 fighters and thieves firing arrows, it shouldn't take long to knock out the trolls in the back.

If your party is weak enough that the above isn't enough to win, you can return later, after one of your magic-users learns Stinking Cloud. It may be worth delaying this fight anyway, since 3 random magical items is an opportunity that doesn't arise again for a long time, and you might want to wait until you can easily win this battle to reroll the treasure at your leisure.

If you are willing to exploit a bug, there are two alternate means of bypassing this combat:

* You can also get clear points by repeatedly resting and being disturbed in an unsafe area.
* You can run away from the combat, as the game script doesn't check to see if you ran away before crediting you with victory. This is tricky to pull off since trolls have movement 12 .

SECTION 6.4.1 - Sokal Keep Overview

Plot background:
Sokal Keep, last bastion of humanity when Phlan fell decades ago, is now haunted by undead that serve neither New Phlan nor the Boss. Spirits disrupt shipping to and from New Phlan, so it would be beneficial for New Phlan to somehow get rid of them. It is in the interest of the Boss to prevent this.

Strategy:
Visiting location 1, a few squares from the start, gives you the passwords needed to communicate with the undead. Retrieve the treasures at location 15, 16, and 17, going around the large orc/hobgoblin ambush at location 9.

The poisonous frogs and huge scorpions have lethal poison attacks, which can be fixed with the Neutralize Poison at one of the temples back in Phlan.

The ambush at location 9 is another combat difficult for low-level characters you may want to defer.


Regenerating encounters: Some fixed encounters may happen again if you leave and return. Fixed encounters that may only happen once ever are marked with an asterisk

Random encounters: In the courtyard around the inner keep, the chance of a random encounter is 1 in 6, with no surprise possible. The patrols will leave you alone if you "P"arley (attitude does not matter) and say 'SHESTNI' before you have completed the mission, or 'SAMOSUD' after you have completed the mission.
"C"ombat or giving the wrong word starts combat with 6 SKELETON (\#34) and 6 ZOMBIE (\#35) (Morale 99, 59 XP ). If you defeat 4 such patrols in combat, you will encounter no more patrols during the current visit. If you leave the Keep, the patrols return to full strength, even if Ferran Martinez has been dealt with.

Fleeing: Your party is moved to one of: (4,11); (7,14); (8,11); (8,13).

Resting: You may safely rest anywhere if the four undead patrols have been defeated in combat. Otherwise, there is a $1 \%$ chance every 10 minutes rest is disturbed by one of the patrols.

Clearing the block: Once the spectral Ferran Martinez at location 12 has either been told the truth about Phlan being reclaimed, or has been defeated in combat, the spirits will dissipate and no longer disrupt shipping. (The undead patrols can never be permanently eliminated.)

Differences from the tabletop adventure: "Sokol" Keep doesn't have the de facto copy protection on the elf skeleton, and has a different layout with added green slime and ochre jelly, but many of the other details are the same. The undead patrols are supposed to help the party against the orc/hobgoblin ambush.

E1 - Exit to Civilized Area (15,1), via boat.
1 (6,13) - "The skeleton of a long-dead elf lies hidden by rocks and reeds Its weapons and equipment are badly rusted and corroded by salt, its leathers are warm eaten and crusted in dirt." If you "S"earch, you find a parchment with Espruar runes reading 'LUX', 'SHESTNI', and 'SAMOSUD'.
(There's nothing in-game $I$ know of to hint at which word is which, other than their Latin or Russian meanings in real life.)

2 - "You stand below the rotting remains of the once-mighty gates of Sokal Keep." If you have not yet dealt with Ferran Martinez, "Echoing footsteps are dimly heard within the keep. To the west rises a mound of reeds."

4 (13,10) - "Unwholesome mold and fungi cover the decaying ruins of the keep's stable. A putrid smell of sickness rises as you enter the building."
$5(2,8)$ - You can't do anything with the fungus in this room. (You can eat it for a temporary buff in the tabletop version, though I'm not sure who would want to try eating fungus growing in a haunted keep.)

6 - 4 POISONOUS FROG (\#38) (Morale 50, Distance 2, 26 XP) live in this former blacksmith's shop, and will attack if they notice you. They have lethal poison attacks, though you get a +4 bonus to saving throws.

7 - "This building is filled with broken and splintered wood, the remains of the bunks and chests of the original defenders. It seems everything has been well looted." The spectres of the keep's original defenders haunt here.

They cannot be successfully attacked, nor will they attack you. Parleying only has an effect if you speak the word 'LUX': "The haunts burst into a chorus of howls, moans, complaints, wails, and other lamentations over their fate and the fate of their families. They were the original defenders of the keep, before the cleric's spells inadvertently bound them to this place. One spirit's voice rises above the rest, 'An account of our trials is within the diary.' He points to a floorboard."

8 (2,11) - "The interior is overrun with insects. At your footstep, they fall from the walls and ceiling." Fight 2 HUGE SCORPION (\#39) (Morale 99, 63 XP). They have lethal poison attacks.

9* - The first time you enter one of these four squares, "A loud commotion rises from the courtyard. Bashing open the door, a large force of orcs and hobgoblins rushes you." Fight 4 ORC LEADER (\#5), 15 HOBGOBLIN (\#6), and 31

ORC (\#4) (Morale 50, Distance 1, 187 XP) attacks you. On the corpse of one of the hobgoblins, you find a note (Journal Entry 57).

You get the best tactical positioning if you enter through the southeastern door. Cast Bless before entering. There is a 3-square-tall choke point behind where your characters start; retreat there even if it means turning your back to a few orcs. Form a defensive line behind the choke point and let the horde come to you. Only the orc leaders can actually launch ranged attacks, and they run out of arrows in 4 rounds, so don't worry about taking too much arrow fire. Once the horde comes close you can launch Sleep and Hold Person spells and pick off disabled foes. If you kill half the horde, it will start checking morale.

If you still have trouble, it helps to hire 2 heroes in the New Phlan training hall just for this one battle.

10 - "You enter the keep's old armory. All of the weapons and armor have decayed into uselessness."

11 - "This was once the chapel of the keep. Inside the doorway are the dried husks of two orcs, their faces twisted with terror. A large altar dominates the southern wall."

12 - Altar of the central chapel. A less-scary-than-usual spectre will
confront the party.
You can fight FERRAN MARTINEZ (\#19) (Morale 99, 338 XP ), who is alone, to successfully complete the mission, but he is a very dangerous level-draining undead.

It is easier to parley with him, say 'LUX', then "T"ell the truth, which is the only way to get a response out of him: 'The city fell long ago to the unblessed creatures imbued with the might of a magical pool. Chief among these were Tyranthraxus, Edranka, and Torath. With their powers they ruled and united all else, driving forward to destroy us all. The sage Mendor worked hard to gather record of all these things, but they are lost now, his library overrun.' If you haven't yet taken it, he tells you here about the treasure at location 17. 'To pass my guards on the way out, speak the word 'SAMOSUD'. Now we are freed, our duty done!' Ferran fades away; this will also complete the mission.
(If you say the wrong word, you can reset Ferran by leaving and re-entering Sokal Keep.)

13 (15,1) - "Passing through an illusionary wall, you enter a portion of the keep that remains untouched by time or ravaging armies." If you have not yet taken the treasure at location 17, "There is a glow in the northwestern corner of the room."

14 - If you have not yet taken the treasure at location 17, "Special stands in the northwestern corner hold equipment."

15 (15,6) - If you search here, "As you search through the wrecked smithy, you find that time has crumbled everything with the exception of one old hammer." You may take the Hammer +1 (66 XP).

16 (4,4) - If you search here, you find the defenders' diary (Journal Entry 3) plus 5 gems (208 XP). (If the spectral defenders did not tell you to look here, searching only has a $10 \%$ chance of success.)

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17 (12,0) - Hidden in the corner behind an illusionary wall in the armory are
    surviving magical weaponry and armor: Shield +1, Long Sword +1, Chain Mail
    +1, Mace +2 (333 XP).
SECTION 6.5.1 - Kuto's Well Overview
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Plot background:

Kuto's Well is the most prominent source of fresh water within Phlan, so many of the current resident monsters visit it frequently. The area is, among monsters, something of a neutral zone. Your party is not seen as neutral, though. Also, the bandit Norris the Gray hides out here and doesn't tolerate attempts to find or enter his hideout.

Strategy:

While you are never told to come here, this is a good place to explore if you cannot yet handle the ogre/troll combat in the Slums or the large orc/hobgoblin ambush in Sokal Keep. You can defeat all 10 random combats to create a monster-free zone and get a council reward; also get the treasure at location 22.


Random encounters: There are 10 random encounters around Kuto's Well; the chance of a random encounter 1 in 11 , or 3 in 11 if you are in Search Mode.

The monsters (equal probability of the below) default to a base number equal to Party Strength:

| Base Monster | Modifier | Morale | Movement |
| :---: | :---: | :---: | :---: |
| KOBOLD (\#0) | also 3 KOBOLD LEADER (\#1) | 50 | 6 |
| LIZARDMAN (\#57) | divide number by 8 (minimum 1) | 90 | 12 |
| GNOLL (\#73) | divide number by 6 (minimum 1) | 75 | 9 |

Surprise is rolled for the party and the monsters; the monsters start at Distance 2 unless both sides are surprised. You get the standard options of "C"ombat, "W"ait, "F"lee, "A"dvance/"P"arley:

* Party and monsters both not surprised:
* $50 \%$ chance: the monsters are "bloodthirsty" (+9 bonus to Morale); "W"ait or "P"arley always result in combat. "F"lee success depends on the movement of the slowest party member compared to the monsters.
* $50 \%$ chance: "You are being avoided" by the monsters ( -10 penalty to Morale); "W"ait causes the monsters to flee.
* Party surprised, monsters not surprised: the monsters immediately attack.
* Party not surprised, monsters surprised: "W"ait causes the monsters (-20 penalty to Morale) to flee.
* Party and monsters both surprised: "You are suddenly face to face" with each other. "W"ait causes the monsters to flee.

If you "P"arley, and it doesn't immediately result in combat, add the following together:

* 9 for "H"aughty; 19 for "S"ly, "N"ice, or "M"eek; 29 for "A"busive
* 1d31
* Your spokesperson's Charisma reaction modifier

If the result is:

* Less than 65: You offend the monsters, and they attack (Morale 99).
* 65 to 94: You offend the monsters, and they attack (Morale as above).
* 95 or more: "'We have to keep this area free of intruders -- Boss's orders. We'll let you go this time. But if you come back, you'll face big trouble.' The monsters leave."

Once all 10 random encounters have been defeated in combat, they will never occur again here.

Fleeing: Your party is moved to one of: $(13,12) ;(2,9) ;(11,3) ;(1,1) ;(13,7)$; $(1,14) ;(10,13) ;(6,5)$.

Resting: You cannot safely rest here until you have defeated all 10 random encounters; defeating Norris the Gray does not affect this, contrary to what the clue book claims. If rest is not safe, every hour there is a $12 \%$ chance you are disturbed by a random encounter, in which both you and monsters are surprised. (The monsters being surprised is a bug.)

Clearing the block: There is no reward or recognition for clearing this block, other than making resting here safe.

Differences from the tabletop adventure: The map layout is similar but not quite the same; the hag and her treasure only exist in the Gold Box version.

E1 - Exit to the Slums.

E2 - Exit to Podal Plaza.
E3 - Exit to Mendor's Library.
E4 [location 1] (7,7) - Kuto's Well; entrance to Kuto's Well Catacombs (7,7).
2/3/4 - Some of Norris the Gray's kobolds patrol the well and the buildings near it to prevent anyone from entering his hideout. Attack is automatic if you try to enter the well. It is likely if you enter one of the buildings near the well, at 3 ; and also sometimes happens at 2 or 4 (always if you search).

If they attack, you fight 6 KOBOLD (\#0) and 3 KOBOLD LEADER (\#1) (Morale 67, 16 XP); a second identical combat ensues immediately afterward as reinforcements emerge from the well.

20 - In one of these rooms, you may encounter a small group of kobolds that tries to edge away from you (1 in 21 chance, if it hasn't yet happened): * "C"ombat: fight 2 KOBOLD (\#0) and 4 KOBOLD LEADER (\#1) (Morale 25). * "P"arley (with any attitude) : "The kobolds fawn on you pathetically. 'Please, oh please noble ones, don't hurt us,' they beg. 'We were sent on a scouting mission by our king. Rumors of a wondrous pool came to him in

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        his lair. We are all that remains of the mighty band that was sent west to
        test the tales. We mean you no harm. We only seek to return to our
        families.'"
21 (7,13) - "A lizardman leads a pack of giant lizards on patrol before a door
    that has been nailed closed. Seeing you, the monsters attack!" Fight 1
    LIZARDMAN (#57) and 4 GIANT LIZARD (#59) (Morale 75, 99 XP).
22 (7,14) - "A wide-eyed woman is seated on a rug. At your entry, she stands.
    'Greetings bold ones, I have long awaited your coming. My time here is short
    for the world enters a new age. An evil spirit from an unholy pool guides
    your enemies. It hides behind a fair countenance. Be not deceived.' With
    that, the woman is gone."
    If you then search, "Beneath a rug you find a compartment containing arms and
    armor." The treasure is Banded Mail +1, Quarter Staff +1, and Bracers AC 4
    (533 XP).
SECTION 6.6.1 - Kuto's Well Catacombs Overview
Plot background:
The half-orc bandit Norris the Gray and his bandit horde hide out here.
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Strategy:
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Strategy:
The council never tells you to defeat Norris the Gray, but will reward you for doing so. This is another place to explore if you cannot yet clear the Slums or Sokal Keep. Defeat Norris at location 12 and retrieve his treasure at location 13.

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SECTION 6.6.2 - Kuto's Well Catacombs Details

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Random encounters: None.

Resting: If you have defeated Norris the Gray, resting is always safe. Otherwise, he will ambush you himself (same confrontation as in location 12).

Clearing the area: Though the council does not give a formal commission, they will give you an award for defeating Norris the Gray.

Differences from the tabletop adventure: The ambushes are more complicated in the tabletop version, though the map is similar.

E1 [location 16] (7,7) - Exit to Kuto's Well (7,7).
6 - This secret door is not usable unless you detect it.
9/10/11 - If Norris the Gray has not been defeated, skulking kobolds launch arrows (THACO 21 attacks on random characters, ld6 damage per hit; 4 attacks at 9, 1 at 10 and 11) at your party here. (You cannot immediately reach the kobolds from this location.)
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12 - If Norris the Gray has not been defeated, he will confront you at the
first of these locations you reach. (He's familiar enough with the catacombs
to beat you to any of them.)
* If you "S"urrender: You lose all your money and light items plus some
heavier items, and you are moved above ground.
* If you "F"ight, it is against NORRIS THE GRAY (\#32), 5 LIZARDMAN (\#57), and
9 KOBOLD LEADER (\#1) (Morale 70, 208 XP). Norris the Gray carries a Long
Sword +1.
"On the leader's body, you find a curious message." (Journal Entry 50)
"You have defeated the dreaded bandit gang and rid Phlan of a great evil.
The honest settlers will cheer your deeds! You have also taken possession
of a hideout in which you may rest undisturbed from the rigors of your
questing."
Sleep and Hold Person should be enough to win this combat, though Sleep
doesn't work on Norris himself.
13 (13,1) - Here you find Norris the Gray's treasure hoard: 20 gems, 92 gold,
and 2300 silver (867 XP).
(This treasure may disappear if you do not claim it before leaving the Kuto's
Well area.)
SECTION 6.7.1 - Mendor's Library Overview

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Plot background:
Mendor's Library was one of the foremost centers of knowledge in the Moonsea region before Phlan's fall. In Phlan's last days, Mendor tried to build up knowledge to thwart the fall, but failed. The monsters don't know what to do with the books, but the Boss does want the information therein -- but the Flight of the Dragons two years ago seriously distracted him. The council now seeks to recover this lost knowledge.

Strategy:
Before you come here, equip as many party members as possible with magical weapons (+1 is good enough) and mirrors, and have the Knock spell prepared. If you don't have Knock yourself, you can hire a THEURGIST in the Phlan training hall. Be wary of dismissing the NPC within the library as it is possible to lock yourself inside if you cannot cast Knock yourself.

Search for two books in location 2 and three books in location 4; the valuable books will each give you a Journal Entry. You must also defeat the basilisk at location 5. You should also get the Manual of Bodily Health at location 13 for your own use.

When you leave, be prepared for the attack by the spectral librarian.


Random encounters: None.

Fleeing: Your party is moved to one of: (7,9); (5,5); (9,9); (9,11).
Resting: It is always safe to rest anywhere.

Clearing the block: The block is considered cleared once you defeat both the basilisk and the spectre, even if you have not recovered all the books of interest.

Differences from the tabletop adventure: "Mantor"'s library has a very different layout and different treasure and monsters, though the books of interest have the exact same text.

E1 - Exit to Kuto's Well.

E2 - Exit to Cadorna Textile House.
E3 - Entrance to Mendor's Library. You need the Knock spell to reliably open the door at low level; even Strength \(18(00)\) or a high-level thief are not
good enough to "B"ash or "P"ick this door reliably.
If you attempt to leave the library having taken at least 1 book, the first time you do so you are attacked by the SPECTRE (\#17) (Morale 100, 338 XP) guarding the library. Surprised is rolled for, but the party cannot surprise the spectre.

The spectral librarian has a dangerous level-draining attack; casting Protection from Evil on everyone before the combat begins helps prevent it from landing. You can restore drained levels with the scroll found at location 5.

1 - "You see what was once was garden, now weed filled. The pleasant pond has become a swamp."

The garden is now overrun with green slime; there is a 7 in 26 chance every move you encounter it. This is resolved by rolling surprise, with the slime taking a -2 penalty if you are in Search mode:
* If you surprise the slime, and it doesn't surprise you, you avoid it: 'You see a strange green plant growth which you recognize as green slime. You carefully move around it.'
* Otherwise, you step in it; a random character takes 1d4 damage. (This does not function like the tabletop version of green slime, thankfully.)
You will automatically avoid the green slime after 7 encounters with it.
2 - Philosophy section. Searching this area has a chance of yielding a book you may take:
(1) Fyerdetha's Discourses on Power (Journal Entry 7)
(2) Urgund's Description of Darkness (Journal Entry 19)
(3) A marginally useful book (always in this order):
(a) Meditations
(b) The Harmony of the Rock
(c) Strom's Discussions of Poetics
(d) Chronicles of Arram
(e) Discourse on the Nature of Writing

The chance is 1 in 12 for each of the three categories, re-rolled if there is no book to find. Otherwise, "You find works on natural philosophy, theories of art, and the supernatural sciences. It is very boring."

3 - Mathematics section. There are no books of interest in this section: "You find essays on geometry, metamagical math, universal geometry, etc., But nothing useful."

4 - History section. Searching this area has a chance of yielding a book you may take:
(1) The History of the North (Journal Entry 8)
(2) Lex Geographica (Journal Entry 37)
(3) The Grand Historian's Records of the Arts of War (Journal Entry 21)

The chance is 1 in 18 for each, re-rolled if you already took that book. Otherwise, "You find various books which are so filled with myth that you don't find anything useful."

5 - Rhetoric section. There are no books of interest in this section, but you will encounter 1 BASILISK (\#26) (Morale 100, 541 XP ); it cares not for rhetoric so parleying won't have any effect. Winning yields a treasure of Potion of Giant Strength, Potion of Healing, Cloak of Displacement, Clerical Scroll (Restoration, Restoration).

Have mirrors equipped before entering, to reflect the basilisk's petrifying gaze.
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6/7 - "You see a chamber filled with rotted furniture and benches."
8 (8,11) - "You see a ruined room with rotted furniture. Human bones lie
scattered about a desk." If you search, "You see a jar under the
floorboards." It contains 3 Potions of Extra Healing (200 XP).
9 - "You see an empty room. The only feature is a series of frescoes on the
walls of learned men and the heavenly patrons of art and learning. You get a
feeling of peace."
10 - "You enter a hall which is filled with rows of writing tables and high
stools. Rotted mounds of parchment litter the room."
11 (11,12) - You encounter a MAD MAN (\#25) here. If you parley with him, his
rantings turn out to have a bit of truth, chosen from the following:
* 'He is wrapped in fire and so cruel!'
* 'The big one, the evil one in the castle of flowers -- he is coming! It is
coming!'
* 'Don't go there! Don't go on the hill!'
* 'He is not human I tell you! Not at all!'
If you invite him to join, he will be reluctant but will join as an NPC
(Morale 0). He will randomly cause trouble in New Phlan, however, and even
aside from that, Morale 0 is hard to tolerate.
12 (12,12) - "This room was once a study. It is now a shattered ruin."
13 (13,13) - If you search here, "Buried amid all the trash you see the book."
It is a Manual of Bodily Health (800 XP). (This can be seriously abused to
great profit; read the section on that if you are interested.)
14/15/16 - If you search here, you may find and take 3 Sheets of Gold (which do
not have any value or use).
18 (12,10) - This storeroom has 5 KOBOLD (\#0) (Morale 10) who promptly
surrender; if you accept their surrender, they will draw a map (Journal Entry
10).

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SECTION 6.8.1 - Podal Plaza Overview
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Plot background:
Podal Plaza is a hotbed of monstrous humanoid activity; you must pass through it to reach Stojanow Gate and Valjevo Castle. You may also receive a commission to learn about a magical item being auctioned here.

Strategy:
Once you receive the commission, choose "Disguise party as monsters" when entering, then go directly to the auction at location 1. Keep a low profile ("S"ly is probably your best parley option if challenged) and you should learn enough to complete the commission.

You can also duel the buccaneer at location 2 to get his magical gear.


Commission: If you have received the Phlan clerk's commission (\#4) to investigate the auction here, you choose one of three options upon entering: * "Stride boldly forward"
* "Disguise party as monsters"
* "Sneak, remaining unseen"

This choice determines your ability to remain undercover long enough to complete the mission.

Random encounters: These are only checked for in open areas, marked \(P\) on the map. Surprise never happens; you will always have the opportunity to parley.

Monsters are chosen with the following algorithm; they start at Distance 0 if you are on mission, 2 otherwise.

Base number of base monsters is calculated by:
1. Divide Party Strength by the indicated divisor; call the result X .
2. Pick a random number between \(X\) and \(2 X\), inclusive.
3. If you are on mission, and you chose to "stride boldly forward" or lost stealth, multiply \(x\) by 2.
4. X must be between 2 and 50 , inclusive.

Par Mod is the parley modifier of this group (not used while on mission). Lead Thr. is the minimum number of monsters needed for leaders to appear. Move is movement, for determining success of "F"lee; this is compared to the movement of your slowest party member.


If you have received the Phlan clerk's commission to investigate the auction: There is a 3 in 26 chance the monsters are just gossiping; the gossip cycles through the following:
1. 'Do you think he'll really show up -- the Boss I mean?'
2. 'More ogres on the street, since the giants took over the castle.'
3. 'He melted into a puddle of lard when he touched the thing!'
4. 'The Boss will be the guy bidding up the price.'
5. 'The plaza's Bane temple is recruiting for Mace again. Grishnak won't be happy.'

The chance of a confrontation is 4 in 26 , or 9 in 26 in Search mode.
* If you chose to 'stride boldly forward', any attempt to "P"arley will result in combat.
* If you are disguised, there is a ( \(6+5\) per non-human in party) in 101 chance that the monsters will demand, 'Who are you?':
* "H"aughty or "A"busive: if Party Strength is at least 1d51, you avoid combat: "They grumble and move on." Otherwise, the monsters attack.
* "S"ly: if your spokesperson's Charisma reaction modifier is greater than or equal to 1 d31, you avoid combat: 'Oh, you're here for the Boss.' Otherwise, the monsters attack.
* "N"ice or "M"eek: immediately start combat (you just gave away your heroic character!)
* If you are sneaking:
* 1 in 6: you get the same demand as above.
* 2 in 6: "You stop, and they move on."
* 3 in 6: "Your party slips past them."

If you have not received the commission, or if you have already completed it: The chance of a random encounter is 1 in 26 , or 8 in 26 if you are in Search mode. To determine the result of a "P"arley, add together the following:
1. 9 for "H"aughty; 19 for "S"ly, "N"ice, or "M"eek; 29 for "A"busive
2. 1d51
3. Twice your spokesperson's Charisma reaction modifier
4. The monster group's parley modifier

If the resulting score is:
* Less than 90: 'We're going to have to teach you a lesson!' The monsters attack.
* 90 to 111: "'Move it, troll-bait!' they snarl and move off."
* 112 or more: "'We'll let you off this time.' The monsters scuttle away." Any option will always work to avoid combat if your spokesperson's Charisma is at least 16.
\((10,5) ;(11,6) ;(12,7)\).
Resting: You may safely rest in the hidden temple of Ilmater, or if you have cleared the block. Otherwise, rest is interrupted quickly, with a 16\% chance every 10 minutes.

Clearing the block: You can clear the block once you have defeated 10 random encounters while not on mission. If you have received the commission but have not completed it, this counter will be reset to 0 every time you enter the map. You cannot ever clear the block if you received the commission, then either chose to "stride boldly forward" or lost stealth.

Differences from the tabletop adventure: In "Podol" Plaza, disguising yourself is less reliable, though you can actually win the auction and claim the wand (though doing so costs more than its market value).

E1 - Exit to Kuto's Well.
E2 - Exit to Cadorna Textile House.
E3 - Exit to Wilderness \((24,28)\).
E4 - Exit to Stojanow Gate.

E5 - Entrance to hidden temple of Ilmater. The door is locked; bashing and picking the lock can work but not reliably; the Knock spell will always work.

1 - If you have received the Phlan clerk's commission to investigate the auction here, and you neither chose to "stride boldly forward" nor lost stealth, entering one of these squares triggers the start of the auction. "The auctioneer cries 'Creatures of all ages, welcome to this auction for an item both magical and powerful!' The auctioneer has either a wand or staff."

If you chose to "stride boldly forward" or lost stealth before starting the auction, you cannot ever either complete the mission, or clear the block if you have not already done so.

If you chose to disguise the party as monsters, your chance of evading detection when checked is 5 in 6 . If you are sneaking, you are always detected when checked. If you are detected, you are confronted by the most recent monster group you had met, as if you were striding boldly forward.

When the auction begins, you may:
* Stand and listen: No risk; the auction proceeds.
* Move in closer: You must roll to avoid detection, though if you succeed "You now see the wand isn't a major artifact, it's only a Wand of Fear!" If you do not get caught, the auction proceeds.
* Listen to comments: No risk; you hear one of two rumors: * 'It's a Wand of Illumination. Who cares, I see in the dark anyway!' * 'It's a Staff of Command. I could have my own army!' and the auction proceeds.
* Leave: You must roll to avoid detection, and you do not see the rest of the auction.

If the auction proceeds, the high bidder of 5000 gold is a magic-user named Garwin, accompanied by an ogre named Buldwar. You may:
* Make a bid: You do not actually need the 5000 gold for this. You must roll to avoid detection. If you succeed, "The man then speaks a word and the auctioneer's block is enveloped in darkness. There is mass confusion. Suddenly, the ogre sprints from the darkness." You may then:
* Follow the ogre: You seize and search Buldwar, but he doesn't have the wand. You must then roll to evade detection.
* Move quietly away: You must roll to avoid detection, and you do not see the rest of the auction.
* Look for the man in plain clothes: No risk; you will be unable to find Garwin, though.
* Wait for winner: No risk. "'Going ... going ... gone!' the auctioneer cries. A man and ogre exchange the wand and a large bag, then disappear into the crowd."
* Leave: You must roll to avoid detection, and you do not see the rest of the auction.

You cannot win the auction yourself; the wand is not significant, anyway. (In the tabletop version, no one even knows its command word.) Any result of the above will complete the mission, even if you don't see the end of the auction as requested by the council.

2 (4,8) - The Pitt, a monster tavern. This game predates Fallout 3 by more than twenty years, so you won't find the Lone Wanderer here.

The first time you enter, "You opened the door into a drunk buccaneer. He glares at you, 'One of you shall pay for this insult. Who will it be?'" You may:
* "C"hallenge him and fight 14 TH LVL FIGHTER (\#41) (Morale undefined), one-on-one, without other repercussions; you even get to keep his Long Sword +1 and Chain Mail +1. The easy way to beat him is by casting Sleep, which works more often than not.
* "A"ttack him outright, which results in a full combat with 14 TH LVL FIGHTER (\#41), 4 HOBGOBLIN (\#6), 12 GOBLIN GUARD (\#2), and 8 ORC (\#4) (Morale 30, 234 XP).
* "F"lee, which will work but causes the loss of any stealth in this visit.
* "B"ribe him with \(10 \%\) of your money and light items.

Once the buccaneer encounter is resolved, you can hang out in the bar:
* Mix with monsters: if you are not disguised, this causes the bar's patrons to attack, as above. If you are disguised, "Monsters insult your abilities and parentage." You may respond:
* Attack or Insult back results in a tavern brawl where some monsters are your side; monsters are GOBLIN GUARD (\#2), HOBGOBLIN (\#6), and OGRE (\#8) (Morale 50).
* Try to leave: causes the bar's patrons to attack, as above (including that buccaneer).
* Joining in heavy drinking: same result as "Drink heavily" below.
* Drink heavily: the party wakes up drunk in the alley behind the bar with all its money and \(50 \%\) of its light items missing, and causes the loss of any stealth in this visit.
* Attack: results in the same combat as attacking the buccaneer (including the buccaneer).

Any combat with all of the bar's patrons results in the bar's abandonment, unlike the taverns in New Phlan. (Monsters evidently have the sense to avoid places where deadly tavern brawls have happened!)

4 (1,15) - "This is a hidden temple of Ilmater. You feel safe here." The priestess of Ilmater can heal you; her services are the same as those in New Phlan, detailed in the Temple Spells section.
\(5(13,8)\) - "This is a small shrine. Symbols of Bane have replaced those of Ilmater."
\(6(14,8)\) - You meet an orc priest of Bane here:
* "A"ttack: fight 1 ORC LEADER (\#5) (Morale 90, Distance 1).
* "G"reet: as "A"ttack, if you are on mission and you did not "disguise party as monsters". Otherwise, the orc asks:
* If you have not cleared the main Temple of Bane, 'We are recruiting creatures for our temple to the northeast. Are you interested?'
* If you have, 'We are hiring creatures to recover our temple. Are you interested?'

Regardless of whether you say yes or no, you will be asked to return in two hours. If you do return, "Many creatures have gathered. The robed orc stands and calls out, 'First, to show your loyalties, kill the unbelievers.' He points at your group." Fight 8 ORC (\#4), 3 OGRE (\#8), 1 ORC LEADER (\#5) (Morale 50, Distance 1).

At the end of either combat, you can pick up 6 Leather Holy Symbols (of Bane) which are of some use on the mission to clear the larger temple of Bane.

SECTION 6.9.1 - Cadorna Textile House Overview

Plot background:
Junior Councilman Porphyrys Cadorna is the last heir to the Cadorna family fortune. He hired an adventurer to search the old Cadorna Textile House, but nothing has been heard from him. He will hire your party to search for both the adventurer and the Cadorna family treasure, and will pay for the return of the treasure.

Strategy:
After Cadorna tasks you with finding his family treasure, go straight to location 24, and have a thief climb down the well to talk to Restal. Agree to his offer.

Defeat Grishnak at location 18, for magic-user scrolls and a Brass Key. Use the Brass Key to free Skullcrusher at location 17. He can provide hints leading you to the ogre at location 21. Take the Cadorna family treasure unopened, and return it to Restal, who can open the treasure and re-create the seal.

While the council will also reward you for clearing random encounters here after that, most random combats feature either monsters that have deadly poison attacks, or undead that can drain levels; you may want to defer that.


Random encounters: The chance of a random encounter is 1 in 31 , or 1 in 6 if you are in Search mode.

If you are in the south-central hobgoblin-patrolled portion of the map, and have not defeated the ogre at location 21, you always encounter:

8 HOBGOBLIN (\#6) and 1 HOBGOBLIN LDR (\#7) (Morale 60, Distance 2, 40 XP) which do not count towards the encounter limit, and do not stop until you have defeated the ogre at location 21.

Otherwise, there are 10 random encounters in the rest of the Cadorna Textile House, which do not scale to the party's strength. (The \(10 t h\) does not show up until after you have defeated the ogre.) To determine which one, roll \(1 d 11\) and add the number of random encounters already fought:
* 1 to 4: 8 POISONOUS FROG (\#38) (Morale 60, 52 XP)
* 5 to 8: 3 LARGE SCORPION (\#18) and 1 HUGE SCORPION (\#39) (Morale 50, Distance 1, \(64 \mathrm{XP)}\)
* 9 to 13: 5 GHOUL (\#72) and 1 WIGHT (\#20) (Morale 100, Distance 2, 180 XP)
* 14 to 18: 10 SKELETON (\#34), 8 ZOMBIE (\#35), and 1 WIGHT (\#20) (Morale 100, Distance 2, 200 XP)
* 19 or more: 8 HOBGOBLIN (\#6) and 1 HOBGOBLIN LDR (\#7) (Morale 60,

\section*{Distance 2, 40 XP\()\)}

None of these monsters can be bargained with or otherwise be avoided once encountered.

Fleeing: If you were confronting hobgoblins, your party escapes to one of: \((4,11) ;(8,8) ;(4,14) ;(12,13)\).

Otherwise, your party is moved to one of: (4,2); \((12,2)\).
Resting: You may rest without being interrupted by monsters outside the hobgoblin-patrolled area if you have defeated all 10 random encounters; in the hobgoblin-patrolled area, you must defeat the ogre at location 21 to rest safely. Otherwise, rest has a \(6 \%\) chance of being disturbed every hour by a random encounter.

Your rest may still be disturbed even if it is safe, but it is by nothing (this is a bug).

Clearing the block: The council considers the block cleared once you have both defeated all 10 non-hobgoblin random encounters, and defeated the ogre at location 21 who leads the hobgoblins. For the block clearing to trigger, you must wander around and roll for another random combat; only then does the game script realize there are none left (there is no visible sign of this).

Differences from the tabletop adventure: The tabletop version has a different layout, is inhabited entirely by gnolls, lacks skullcrusher and the thieves' guild, and the family treasure is not sealed.

E1 - Exit to Mendor's Library.

E2 - Exit to Podal Plaza.
E3 - Exit to Wilderness \((24,28)\).

1 - If the thieves did not sneak you into the textile house, the first time you enter one of these locations, "You are entering a weedy, garbage strewn courtyard. A drum begins to beat and hobgoblins attack." Fight 12 HOBGOBLIN (\#6) and 2 HOBGOBLIN LDR (\#7) (Morale 60, 63 XP). If you win, "Things seem strangely quiet. The drum has faded to silence."

If the thieves did sneak you in, you circumvent this battle.

2 - "This cavernous building serves as a barracks." You encounter 14 HOBGOBLIN (\#6) and 3 HOBGOBLIN LDR (\#7) (Morale 60, 76 XP ), who attack if you do anything other than "F"lee.

3 - "You are appalled by the stench in this damp building."
\(4(3,9)\) - "You are in a deteriorated building."
5 (2,8) - "When you entered, a few faded, motheaten tapestries flutter mournfully." You encounter 10 HOBGOBLIN (\#6) and 2 HOBGOBLIN LDR (\#7) (Morale 60, 54 XP ), who attack if you do anything other than "F"lee. This combat can re-spawn.
\(6(5,15)\) - "Several baby hobgoblins flee, screaming in fear!" No, you can't kill them.

7 (6,14) - "'Skullcrusher was here' is carved into the north wall." If he is
in your party, "Skullcrusher proudly points out his handiwork."
8 - "Graffiti covers the walls in meaningless abandon." You encounter 12 HOBGOBLIN (\#6) and 2 HOBGOBLIN LDR (\#7) (Morale 60, 63 XP), who attack if you do anything other than "F"lee.

12 (9,11) - "You can barely see a dark object to the west", if you have not visited location 13 and destroyed it.

13 (9,9) - "You see a dead hobgoblin with its head crushed. Written in blood is a message: 'Skullcrusher was here.'" If Skullcrusher is in your party, "Skullcrusher laughs and cracks his knuckles." Nothing is on the body.

14 - "A simple kitchen; a few clay bowls adorn the floor."
\(15(10,12)\) - "The remains of a smoking fire."
16 (11,11) - "Bread and meat lie about, as well as pieces of human anatomy."
17 (2,15) - "You are in a very small, dark room. A muscular man locked in chains lies here. Near him is a page." (Journal Entry 47) The only way to free him is to use the Brass Key from the combat with Grishnak at location 18.

If you then "P"arley with any attitude other than "A"busive, 'Thanks for freeing me. I'm Lord Cadorna's servant.' You may then ask SKULLCRUSHER (\#28) (Morale 100) to join your party: 'Great! My name is Skullcrusher. There's a secret door to the southeast. That's where I met the hobgoblin leader.'

18 - "You are in a large room which serves as a crude temple, and causes a vague feeling of disquiet. Atop a small bone altar, stands an ancient hobgoblin. She screams 'I am the mighty Grishnak! You have interrupted my unholy rites! Feel my infernal wrath!'" Fight GRISHNAK (\#28), 12 HOBGOBLIN (\#6) and 3 HOBGOBLIN LDR (\#7) (Morale 100, 353 XP).

You will find among the hobgoblins' items: Cursed Necklace, Brass Key, Potion of Healing, Magic-User Scroll (Reduce, Detect Invisibility, Fireball), and Magic-User Scroll (Burning Hands, Mirror Image, Blink). (The Stone Statuette is heavy and useless.)
(In other news, evidently the Boss offers sex-change operations to veterans of Sauron's armies.)

19 (2,13) - "This room has had blood smeared on the floor and walls in a ritual, unholy manner."

20 (11,14) - If Skullcrusher is in your party and you have not yet defeated the ogre, "'In the east wall is the secret door,' says Skullcrusher. 'If we go through we can surprise them.'"

21 (12,14) - "This room is dimly lit with guttering torches. You see the chief of the hobgoblins, a huge ogre. As you enter, he rises to his full ten feet of height, his head wreathed in the flickering shadows. 'Puny creatures,' he bellows. 'I allowed you to toy with my minions, but now I'll crush the life from your limbs.'" Fight 1 OGRE (\#8), 18 HOBGOBLIN (\#6) and 4 HOBGOBLIN LDR (\#7) (Morale 100, Distance 1, 132 XP).

If you defeat them, you find the sealed Cadorna family treasure, which you may either "T"ake unopened, or "O"pen immediately for \(1943 \mathrm{XP}, 4\) jewelry, 8
gems, 400 platinum, 20 silver, 450 copper, four pieces of item jewelry, Gauntlets of Ogre Power, and the potential wrath of Junior Councilman Porphyrys Cadorna.

You get a slightly better total reward if you have the thief Restal at location 24 open the treasure and recreate the seal, then return it to Cadorna.

23 - You find a page from a diary (Journal Entry 11) in the first one of these locations you enter.
\(24(1,3)\) - "On the well is a note, 'Thieves only.' The well has no rungs or rope and seems very deep. Only a skillful climber could survive the descent."

Any non-thief who attempts to climb down will fall, taking \(15 d 6\) damage; equipping a Ring of Feather Falling does not prevent damage, though it is supposed to. (That's a fall of 150 feet!) A thief can successfully climb down with a standard Climb Walls roll to avoid falling. If you reach the bottom alive, you greet the thief Restal:
* If you did not successfully climb down, or are not on Junior Councilman Cadorna's mission, he magically expels you from the well.
* If you were not expelled, and have not yet retrieved the treasure, he offers 'You are seeking the textile house. We can get you in unseen and possibly help you with the treasure.' If you accept, you are moved to location 24a (6,11): "You are blindfolded and taken on a long, twisting walk, then up a ladder. 'Only meet us at the main well.'" This also disables the combat at location 1, but you are otherwise on your own.
* If you then bring back the unopened Cadorna family treasure, he offers 'We can duplicate the seal on that chest -- for half the treasure -- no one will ever know.' If you accept, you receive 2 jewelry, 4 gems, 200 platinum, four pieces of item jewelry, and Gauntlets of Ogre Power (1200 XP).

If you are not above exploiting a scripting bug, you can leave the map then immediately return. This will reset the treasure-opened flag without flagging the quest as complete (which only happens if you return to New Phlan). Restal will then offer to open and re-seal the treasure as if you hadn't opened it.

SECTION 6.10.1 - Kovel Mansion Overview

Plot background:
The main thieves' guild of Phlan now operates out of ancient Kovel Mansion. The council wants you to clear them out; you may keep whatever treasure they happen to have.

\section*{Strategy:}

Even if you set off traps here, they don't actually do much damage.
Go first to location 14 and deliberately set off the ambush there, then collect the treasure. Then, fight the set combat at location 16. Those two combats, plus a single combat against another thief, should complete the mission.

You can also collect the treasures at locations 9, 10, 12, and 13; these can be retrieved even by low-level characters.


How to get here: Take the boat from the Phlan dock to the "B"ay, then enter the "N"orth side of the city.

Random encounters: None.
Resting: You may not safely rest if you have not yet cleared the block; three thieves will each launch a sling bullet at the party (3 THACO 10 attacks on random characters, \(1 d 4+1\) damage per hit).

Clearing the block: To clear this block, you must kill at least 21 thieves in combats that count, which are the thief ambushes ("B" on the map) and the combats at locations 14, C2 (by way of location 15), and 16.

Differences from the tabletop adventure: The layout is identical and the map plays much the same way (the tabletop version has a thief count of 18), although the Gold Box version has much less powerful spell scrolls.

E1 - Exit to Wilderness \((26,27)\).
E2 - Exit to Wilderness \((26,26)\).

E3 - Exit to Wealthy Area.
B - If you have not cleared the block, when you enter this location a thief may ambush you here:
* \(30 \%\) chance if the count of thieves killed is less than 12 , \(35 \%\) chance otherwise: the thief will backstab one character. This is a THACO -10 attack that does 2 d 8 damage if the count of thieves killed is less than 12, or 3 d8 otherwise. You cannot retaliate or catch the thief in this case.
* Otherwise: You catch the thief, and get the option to attack the thief or let him go. If you attack the thief, you fight 1 1ST LVL THIEF (\#45) if the count of thieves killed is less than 18, or 1 6TH LVL THIEF (\#51) otherwise (Morale 30 for either). Winning this combat increases the count of thieves killed by 1.
The backstab does not happen if it is numbered the same as the most recent backstab.

T - These squares are trapped. A thief may roll to detect and disarm the trap, with the standard roll. A failure triggers the trap as follows:
T3, T5, T6, T8 - "A scything blade drops across the doorway, damaging one of the characters." (THACO 0 attack on random character, \(1 d 6\) damage if it hits)
T4 - "The party hears the cracking of class. A poisonous gas fills the air!" (1d3 damage to random character, saving throw vs. poison negates)
T7 - "After the party enters the room a net laced with sharp blades falls on the party." (1d6 damage to random character, saving throw vs. spell negates)
\(9(10,9)\) - This loot pile worth 400 XP includes a Short Sword +2 and Leather Armor +4 among the other nonmagical items.

10 (14,10) - There are three cabinets here; all of them are locked, and cabinet
C is also trapped. They contain:
A - some papers (Journal Entry 23, Journal Entry 14)
B - 1500 silver (12 XP)
C - 1800 gold (300 XP) (trap: needle trap, 1 THACO -20 attack on random character, 1 d8 damage if it hits)

11 (14,14) - There is a pile of 26 huge tapestries and 2 fine tapestries here (they are very heavy and not worth that much).
\(12(3,13)\) - A wooden cabinet is here. It is trapped; if your thief fails to deal with the trap, every party member must save vs. poison or take 2 d 6 damage. You must then bypass its lock; when done, within is a treasure worth 666 XP:

Magic-User Scroll (Fireball, Haste, Hold Person)
Magic-User Scroll (Blink, Ray of Enfeeblement, Slow)
Clerical Scroll (Hold Person, Cure Blindness, Bestow Curse)
Clerical Scroll (Prayer, Remove Curse, Animate Dead)
Magic-User Scroll (Reduce, Detect Invisibility, Fireball)
Magic-User Scroll (Burning Hands, Mirror Image, Blink)
\(13(6,7)\) - There are four caskets here; all of them are both trapped and locked. They contain:
A - 12 gems (500 XP) (trap: poison needle does 1 d4 damage to one character, saving throw vs. poison negates)
B - 1 jewelry ( 366 XP ) (trap: poison dart does \(1 d 3\) damage to one character)
C - 3 gems (125 XP) (trap: poison powder does 1 d6 damage to every character, saving throw vs. poison negates)
D - 20 gems ( 833 XP ) (trap: volley of darts launched at party: 12 THACO 10
```

attacks on random characters, ld4 damage per hit)

```
\(14(3,4)\) - There is a pile of weapons and armor here. You can search them for traps, which is a standard thief Find/Remove traps roll, or is automatic with the Detect Traps spell. Disarming the trap is also a standard thief Find/ Remove traps roll.

If you fail to disarm the trap, or simply tried to take the treasure, you set off an ambush trap that depends on the count of thieves killed:
* 0 to 7: fight 56 TH LVL THIEF (\#51).
* 8 to 12: fight (kills-7) 1ST LVL THIEF (\#45) and (12-kills) 6TH LVL THIEF (\#51).
* 13 to 17: some very strange things happen that aren't well-defined. In programming terms, with 13 to 15 kills an integer underflow occurs, and you may have to fight a large number of level 1 thieves. With 16 or 17 kills, the game dereferences a stale pointer when defining the number of level 1 thieves.
* 18 or more: There aren't enough thieves left for an ambush; this acts as if you had disarmed the trap.
The thieves surprise you (Morale undefined). If you fought a combat with 0 to 15 thief kills beforehand, this increases the count of thieves killed by 5.

However the ambush is resolved, the treasure is worth 600 XP and contains 2 Daggers +1, Hammer +1, Morning Star +1, Scimitar +1, Short Sword +1, Shield +2, Chain Mail +1, and Broad Sword -2.
\(15(6,5)\) - "As you enter the room two thieves come out of nowhere and attack the party. They fail miserably and run out the east door." If you give chase, they split up at location C1 \((9,8)\) :
* If you follow the thief that headed "E"ast, you end up at location C2 \((13,5)\), where you can fight the thief handled the same as a backstab marked B.
* Following the thief that headed "S"outh will lead you into the ambush at location 16.

16 - In the first of these locations you enter, you are surprised by 15 1ST LVL THIEF (\#45) and 36 TH LEVEL THIEF (\#51) (Morale 60, 263 XP). This combat counts as 15 kills towards clearing the block, not 18; it will also not disappear just because you have otherwise cleared the block.

17 (8,14) - There are some files here (Journal Entry 38, Journal Entry 51).
18 (10,12) - "You enter a room that has been converted to a jail. There are ten young thugs beating an older thief to death. Once you enter they stop and attack you." Fight 10 1ST LEVEL THIEF (\#45) (Morale undefined, 23 XP). After you win, the old thief dies, but not before giving you some papers (Journal Entry 48). This combat does not count towards clearing the block.

19 (5,14) - "On a nearby wall is a slate. Drawn on the slate is a complex maze with the words 'NW Castle' under it." (Journal Entry 41)
\(20(4,5)\) - "On the floor is a crude map. It is a map of a complex maze with the words 'NE Castle' under it." (Journal Entry 29)

SECTION 6.11.1 - Wealthy Area Overview

Plot background:

This was once the home of old Phlan's wealthy, but it is now occupied by orcish patrols from the adjacent Temple of Bane.

Strategy:
Visit location 4 with Search mode on, then defeat the orcs there to clear this block. There's not much else.
```

SECTION 6.11.2 - Wealthy Area Details

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How to get here: Take the boat from the Phlan dock to the "B"ay, then enter the "S"outh side of the city.

Random encounters: The odds of a random encounter are 1 in 20 normally, or 1 in 6 if you are in Search mode. They continue to appear until both this block and the Temple of Bane have been cleared.

A random encounter has a \(40 \%\) chance of being a special orc patrol: "You see a group of four orcs whose shields bear a black hand on a red field." Surprise is not rolled for. If you "P"arley:
* "H"aughty or "A"busive: "In a deep threatening voice one of the orcs says 'You moles better watch your step or you shall feel the wrath of Bane!' After saying this he spits and leaves."
* "N"ice or "M"eek: "The orcs yell out, 'We have orders to check out suspicious individuals, but youse guys look harmless enough.' After talking the four orcs wander away."
* "S"ly: "One of the orcs says, 'Oh, yeah youse them guys who know where de treasure is. We not supposed to kill you yet.' The orcs then wander away."
They will not fight unless forced to; if defeated in combat, they carry 6
Leather Holy Symbol (of Bane).
The rest of the time, monsters are chosen from the following table.


The number of monsters is calculated thusly:
1. Divide Party Strength by Div, rounding down, with a minimum of 4.
2. Possibly divide again:
* 60\% chance: divide by 3, rounding down
* \(30 \%\) chance: divide by 2 , rounding down
* \(10 \%\) chance: no further division
3. If the number of base monsters is at least equal to Lead Thr, there are also monster leaders, numbered equal to the lowest integral multiple of Lead Mult that would be enough to lower base monsters below Lead Thr. (This is not actually deducted from number of base monsters.)
4. The number of base monsters is then capped at 56 minus the number of monster leaders.

Par Mod is the parley modifier of this group.
Move is movement, for determining success of "F"lee; this is compared to the movement of your slowest party member.

Surprise is rolled for the party and the monsters.
* Party and monsters both not surprised: Distance is 2.
* Party surprised, monsters not: Distance is 0; the monsters attack immediately.
* Party not surprised, monsters surprised: Distance is 2.
* Party and monsters both surprised: Distance is 0; the monsters attack if you attempt to "P"arley.

If you "P"arley when you are not surprised, add together the following: * 4 for "M"eek; 29 for "H"aughty, "S"ly, or "N"ice; 59 for "A"busive * 1d31
* Your spokesperson's Charisma reaction modifier
* The parley modifier for the appropriate monsters

Then:
* Score is 74 or below: "The monsters scream 'Oh yeah, well I guess were just gonna have to teach youse guys a lesson or two.'" The monsters attack.
* Score is 75 to 99: "'Get outa here before we make you leave', the monsters yell. 'And you wont come back if you know whats good fer ya.' The monsters then leave."
* Score is 100 to 139: "'We gotta keep all you nonbelievers outa here', the monsters say as they begin to leave. 'So hit the road ya bums.' The monsters turn and leave."
* Score is 140 or higher: "You intimidate the monsters so much they run away!"

Resting: It is not safe to rest anywhere until you have cleared both this block
and the Temple of Bane; it is then safe to rest anywhere. If you are disturbed ( \(50 \%\) chance every 20 minutes), it will always be an attack by 10 ORC (\#4) (Morale undefined, 23 XP).

Clearing the block: The council will consider this block cleared once you have fought the combat in any mansion marked \(M\).

Differences from the tabletop adventure: In the tabletop version, this isn't connected to the Temple of Bane mission; the only real quests are to clear the block of monsters and recover family heirlooms from the mansions here. The map is similar but not identical.

All experience rewards listed are for a 7 -person party (it is assumed you have Dirten with you).

E1 - Exit to Wilderness \((26,27)\).
E2 - Exit to Kovel Mansion.
E3 - Exit to Temple of Bane.
M - The first time you enter any one of these mansions, you are confronted by ORC (\#4) (20 if you have encounter a four-orc patrol and let it live, 10 otherwise) (Morale 99, 46 XP for \(20,23 \mathrm{XP}\) for 10 ). They attack immediately if you do not have a Leather Holy Symbol; otherwise they act surprised, but you will end up fighting them if you do anything other than run away.

1 - "You are in a room filled with rubble and waste." If you are in Search mode when you enter this location, you may find a tapestry (which is heavy and not that valuable).

2 - "You are in the remains of a once great dining room. Furniture lies burned and broken throughout the room." If you are in Search mode when you enter this location, you may find 3 jewelry (942 XP).

3 - "Before you is a great hall. The floor is littered with orc trash and the walls have crude black hands painted on them." If you are in Search mode when you enter this location, you may find a trap door concealing a hidden treasure: Clerical Scroll (Animate Dead, Cure Blindness), Potion of Extra Healing, and Ring of Feather Falling (285 XP).

4 - "You are in a room that is filled with the dead bodies of the orcs' previous victims." If you are in Search mode when you first enter this location, you may find 3 jewelry ( 942 XP ). You cannot find this treasure otherwise.
\(6(6,8)\) - "As you enter the room you see six orcs led by a large ogre. They lunge forward and attack." Fight 6 ORC (\#4) and 1 OGRE (\#8) (Morale 80, 42 XP). They are carrying a piece of paper (Journal Entry 53).

7 (14,8) - "In this room are some goblin slaves that are cowering in the corner. They all scream 'Please don't kill us.'" Killing them is automatic and doesn't result in combat or XP (you meanie); if you "L"et them go, "As they leave one of them says 'To enter the temple you need a holy symbol of Bane.'"

9 (8,12) - "You enter into a filthy room. Eight orc guards attack you immediately." Fight 6 ORC (\#4) and 2 ORC LEADER (\#5) (Morale 80, 29 XP).

10 - This room has some crude beds; if you search you are attacked by 8 ORC
(\#4) (Morale 80, 18 XP).
```

12 (5,15) - "On the wall here is a poorly scratched out message. You can
barely make out the words: 'North wall. Ri t front glas. Se'" It does not
mean anything, according to the clue book.
SECTION 6.12.1 - Temple of Bane Overview

```
Plot background:
The old Temple of Ilmater is now occupied by orcish forces who have rededicated
it to the evil god Bane. The temple is currently led by the half-orc cleric
Mace. The council of Phlan is interested in defeating Mace and reclaiming the
temple for the gods of good.
Strategy:
You can enter the temple peacefully if you either carry at least one leather
holy symbol (of Bane), or parleyed with a randomly-encountered four-orc patrol.
Go straight for the temple and search for the three treasures at locations 1 ,
2, and 3. Be ready for the big attack that will come after you find the last
treasure.


Random encounters: Encounters are identical to those in the Wealthy Area (q.v.) except that you will not be bothered in the central actual temple building if Mace is letting the party search for the treasures inside.

Resting: Same as for the Wealthy Area.

Clearing the block: The council will consider this block cleared once you have defeated Mace. It does not matter whether or not you have Dirten present for this.

Differences from the tabletop adventure: The temple encounters work much the same way, but the magical treasure is far less valuable in the Gold Box version (mostly because most high-level spells aren't implemented here).

All experience rewards listed are for a 7-person party (it is assumed you have Dirten with you).

E1 - Exit to Wealthy Area.
E2 [location 4] - "You stand in front of the entrance to a large shadowy
temple. An old blind decrepit orc stands outside with eight orc guards."
* If you have encountered at least one of the special four-orc patrols non-violently:
You will automatically be admitted entry: "As you approach, they move, allowing you entrance into the temple." This is intended to be a trap; Mace wants the party to search the temple for hidden treasure, then attack the party himself to claim the treasures.
* Otherwise:

The orcs do not know about your party, so you are not automatically allowed entry. The blind orc will check for the presence of at least one Leather Holy Symbol (of Bane). If you have one, he will let you in if you permit him to search your party. Otherwise, you will have to attack the temple guards of 8 ORC (\#4) (Morale 99, 18 XP ) to gain entry to the temple.

If you have entered the temple and attempt to leave, that will trigger the combat with Mace and his followers described below if it has not already happened.

1/2/3 - These three locations have treasures beneath hidden trap doors, which you can find by searching. Mace wants you to find these for them, then ambush you to get the treasures himself. The treasures are as follows:

1 - 342 XP; Clerical Scroll (Animate Dead, Cause Disease, Prayer), Clerical Scroll (Snake Charm, Silence 15' Radius, Bless), Magic-User Scroll (Fireball, Ray of Enfeeblement, Stinking Cloud).
2 - 800 XP ; Potion of Giant Strength, Potion of Healing, Potion of Speed, Wand of Magic Missiles (20 charges), Dust of Disappearance, plus some nonmagical items. (The Dust of Disappearance is an extremely powerful consumable item -- don't waste it!)
3 - 457 XP; Hand Axe +1 , Dagger +1 , Hammer +1 , Mace +1 , Morning Star +1 , Scimitar +1, Spear +1, Short Sword +1.
After you find the third of these treasures, you will be immediately attacked by MACE (\#33) leading 30 ORC (\#4), 20 ORC (\#44), and 5 ORC LEADER (\#5) (Morale 99, 256 XP ), unless Mace has already been defeated. (Note that some of these orcs are "elite" orcs armed with short bows.) Mace is carrying a Mace +1 and a notice recorded as Journal Entry 25. If Dirten is with the party, he will leave your party after this battle.

You can choose to favor either choke points, or wide-open spaces for casting Fireball, depending on where you search for the last treasure. The orcs are easily dispatched with Fireball, but enough orcs are armed with bows that they can be a problem for lower-level parties.

7 - "In front of you is an altar that is smeared with blood and covered with crude black hand prints." If you "D"estroy altar, and you have not already defeated Mace, he attacks immediately. (The orcs receive no Morale bonus as the clue book suggests.)

SECTION 6.13.1 - Wilderness Overview

Plot background:
The wilderness near Phlan is not extensive enough that it has any other significant town or city, but it does have a variety of places you can adventure in, plus the inevitable random encounters.

Strategy:
Wilderness combats can be very large, can feature dangerous monsters, and lack choke points, all for little reward; outdoors combat should thus be
avoided unless you seek a challenge.
If your spokesperson has high Charisma, you can avoid combat with sapient monsters by parleying with an "N"ice attitude in the Western Wilderness, or an "A"busive attitude in the Central or Eastern Wilderness.

The dangerous monsters are:
* Western Wilderness: giant snakes have a deadly poison attack.
* Central Wilderness: driders cast spells including Fireball.
* Eastern Wilderness: wyverns and phase spiders both have deadly poison attacks.

SECTION 6.13.2 - Wilderness Details
\begin{tabular}{|c|c|}
\hline 111111111122222222233333333334444 & KEY: \\
\hline 01234567890123456789012345678901234567890123 & \\
\hline & . plains \\
\hline & " swamp \\
\hline . . & + forest \\
\hline  & \& hills \\
\hline  & \(\wedge\) mountains \\
\hline  & ~ river (the Stojanow is not \\
\hline  & passable below Lake Kuto \\
\hline  & until you defeat Yarash) \\
\hline  & = impassably large body of \\
\hline  & water (Lake Kuto or the \\
\hline  & Moonsea) \\
\hline  & \\
\hline  & (NB: terrain that is not \\
\hline  & water has no effect other than \\
\hline \&\&\&^^^ \(\& \& \& \& \& \ldots++\sim+f+++\). \(+++++\ldots\). . \(\& \& \& \& \& \& \& \& \& \&\) & appearance) \\
\hline . \(\& \& \& \& \& . \& \& \& . .+++====+++++++\ldots\). \(\& 1 \& \& \& \& \& \& \& \& \&\) & \\
\hline . . . . . . . . \(+++++==g=.+++++++++. \& \sim \delta \& \& \& \& \& \& \&\) & \\
\hline \(\ldots . . . . . . .+++++++===. .+++++++++. \sim \sim \& \& \& \& \& \& \&\) & \\
\hline . . . . . . . +++++++ . \(\sim\). . . ++++++++ . . \(\sim \sim \& \& \& \& \& \&\) & \\
\hline . ."". . . ++++++ . \(\sim \sim \ldots++++++++\). . \(\& \sim \& \& \& \& \& \&\) & \\
\hline  & \\
\hline . . ."". . . . . ++++ . . ~~. . . ++++++++++. \(\delta \sim\) \& \& \& \& \& \& & \\
\hline . "" " . . . . +++ . \(++\sim \sim \ldots\) & \\
\hline  & \\
\hline . . . . \({ }^{\text {j }}\) "......+++++~~ . . \(++++++\delta \sim \sim \sim \& . . . \& \&\) & \\
\hline . . .""". . . . . \(+++++. \sim \sim \sim .+++++++\sim\) \& . . +++ \& & \\
\hline . . ."". . . . . . ++++++ . . \(\mathrm{cc}++++++\sim^{\text {c }}++++++=\) & \\
\hline . . ."". . . . . . . +++++++ . \(\mathrm{ab} .++\). \(++\sim+++++===\) & \\
\hline "". . . . . . . \(+++++++\mathrm{d}==. . . . .++\sim \sim \sim \sim=====\) & \\
\hline \(++\mathrm{e}+++\) +======== \(\mathrm{e}======\) & \\
\hline " . . . . \(==\). \(=====+===============\) & \\
\hline . \(\mathrm{n}=========================1\) & \\
\hline ============================ & \\
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\hline ================== & \\
\hline 0123456789111111111122222222233333333334444 & \\
\hline 0123456789012345678901234567890123 & \\
\hline
\end{tabular}

Random encounters: There are three different sets of random encounters and lairs; which set depends on your current X coordinate. (Land terrain makes no difference.) You can often avoid combat in random encounters with intelligent monsters by parleying; the effect of attitude varies by monster
set.

The chance of a random encounter is \(5 \%\). A random encounter is with monsters 20 in 21 times, and is a lair entrance 1 in 21 times. The few possible lairs have equal probability, and are described in the next section.
"W"ait will always avoid combat if your party is not surprised and the monsters are. It otherwise always results in combat.
"F"lee can only work if neither side is surprised ("You spot a group of <monsters>.")

To find the effect of a "P"arley, if the monster has a parley receptiveness other than 0 (always hostile) or 50 (always friendly), add together the following (surprise does not matter):
* Parley receptiveness
* Parley attitude modifier for that monster set
* Your spokesperson's Charisma reaction modifier
* 1d31

If the result is:
* 99 or less: The monsters are insulted and attack.
* 100 to 139: "You convince the <monsters> that combat is not necessary and you go on your way."
* 140 or more: "The <monsters> fall for your sparkling personality and wander away without a fight."

Monster tables explanation:
Fr Frequency (chance out of 19 for Western; 18 for Central; 20 for Eastern)
Di Divisor: the base number of monsters is equal to Party Strength divided by this, rounded down. This is subject to a random additional division: * 1 in 6 chance: no extra divisor * 3 in 6 chance: divided by 2 * 2 in 6 chance: divided by 3 The mininum number of monsters is 1.
Mo Morale
Pa Parley receptiveness: 0 is always hostile, 50 is always friendly, intermediate values work as above.
Mv Movement: if "F"leeing is possible, the chance of that succeeding is this compared to the movement of your slowest party member. (It isn't necessarily its actual combat movement.)
Re Size reduction: if the base monster group is at least as large as this, this will be subtracted until it is smaller than this number; one additional "extra monster" will be added for each subtraction.
\begin{tabular}{|c|c|c|c|c|c|c|c|}
\hline Fr & Base Monster & Di & Mo & Pa & Mv & Re & Extra Monster \\
\hline -- & & -- & -- & -- & -- & -- & \\
\hline 2 & QUICKLINGS (\#10) & , & 60 & 10 & 96 & & \\
\hline 3 & WILD BOAR (\#120) & 4 & 60 & 0 & 15 & & \\
\hline 1 & GIANT MANTIS (\#74) & 10 & 60 & 0 & 12 & & \\
\hline 3 & TIGER (\#119) & 6 & 60 & 0 & 12 & & \\
\hline 2 & THRI-KREEN (\#118) & 10 & 60 & 30 & 18 & & \\
\hline 1 & AHNKHEG [sic] (\#65) & 8 & 60 & 0 & 12 & & \\
\hline 2 & CENTAUR (\#67) & 4 & 60 & 50 & 18 & & \\
\hline 2 & CORPORAL (\#54) & 2 & 80 & 10 & 6 & 10 & CORPORAL (\#54) \\
\hline 1 & 1ST LVL THIEF (\#45) & 2 & 40 & 10 & 12 & 40 & 6TH LVL THIEF \\
\hline 2 & GIANT SNAKE (\#60) & 8 & 60 & 0 & 15 & & \\
\hline
\end{tabular}

Quicklings cannot be surprised.
The party is surprised by giant mantises on a roll of 1 to 5.

Tigers and corporals are only surprised on a roll of 1.
\begin{tabular}{lcccrr} 
"P"arley modifiers: & Haughty & Sly & Nice & Meek Abusive \\
& 19 & 9 & 49 & -1 & 29
\end{tabular}

The western wilderness has four possible lairs: (1) wild boar, (2) anhkheg, (3) thri-kreen, and (4) giant snake.
```

Central Wilderness (X=16 to X=28, ECL Script 26):
Fr Base Monster
4 KOBOLD (\#123) 1 40 30 6 40 KOBOLD LEADER (\#1)
2 DISPLACER BEAST (\#68) 6 60 0
1 DRIDER (\#69) 7 60 1 12
3 STIRGE (\#61) 2 60 0 18
3 LIZARDMAN (\#57) 3 50 20 6
1 BANDIT (\#97)
N NOMAD (\#40) 1 60 50 9 30 AIDES (\#53)
2 MERCHANT (\#98) 1 0 50 9 30 AIDES (\#53)
"P"arley modifiers: Haughty Sly Nice Meek Abusive

```

    The central wilderness has three possible mini-maps: (1) grove with pool,
    (2) ruined huts, and (3) grove with stirges.
\begin{tabular}{|c|c|c|c|c|c|c|c|}
\hline Fr & Base Monster & Di & Mo & Pa & Mv & Re & Extra Monster \\
\hline -- & -------------- & -- & -- & -- & -- & -- & \\
\hline 4 & KOBOLD (\#0) & 1 & 40 & 30 & 6 & 40 & KOBOLD (\#0) \\
\hline 3 & GNOLL (\#73) & 2 & 50 & 20 & 9 & & \\
\hline 3 & LIZARDMAN (\#57) & 3 & 60 & 20 & 6 & & \\
\hline 2 & GIANT LIZARD (\#59) & 4 & 50 & 0 & 15 & & \\
\hline 2 & HIPPOGRIFF (\#113) & 4 & 70 & 0 & 18 & & \\
\hline 1 & WYVERN (\#121) & 8 & 70 & 0 & 24 & & \\
\hline 2 & TROLL (\#31) & 7 & 60 & 10 & 12 & & \\
\hline 1 & PHASE SPIDER (\#116) & 6 & 70 & 0 & 31 & & \\
\hline 2 & MINOTAUR (\#62) & 7 & 70 & 10 & 12 & & \\
\hline
\end{tabular}
        "P"arley modifiers: Haughty Sly Nice Meek Abusive
        --------------------------------------------
    The eastern wilderness has four possible lairs: (1) wyvern, (2) giant
    lizard, (3) gnoll, and (4) kobold.

Resting: Every 8 hours, rest outdoors has a \(10 \%\) chance of being disturbed by a non-lair random encounter appropriate for where you are.
a \((25,27)\) - Phlan. You can step freely on this square as if nothing were here.
b \((26,27)\) - East of Phlan. You can choose to enter Phlan to:
* the "N"orth, to Kovel Mansion \((15,4)\)
* the "S"outh, to Wealthy Area \((15,4)\)
* to the Civilized Area \((15,1)\) by "B"oat
c \((25,26)\) and \((26,26)\) - North of Phlan. You can choose to enter Phlan via: * the northern "C"ity gates of Phlan, to Kovel Mansion (4,0)
* the "G"raveyard, to Valhingen Graveyard \((0,4)\)
d \((24,28)\) - West of Phlan. You can choose to enter Phlan to:
* the "N"orth, to Podal Plaza (0,4)
* the "S"outh, to Cadorna Textile House \((0,4)\)
e \((20,29)\) and \((35,29)\) - A boat here can take you back to the Civilized Area \((15,1)\) of New Phlan.
f \((19,14)\) - A rowboat is hidden here next to the lake; you can take it to Sorcerer's Island at \((19,16)\).
g (19,16) - Yarash's Pyramid stands before you on Sorcerer's Island. You may: * "E"nter, to Yarash's Pyramid Level 1 (15,0)
* "G"○ back to \((19,14)\)
h (25,11) - Entrance to Nomad Camp (1,14).
i \((3,32)\) - Entrance to Zhentil Keep Outpost \((7,0)\). You may only enter if you have received the diplomatic mission here. Otherwise, you are challenged by guards who demand that you leave; failure to do so results in combat with 12 CORPORAL (\#54) (Morale undefined, 92 XP), and nothing further happens.
j (8,24) - The first time you enter this square you are attacked by 2 AHNKHEG [sic] (\#65) (Morale 90, Distance 1, 143 XP).
k (10,9; ECL Script 19) - As you first approach this square, you see a dragon flying into a lair. If you "E"nter the cave, the silver dragon Diogenes asks you to "S"tate name and intent or leave. If you do the former, you will be asked for your reason for being here:
* Ask dragon for advice, Pledge party to dragon's service or Offer gift: Diogenes appears, greets you, and asks that you retrieve a silver bottle from the kobold complex far to the east, then return for another quest.
* Challenge evil leader of old Phlan: Diogenes appears, upset that you misidentified him. If you "A"pologize, you get the same result as asking for advice. If you "S"lay the dragon, he leaves in disgust; if you then "F"ollow" him then "A"ttack, every party member must save vs. breath weapon or take lld6 damage. (This might be the only place in the game where you take cold damage, except the game engine doesn't support typed damage outside of combat.)
(Incidentally, the real historical Diogenes was a hilarious character.)
l \((32,15)\) - Kobold Caves. Every time you approach the caves without them being cleared, you are attacked by 25 KOBOLD (\#O) and 5 KOBOLD LEADER (\#1) (Morale 50). There are two entrances, a "L"arge entrance to Kobold Caves \((10,0)\) and a "S"mall entrance to Kobold Caves (6,0).
m \((37,8)\) - Entrance to Lizardman \(\operatorname{Keep}(8,14)\).
n \((12,31)\) - Entrance to Buccaneer Base \((0,8)\). This does not show up on the map at all until you accept the commission to rescue the heir to Bivant, and you may not re-enter the base once that has been resolved one way or the other.
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SECTION 6.14.1 - Wilderness Lairs Overview

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Strategy:
Lairs are all optional.
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Some Western Wilderness and Eastern Wilderness lairs have one random magical
item. These may be repeatedly found, and are the only repeatably lootable
random magical items in the game.
SECTION 6.14.2 - Wilderness Lairs Details

```
Every monster lair always regenerates encounters and treasure any time you
re-enter one from the Wilderness.
The automap will not work in any lair.
Random encounters: There are no random encounters in any lair.
Resting: Resting is always safe in any lair.
    \(15014345 \quad\) Western Wilderness, Wild Boar Lair
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        \# \#\#\#\#\#\#\# \#\#\#\# \#
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        \(\begin{array}{rllll}\text { \#\#\#\# \#\#\#\# \# \# \# } \\ \# & \# \# \# \# & \# & \# & \\ \text { \# } & \text { \# wall }\end{array}\)
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        \#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#
        \(\begin{array}{lllllll}15 & 0 & 1 & 2 & 3 & 4 & 5\end{array}\)
E (15,3) - Exit to Wilderness.
\(1(0,0)\) - "Out of the shadows, two large wild boars charge." Fight 2 WILD BOAR
    (\#120) (Morale undefined, 52 XP).
2 (5,2) - "Near you is a large, wild boar sow feeding her young. As you near
    she growls a warning to stay away." If you "A"pproach, fight 1 WILD BOAR
    (\#120) (Morale 100, 26 XP) which receives a -4 penalty to-hit.
\(3(0,4)\) - "At the end of the passageway are three large wild boars. They charge at you and attack!" Fight 3 WILD BOAR (\#120) (Morale undefined, 78 XP) .

```

E (0,2) - Exit to Wilderness.

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4 - "Lying on the ground here are the dissolving remains of a dwarf. He is covered in acid."

5 - "The ground here is soft and freshly churned."
6 (4,1) - "The remains of several of the anhkheg's victims. Amidst the debris is some treasure." Find 1 gem, 500 electrum, 2000 silver, 5000 copper (104 XP).

7 (6,3) - "From the south, a large anhkheg lunges out and attacks the party." Fight 1 AHNKHEG [sic] (\#65) (Morale undefined, Distance 1, 71 XP).

\(11(5,7)\) - "There are two thri-kreen here. They block the passage with their bodies." If you "A"ttack, fight 2 THRI-KREEN (\#118) (Morale undefined, 604

XP).
12 (6,11) - "Before you are three thri-kreen warriors. They attack you immediately." Fight 3 THRI-KREEN (\#118) (Morale undefined, 907 XP ).
\(13(2,8)\) - "You enter a cave room with four thri-kreen warriors in it. On the floor is a chest with treasure in it. As you enter they attack." Fight 4 THRI-KREEN (\#118) (Morale undefined, 1951-2284 XP), carrying a treasure of 1 jewelry, 3 gems, 1000 gold, 2000 silver, and 1 random magic item.


Central Wilderness, Grove with Pool (ECL Script 26)
2 - "Near you is a pool of water. Someone or thing is splashing in the pool." If you "A"pproach, 'You see some lizard men swimming in the pool. Upon seeing you they attack!' Fight 6 LIZARDMAN (\#57) (Morale undefined, 98 XP).
\(3(2,6)\) - "As you walk through the trees you are ambushed by two displacer beasts." You are surprised by 2 DISPLACER BEAST (\#68) (Morale undefined, 238 XP).

Central Wilderness, Ruined Huts (ECL Script 26)
\(4(8,14)\) - "As you enter the room you see four kobolds chained to the wall. One of them says 'Release us, or the lizard men will eat us!'" If you:
* "R"elease: "You release the kobolds and they thank you. One of them says, 'Watch out for the mutant lizard men, they're killers!' They then run out the door."
* "A"ttack: "You coldly kill the defenseless kobolds."

6 (9,11) - "You enter a hut that is covered in filth. Standing in a pool of black muck are two horribly mutated lizard men. They lunge out and attack the party." Fight 2 MUTANT LIZ-MAN (\#58) (Morale undefined, 44 XP).

7 (2,11) - "Inside this hut are four lizard men. They attack you immediately." Fight 4 LIZARDMAN (\#57) (Morale undefined, 65 XP).

8 (2,15) - "In this room there are four large lizard men. As you enter one of them yells 'Kill' and they attack." Fight 4 LIZARDMAN (\#57) (Morale undefined, 65 XP ).

Central Wilderness, Grove with Stirges (ECL Script 26)
9 - Every (4n + 1)th time (1st, 5th, 9th ...) you enter one of these squares, "A swarm of stirges swoops down and attacks the party!" Fight -1+1d31 (minimum 6) STIRGE (\#61) (Morale undefined, 46-230 XP).
\(\begin{array}{lllllllll}0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & E a s t e r n ~ W i l d e r n e s s, ~ W y v e r n ~ L a i r ~\end{array}\) \#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#\#
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\(\begin{array}{llllllll}0 & 1 & 2 & 3 & 4 & 5 & 6 & 7\end{array}\)
E \((0,3)\) - Exit to Wilderness.
1 (2,2) - "Lying here are the partially eaten remains of a halfling."
\(2(0,2)\) - Wyverns' treasure: 3 jewelry, 3 gems, 1000 gold, 2000 electrum, 6000 silver, 5000 copper, and 1 random magic item (1679-2012 XP).

3 - In the first of these locations you enter, "You have stumbled across a ferocious wyvern. It charges and attacks!" Fight 1 WYVERN (\#121) (Morale 100, 224 XP) which receives a -2 penalty to-hit.

4 (4,1) - "A terrible wyvern charges to attack the party!" Fight 1 WYVERN (\#121) (Morale 100, 224 XP ) which receives a -2 penalty to-hit.

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E (12,15) - Exit to Wilderness.
G [location 10/11] - Every time you enter one of these squares, there is a 1 in 8 chance that "You are attacked by some gnolls." Fight 3+1d31 GNOLL (\#73) (Morale 60, 41-351 XP).
$12(15,10)$ - "In this room are the horrid remains of some elves."
13 (9,14) - In the first of these squares you enter, "In this room are some gnolls and trolls. They attack you immediately." Fight 4 TROLL (\#31) and 12 GNOLL (\#73) (Morale 75, 666 XP).

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    8 chance that "You are attacked by a group of mad kobolds." Fight 9+1d41
    KOBOLD (#O), and also 3 KOBOLD LEADER (#1) if there at least 40 kobolds were
    rolled (Morale 50, 13-75 XP).
    ```
SECTION 6.15.1 - Nomad Camp Overview

Plot background:
The nomads may possibly join with the Boss. The council commissions you to prevent that. As it happens, the nomads are inclined to be friendly, and respond well to heroic gestures.

Strategy:
Be friendly to the nomads, then choose to defend them. Stay within the tripwire perimeter, and you will face three waves of kobolds with allied nomads. The kobolds are not hard to defeat even without Fireball.
(You can also get better magical loot from attacking or betraying the nomads, if you are feeling evil, but the gain from doing so is not actually that substantial.)


When you first cross the tripwire perimeter, the nomads will approach you cautiously.

If you choose to attack them outright:
* Fight 14 NOMAD (\#40) (Morale 100, 37 XP).
* You will soon have two more such encounters; trying to parley at this point will no longer work.
* The fourth encounter is with the nomads' leaders: HASSAD (\#42), 1 SHAMAN (\#43), 54 TH LVL FIGHTER (\#41), 49 NOMAD (\#40) (Morale 100, 2817 XP ). The nomads receive a special penalty of -2 to-hit, and have a treasure of 5000 gold. They are carrying:
* Hassad: Long Sword +2, Shield +1, Scale Mail +2
* shaman: Dagger +2, Bracers AC 4 (says AC 2, but actually is AC 4), Wand of Magic Missiles (50 charges)
* fighters (each): Long Sword +1, Chain Mail +1

If you parley, the nomads' chief greets you and invites you to a feast in your honor. If you refuse, the nomads are insulted and ask you to leave; failing to do so results in the same combats as above. Up to this point, you may choose to leave and restart the map as if nothing had happened.

If you accept the invitation, the feast proceeds without incident, and the leader Hassad tells you of dangers all around the wilderness (Journal Entry 55). He tells you his concern about an incoming attack of kobolds, and begs you to consider staying to defend the nomads. You are led to a hut to rest and consider. If you choose not to help and actually leave, the kobolds will kill all the nomads; this will complete the mission, but you will not receive much reward for this method.

If you stay around the camp, there will eventually be a kobold attack:
* If you are within the tripwire perimeter, and you have never attacked the nomads, \(2 \mathrm{d7}\) NOMAD (\#40) fight on your side.
* You fight [(56- \# of nomads) divided by 2, rounded down] each of KOBOLD (\#0) and KOBOLD (\#123) (Morale 80). Attempting to flee will only delay the inevitable fight.

The second wave attacks a few minutes later; this is the same as the first wave, except that if you attacked the nomads during the first fight, the kobolds and nomads ally against you.

The third and final wave attacks a few minutes later:
* If you backstabbed the nomads, you fight 49 KOBOLD (\#123) allied with HASSAD (\#42), 1 SHAMAN (\#43), and 54 TH LVL FIGHTER (\#41) (Morale 100). The kobolds and nomads receive a special penalty of -1 to-hit, and carry 8000 gold and the same magical items as above. This fight cannot be avoided.
* If you heroically did not backstab them, "You see a huge group of kobolds moving reluctantly forward under the curses of their leader. The headman walks up and slaps you on the back. 'Well done! What say we finish this together?'"
* If you agree, with the help of HASSAD (\#42) and 24 TH LVL FIGHTER (\#41) you fight 27 KOBOLD (\#0) and 26 KOBOLD (\#123) who carry a treasure of 3000 gold (Morale 50, Distance 2).

If you win, "The shaman walks up to you. 'You fought as the heroes of legend. A reward was promised and so shall it be.'" You receive 5000 gold, a Two-Handed Sword +2, and a Wand of Magic Missiles (35 charges) (6133 XP).
* If you do not agree, "The headman sneers, 'Cowards!' He turns to the two guards still living and yells, 'For Hyrnka!' He and his two guards charge into the pack."
"As they reach the pack a flurry of arrows strike them. Undaunted they strike. Kobolds die like flies around these heroes. A guard falls with a score of wounds."
"Within ten minutes the kobolds break, half their number dead. The chief comes back, 'I promised you reward for your aid. So it shall be... Equal to your honor.'" You receive 500 gold (83 XP).

In either case, the nomads agree not to join with the Boss.
The council considers the mission satisfied if either Hassad is killed, or you are rewarded by him for defeating the kobolds.

Differences from the tabletop adventure: The map is different, but the structure is otherwise similar.

SECTION 6.16.1 - Kobold Caves Overview

Plot background:

The kobolds are also considering an alliance with the Boss. The council commissions you to prevent that from happening.

Strategy:
Enter using the large entrance; this avoids the trap at location 1. Defeat the wyvern at location 17 and collect its treasure at location 26.

If your party is light on strength, you can add Princess Fatima at location 14. Defeat the three waves of kobolds at location 9, and then the remaining guards at location 20, before catching up to the kobold king at location 11 . You may then pick up the treasures at location 12 and 27 , though the only truly useful items are the magic-user scrolls.
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SECTION 6.16.2 - Kobold Caves Details

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Special penalties: Many of the rooms and corridors are kobold-sized. If you
are in combat against nothing other than kobolds and kobold leaders, then you receive the following penalties: THACO is penalized by 2; all damage rolls get 2 subtracted; humans, half-elves, and elves have movement reduced by 4 (minimum 1). The kobolds also receive a +2 bonus to-hit.

Traps: The traps here may automatically be bypassed if you are being escorted by a kobold. You can also automatically find them with the Detect Traps spell active, or if you are in Search mode and a thief passes a Find/Remove Traps roll; you may then have a thief try to bypass the trap with a Find/ Remove Traps roll.

Random encounters: The chance of a random encounter is 1 in \(X . X\) is normally 21; add 40 to \(X\) if you are not in Search mode; add 100 to \(X\) if you have fought the combat at location 9. The random encounter is with 15 KOBOLD (\#0) and 3 KOBOLD LEADER (\#1) (Morale 30).

Fleeing: Your party is moved to one of: \((0,12) ;(6,12) ;(1,14) ;(9,11) ;(7,10)\); \((6,11)\).

Resting: If you entered through the large cavern, you can safely rest there if you have not fought the wyvern. Otherwise, you must defeat the three waves of attacks in the throne room at location 9 to rest; even then, every 8 hours rest has a 5\% chance of being disturbed.

If you get disturbed, it is by seven skulking kobolds who each launch rocks at the party ( 7 THACO 10 attacks on random characters, \(1 d 4+1\) damage per hit) and retreat into the shadows, without you being able to retaliate.

Clearing the area: For this area to count as cleared, you must visit location 11, which confirms the death of the kobold king.

Differences from the tabletop adventure: The tabletop version has a different map with more treasure and only kobolds as enemies.

E1 [location 28] - Exit to Wilderness \((32,15)\).
1 (6,13) - There is pit trap here. If you do not bypass it, a party member falls in a pool of water, losing \(20 \%\) of both money and light items.

2 (6,11) - If you search the mine tailings here, you will find a kobold's crude drawing (Journal Entry 42).

3 (8,12) - "A kobold approaches waving a white flag. The kobold bows and says, 'You are quite dangerous, we will pay for a truce.'"

If you agree, you are led to location 6. If you do not, it triggers the trap here.

If the kobold triggers the trap, or you come back later and you fail to bypass it, a deadfall trap does 2 d6 damage to all characters who fail a saving throw vs. petrification/polymorph; you are then surprised by 20 KOBOLD (\#0) (Morale 25, 26 XP).
\(4(10,9)\) - There is a net trap here. If you do not bypass it, you are attacked by 20 KOBOLD (\#0) (Morale 50, 26 XP ) who surprise the party after the trap entangles you.

5 (11,9) - There is a spike trap here. If you do not bypass it, the spikes do 2d4 damage to one character (save vs. death to avoid, no save for a thief failing a disarm roll).
\(6(12,9)\) - If you originally entered this map through the "L"arge cave entrance, "A drunken kobold lies here." If you awaken it, it believes you are guests of the king, and asks if you want to be led to him; if you accept, you are led to location \(6 a(7,5)\).

If you were led here by the kobold from location 3, you get the option to follow it through the door to the east.

9 - Kobold king's throne room. The first time you enter one of these locations, "Before you is a horde of kobolds. Behind them are two men and an ancient kobold on a wooden throne. One says, 'These men are enemies. Defeat them and my lord shall be most generous.' The king looks at him, and then at you. He smiles and screams, 'Kill them!'"

This begins three combats with no breaks for the party:
* Wave 1: 4 TROLL (\#31), 35 KOBOLD (\#0), 11 KOBOLD LEADER (\#1) (Morale 70, 618 XP).
* Wave 2: 5 WILD BOAR (\#120), 45 KOBOLD (\#0), 8 KOBOLD LEADER (\#1) (Morale 60, 212 XP ).
* Wave 3: 2 ENVOY (\#87), 2 TROLL (\#31), 2 WILD BOAR (\#120), 8 KOBOLD (\#0) (Morale 100, 767 XP); the Envoys each carry a Two-Handed Sword +2.
The kobolds launch ballista attacks between waves ( 7 THACO 3 attacks on random characters, \(2 d 6\) damage per hit). If you defeat all three waves, the king flees after the battle.

Have as many Fireball spells prepared as you can before coming in. Two is enough to win; you can use them in the first two waves, and rely on Stinking Cloud to defeat wave 3. After wave 2, you should spend as much time as needed casting Cure Light Wounds to heal your characters and then cast buffs for wave 3. You can also do this after wave 1, but you should stand on the trolls' bodies to stop them from reviving.

11 (10,1) - "The king, panicked, has fallen into his own spiked pit and died." Discovering this will flag this area as cleared.
\(12(12,0)\) - If you search here, you find a brass bottle. If you "P"ull it out, "As you pull, the stopper comes loose and smoke billows out, forming into a giant, reddish humanoid. 'I am the efreeti Samir Ahwahl. You are not my master. Are you, perchance, vampires?'"
* If you say "Y"es, that is the same as attacking it: fight 1 EFREETI (\#124) (Morale 100, 454 XP ).
* If you say "N"O, "'Fools, summon me only when a vampire is near or face my wrath.' He returns to the bottle." You may then pick up the Efreeti Bottle (666 XP).

13 - This barracks has a crude map on the wall (Journal Entry 28).
14 (1,3) - "In this room is a young woman in barbarian finery. She drops a kobold she was strangling when she sees you. 'I am Princess Fatima.' The princess continues." (Journal Entry 16) "She offers to join your band."

You may accept or attack her: PRINCESS FATIMA (\#104) (Morale 100). She will leave the party as soon as you leave the map.
\(15(0,0)\) - "This was a prison cell. Broken bindings and six dead kobolds are strewn on the floor." Princess Fatima just broke out of this cell.

16 (13,9) - There is a steep climb on loose rocks from the large open cavern to the narrower ones where the kobolds live. If you climb here, and you have
not yet fought the wyvern at location 17 , the noise you make draws its attention, and it surprises and attacks you here.

17 - In one of these locations you may be attacked by the 1 WYVERN (\#121) (Morale \(100,224 \mathrm{XP}\) ) that lives in the large cavern, if you haven't yet defeated it.

18 (15,3) - If you search here, "Hidden in a narrow crevice is an old crippled kobold. It croaks weakly for water." If you "G"ive it water, "When you give it water, it crawls out and tells you its tale." (Journal Entry 20).
\(19(10,7)=\) "This is the living areas. Female and child kobolds flee."

20 - The first time you enter this room, you are attacked by the kobold king's remaining guards: 3 TROLL (\#1), 3 WILD BOAR (\#120), 20 KOBOLD (\#0), 4 KOBOLD LEADER (\#1) (Morale 100, 522 XP).
\(21(5,8)\) - "Rats are hung here to age. Moldy roots lie in piles."
22 - "Here crude tables, littered with bones, are scattered around."
\(26(14,6)\) - "Amongst a nest of logs you find some treasure." You find 2 jewelry, 2 gems, 1000 gold, 500 electrum, 1000 silver, 2 random magic items (1166-1833 XP).

27 (13,1) - "Strewn across the floor is the accumulated wealth of the kobold community." The treasure contains 2 jewelry, 6 gems, 50000 copper, Magic-User Scroll (Charm Person, Protection from Evil, Strength), Magic-User Scroll (Friends, Invisibility, Protection from Normal Missiles), and a large number of worthless items (1158 XP).
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SECTION 6.17.1 - Yarash's Pyramid Overview

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\section*{Plot background:}

The mad wizard Yarash does not want his schemes to be disturbed, and secludes himself with a maze and teleporters on the first floor of his pyramid. He seeks to engineer a race of empowered freshwater sahuagin to conquer the Moonsea region. He is experimenting on exploited lizardmen, and his experiments are also massively polluting the Stojanow River.

Strategy:
You never need to enter the level 1 maze. You can use a series of teleporters to go to level 3, and defeat Yarash at location 25. Visit the enslaved lizardmen at location 24 and be "N"ice to them to free them. You may then use the dial at location 26 to use the adjacent teleporter to the three treasure rooms at locations 19, 20, and 21.


Random encounters: Random encounters only happen in the maze, not in the long corridor you start in. The chance of a random encounter is 1 in 21 , or 1 in 3 if you are in Search mode.

Random encounters are always hostile, and always Morale 100. These creatures have been lost in the maze long enough to be starving, and seek to kill and eat anything they find. The specific monsters you meet depend on which half of the level you are on; each of these 12 encounters can only occur once each:

Northern half (some sources refer to this as the western half):
(1) 20 STIRGE (\#61) (153 XP), movement 18
(2) 3 DRIDER (\#69) (974 XP), movement 12
(3) 3 MINOTAUR (\#62) (332 XP), -1 bonus to be surprised, movement 12
(4) 3 DIANE (\#79) (95 XP), +2 bonus to surprise, movement 12
(5) 3 KOBOLD (\#123) ( 4 XP ), movement 9
(6) 3 7TH LVL FIGHTER (\#80) (314 XP), movement 9

Southern half (some sources refer to this as the eastern half):
(1) 36 TH LVL FIGHTER (\#75) (410 XP), movement 6
(2) 3 DISPLACER BEAST (\#68) (357 XP), movement 15
(3) 37 TH LVL DW FIGH (\#76) (514 XP), movement 6
(4) 3 LIZARDMAN (\#57) (49 XP), movement 6
(5) 3 7TH LVL THIEF (\#77) (2227 XP), movement 12
(6) 3 DRIDER (\#69) (974 XP), movement 12

If you try to "F"lee, success is determined based on the movement of your slowest party member compared to the movement above (which isn't necessarily the monster's actual combat movement). You get a +3 bonus to movement for this purpose if you surprise the monsters, and a -3 penalty if the monsters surprise you.

Fleeing: Your party is moved to one of:
* If you are in the northern half: \((0,0) ;(1,3) ;(8,6) ;(11,1)\).
* If you are in the southern half: \((5,11) ;(1,10) ;(8,14) ;(9,8)\).

Resting: Resting is safe in the long corridor where you start, or on a half of the level where you have cleared all six of the random encounters. Otherwise, every 10 minutes there is a \(33 \%\) chance rest is disturbed by one of the unfought random encounters.

Differences from the tabletop adventure: The maze maps in the tabletop version are completely different, and have easier random encounters.

E - Exit to Wilderness \((19,16)\).
TA [location 14] (14,7) - Teleport to Ta, on Level \(2(4,15)\). If you throw a rock through the portal, you can toggle the destination to and from Tb , on Level 1 (5,11).

TB [location 15] (14,8) - Teleport to Tb, on Level 1 (5,11).
TC [location 16] (14,9) - Teleport to Tc, on Level 1 (0,0).

\(12(13,15)\) - A human priest greets you here. You can attack him and fight 1 2ND LVL CLERIC (\#78), but if you parley with a "N"ice or "M"eek attitude repeatedly, each time you do so there is a 1 in 3 chance he will say, 'I have a secret. I have chiseled almost all the way through to the outside. But I no longer have the strength to break through. Will you try?'

If you respond "Y"es, this creates a permanent exit to the Wilderness in the southern wall.
\(13(13,4)\) - "You find the corpse of a man. The body has been stripped of weapons and armor, as well as any useful gear."

If you search it you will find the journal of Tyrmor (Journal Entry 26).
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SECTION 6.17.3 - Yarash's Pyramid Levels 2 and 3 Details

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Random encounters: None.

Fleeing: You always flee to the same location on either level.
* On Level 2, your party flees to Level \(2(3,8)\).
* On Level 3, your party flees to Tk, on Level 3 (0,0).

Resting: It is always safe to rest anywhere.
Clearing the area: The pyramid is considered cleared if you defeat Yarash at location 25.

Differences from the tabletop adventure: Level 2 uses a different map; level 3 uses a similar map. Yarash is lower level in the Gold Box version because the game engine doesn't support spells higher than 3rd level.

TE [location 12] (15,12) - Teleport to Te, on Level 2 (11,3). If you throw a rock through the portal, you can toggle the destination to and from \(T f\), on Level 1 (15,7).

TG [location 13] (12,3) - Teleport to Tg, on Level \(2(14,12)\). If you throw a
rock through the portal, you can toggle the destination to and from \(T h\), on Level 3 (0,4).

TI [location 14] (15,8) - Teleport to Ti [location 6], on Level \(2(3,13)\).
\(T J\) [location 11] (0,2) - Teleport to Tj, on Level \(2(13,3)\). If you throw a rock through the portal, you can toggle the destination to and from Tk , on Level 3 (0,0).

TL [location 16] (6,0) - This teleporter's destination varies depending on the setting of the dial at adjacent location 26:
* Blue: Tl, on Level 1 (15,8)
* Copper: Tm, on Level \(3(4,9)\), which has a teleporter back here
* Silver: Tn, on Level \(3(7,0)\), which has a teleporter back here
* Gold: To, on Level 3 (14,13), which has a teleporter back here

1 (1,10) - "You have entered what looks like an ordinary alchemists lab ... recently used."
\(6(13,3)-5\) LIZARDMAN (\#57) (Morale \(60,81 \mathrm{XP})\) approach you suspiciously, as they suspect you are servants of Yarash. If you "P"arley with them, you can convince them not to attack. Add your spokesperson's Charisma modifier to 0 for "A"busive; 15 for "H"aughty or "S"ly; 30 for "N"ice; 50 for "M"eek; then:
* Score is below 75: The lizardmen attack: 'Mutilating scum! We will die before we let you twist us as you have our other people! But you will die first!'
* Score is 75 or more: The lizardmen are peaceful: 'Since you are not the servants of Yarash, we will not kill you. The enemy of my enemy is not my enemy!'

8 (9,13) - "You have entered a room filled with a horrible assortment of torture instruments. In the center is a large table with metal restraints. The walls are lined with flasks and bottles containing powders, oils, ointments, and draughts. These are surely of an alchemical nature."

10 (13,11) - "You have entered a room filled with large vats with the same oily black stuff that flows from the fountain. The chamber stinks. On the walls are shelves of bottles and flasks."

17 - If you search, "As you are poking around in the vats, a pain crazed lizard man surfaces and attacks you! Two others quickly join him from other vats." Fight 3 MUTANT LIZ-MAN (\#58) (Morale undefined, 66 XP ); the party is always surprised, whereas the monsters are only surprised on a roll of 1.

18 - If you search, "You find a notebook. A typical entry reads, 'Subject 213: progressing well, scars healing, unable to talk yet. Subject 214: died when treated, failed again ...'"

19 - "You are in a storeroom holding a vast collection of magical junk." If you search, "However, hidden amidst all this junk you find some treasure." You find 400 gold, 1200 silver, and 3 random magical items (276-1277 XP).

20 - Same as location 19; there is a separate hidden treasure here.
21 - Same as location 19; there is a separate hidden treasure here.
22 (1,1) - "You see a sign over the door in front of you. It says, 'Don't forget the password'. This is followed by six Dwarvish runes", 'NOKNOK' in Dethek. You will then be immediately asked for a password; if you say
anything other than 'NOKNOK', all characters attacked by a super-strong mutant lizardman for 201 damage each.
(I suppose righteous fury against software pirates is what gives the lizardman that extra strength.)

23 (2,1) - Here you find a series of pipes and fountains that Yarash is using for his experiments, and that is also polluting the Stojanow River. You can destroy the equipment; if you fail to destroy it the first time (probability of \(\sim 34.9 \%\) ), it is best to get away from it as it will soon explode on its own. The explosion does \(3 d 10\) damage to every party member.

Destroying the machinery marks the area as cleared; but this doesn't actually matter, as you cannot leave Level 3 without defeating Yarash, which also does.
(The way this works: You roll d10 repeatedly. If you do so 10 times, you successfully destroy the machinery. If any roll is 1, "You hear a whining from the pipes the black liquid is bubbling. However, not all the equipment is yet destroyed." This will destabilize the equipment and return you to the previous menu, where you will have at most two more dlo rolls to safely destroy the equipment.)

24 (5,4) - "You have entered a pumping room. Working as slaves in this room are three lizard men with whip cuts across their back who are shackled to the wall by long chains. Two of them are pouring barrels of the black contaminant into a large vat. The other is working a bellows pump."

If you attack them, they counterattack with the barrels of mutagens they are holding (2 random characters take 201 damage each); you then fight 3 LIZARDMAN (\#57) (Morale 100, 49 XP); parleying with a "H"aughty, "S"ly, or "A"busive attitude has the same effect. If you parley with a "N"ice or "M"eek attitude, they allow you to free them. They then describe what Yarash is doing and how you can get help from their tribe (Journal Entry 35).

25 (4,1) - You confront Yarash here. All options lead to combat, against 1 YARASH (\#81) and 6 MUTANT LIZ-MAN (\#58) (Morale 100, 959 XP). Yarash carries Bracers AC 4, Wand of Paralyzation (23 charges), 2 Potions of Healing, and 1 Potion of Speed.

Yarash is fond of using the Wand of Paralyzation; you should disable or kill him as soon as possible.
\(26(5,0)\) - A dial here controls the destination of the adjacent teleporter TK. You may set this to blue, copper, silver, or gold.

27 (6,1) - Yarash's desk is covered with papers. Searching yields:
* a letter from the Boss demanding that Yarash join him (Journal Entry 33);
* Yarash's unsent reply (Journal Entry 49);
* a message to the buccaneers offering a bounty for a real sahuagin (Journal Entry 27);
* a warning to an agent about the dangers in the mountains to the northwest (Journal Entry 56);
* a note to a trapper about kobolds and hobgoblins (Journal Entry 40).

SECTION 6.18.1 - Lizardman Keep Overview

Plot background:

This ruined keep was once defended by a powerful wizard, who placed an antimagic shell around the entire area to protect against magical attacks. That did not stop the conventional assault that caused the keep to fall. Now, the ruins are occupied by lizardmen, who have been disrupting trade to the east of Phlan. The Boss has been courting them, but the lizardmen as yet have not taken sides. The council tasks you with preventing the lizardmen from joining the Boss.

Strategy:
Before coming here, complete Yarash's Pyramid, freeing and befriending the lizardmen at Yarash's Pyramid Level 3 location 24. You may then give the friend-word SAVIOR to the old lizardman here to complete the mission. You may then enter the catacombs and loot pools P4, P5, and P6 for three Shields +2.
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SECTION 6.18.2 - Lizardman Keep Details

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Special penalties: There is an anti-magic zone in this entire area; it is not possible to cast spells here, even from magic items. Also, in either swampy areas or the restricted tunnels of the catacombs, you may receive additional penalties in combat.

Random encounters: None.
Fleeing: If you are on the surface, you move to \((8,12)\). If you are in the catacombs, you are moved to a pool-specific location near the pool you were at.

Resting: It is always safe to rest anywhere.
Clearing the area: The area is considered cleared if you either defeat Drythh in a duel, or if you kill most of the lizardmen in the area. In order to do the latter, you must defeat at least 40 lizardmen (there are a total of 50), though only battles in the catacombs and the main attack by 20 lizardmen at location 10 actually count.

Differences from the tabletop adventure: Both maps have the same outline, though the anti-magic aura only exists in the Gold Box version; the duel with Drythh also only exists in the Gold Box version. The lizardmen in the tabletop version may present you with medallions that mark the bearers as a
friend of all lizardmen.
E1 [location 15] (8,15) - Exit to Wilderness \((37,8)\).
Ea/Eb/Ec/Ed/Ee/Ef/Eg - There are passages here that lead to the other layer; on the surface you may need to search for them. The passages lead to the corresponding location on the other map.

The first time you enter the catacombs, you are attacked by 10 GIANT LIZARD (\#59) (Morale 100, 206 XP ). You receive penalties of -4 to hit and damage; humans, half-elves, and elves also receive -2 to movement. (The number that attack is supposed to decrease if you kill some on the surface, but this doesn't actually happen.)

Entering the catacombs also marks locations 1, 3, and 10 as visited; you should avoid the underground until you have visited them.

P - If you approach this pool while some of the 50 lizardmen in this area are still alive, 5 LIZARDMAN (\#57) (Morale 100, 81 XP ) will emerge from the pool and each throw a javelin at random party members (each attack is THACO 16 and does 1d6 damage).

The first time you approach a pool, the lizardmen automatically surprise you; it is thereafter rolled for. If you are surprised and they are not, they re-enter the pool before you can react. Otherwise, you will have the chance to attack them; such combats inflict penalties of -4 to hit and damage, and humans, half-elves, and elves receive a penalty of -2 to movement.

You will then have the chance to enter the pool. If you enter:
* If you just encountered lizardmen here, and you did not defeat them, they will attack you without you being able to retaliate ( 5 THACO 12 attacks on random characters, 2 d2 damage per hit; then 5 THACO 12 attacks on random characters, 1 d8 damage per hit).
* Otherwise, you find treasure if you have not yet searched this pool: P1, P2, P3, P7, P8: 216 XP, 1 gem, 1000 gold, 1000 silver P4, P5, P6 : \(350 \mathrm{XP}, 1\) gem, 1000 gold, 1000 silver, Shield +2
\(1(4,3)\) - Former storeroom. The first time you enter this building:
* If you did not rescue the three lizardmen at Yarash's Pyramid Level 3 location 24, and have not yet entered the catacombs: You are attacked by 2 LIZARDMAN (\#57) and 1 GIANT LIZARD (\#59) (Morale 100, 53 XP).
* If you did rescue the three lizardmen, and this is the first time you have entered any of locations 1, 3, or 10: "An old lizardman appears before you, hand raised in a gesture of peace."
"C"ombat results in the automatic death of the old lizardman; the lizardmen subsequently behave as if you had never saved their brethren, which results in the attack for this location.

If you "P"arley, 'A group of humans were described to me by three of our people whom they rescued. If you are they you will have been shown our tribal friend-word.' (This was mentioned in Journal Entry 35.)
* If you do not give the correct response of 'SAVIOR': "'You are not they who rescued my children, but are murderous pirates! Then you are not safe here!' He disappears with amazing speed into the wilderness around you." You are attacked by 2 LIZARDMAN (\#57) and 1 GIANT LIZARD (\#59) (Morale 100, 53 XP ).
* If you answer 'SAVIOR': "The old lizard man recognizes the word and his
lips part in a toothy grin. You all gather close as he begins his story." (Journal Entry 31) Drythh then immediately shows up and challenges the old lizardman; the old lizardman asks one of you to champion him:
* If you say "N"O, "'Then I must fight him myself.' The combat is extremely short in duration. When it is finished Drythh turns to his followers, 'Kill them!'" Fight 1 DRYTHH (\#95) and 12 LIZARDMAN (\#57) (Morale 100, 218 XP ).
* If you say "Y"es, your chosen champion fights DRYTHH (\#95) (Morale 100) one-on-one. If you lose, the result is the same as if you had said "N"O. If you win, "Seeing their leader fall, the other lizard men withdraw. The old lizard man turns to you, 'You have done me great service. Rest assured that my people will not join Tyranthraxus. Still my people still are hostile to strangers. I think it is best if you leave.' He turns and disappears into the wilderness."
(What this means in practice: You completed the quest, but if you feel like it, you can loot the catacombs, fighting battles there as if you hadn't.)
* If you did not rescue the three lizardmen and you have already entered the catacombs, or if you have already dueled Drythh, then nothing happens here.

3 - Former servants' quarters. The first time you enter this L-shaped
building:
* If you did not rescue the three lizardmen at Yarash's Pyramid Level 3 location 24, and have not yet entered the catacombs: You are attacked by 3 GIANT LIZARD (\#59) (Morale 100, 62 XP ).
* If you did rescue the three lizardmen, and have not yet had the encounter with the old lizardman, it happens as described in location 1, except the incorrect friend-word results in the attack for location 1 (this is a bug).
* If you did not rescue the three lizardmen and you have already entered the catacombs, or if you have already dueled Drythh, then nothing happens.

10 - Former central keep. The first time you enter this \(4 \times 4\) area:
* If you did not rescue the three lizardmen at Yarash's Pyramid Level 3 location 24, and have not yet entered the catacombs: Lizardmen jump out of ambush and throw javelins at the party; each attack is THACO 18 and does 1d6 damage. You are then immediately attacked by 20 LIZARDMAN (\#57) and 4 GIANT LIZARD (\#59) (Morale 60, 409 XP ). Your party receives penalties of -3 to hit and damage; humans, half-elves, and elves also get -2 to movement.
* If you did rescue the three lizardmen, and have not yet had the encounter with the old lizardman, it happens as described in location 1, except the incorrect friend-word results in the attack for location 1 (this is a bug).
* If you did not rescue the three lizardmen and you have already entered the catacombs, or if you have already dueled Drythh, then nothing happens.
\(16(3,8)\) - If you have not yet defeated Drythh in a duel, and you search this square, you will find 1 jewelry, 1 gem, and 1000 gold (575 XP).

SECTION 6.19.1 - Buccaneer Base Overview

Plot background:
This area is not findable until you are tasked by the council to rescue the heir to Bivant. The council refuses to pay the ransom for the kidnapped child. To succeed, you must rescue the child in any way possible. Once you either complete or fail the mission, you may not re-enter the base.

Strategy:
Buy the pass at location 6, and use it to pass the guards at location 4. You may then attack the captain at location 5 to claim his magical treasure without alerting the entire base.

You can then free the heir to Bivant by letting loose the animals at location 10, which will let you sneak into the slave pen at location 11 unmolested and rescue the boy; you should then leave the base promptly. You can fight many, many combats here, but other than the captain, they provide minimal experience and treasure.
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SECTION 6.19.2 - Buccaneer Base Details

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Random encounters: None, if you have either captured the base, or not rescued the boy by subterfuge or force. Otherwise, you may face guards on alert, probability (random combats fought + 1) in 12; in 13 if the animals are currently free:
* Wave 1: 20 BUCCANEER (\#99) (Morale undefined, 46 XP)
* Wave 2: 4 3RD LVL FIGHTER (\#100) and 30 BUCCANEER (\#99) (Morale undefined, 84 XP )
* Wave 3: 4 3RD LVL FIGHTER (\#100) and 40 BUCCANEER (\#99) (Morale undefined,

108 XP)
* Wave 4: same as location 4 wave 5.

Resting: You may rest anywhere safely if you have captured the base. If you have not, but have rescued the boy by subterfuge or force, the boy is noticed and your rest is immediately disturbed by the next random encounter. Otherwise, you may rest at will in the merchants' camp, but will be rousted out anywhere else.

Clearing the area: You may complete the mission via any of:
(1) simply buy the heir to Bivant, which does not actually require any money
(2) use violence to free the heir and all the other slaves. This is easier if you distract the buccaneers by freeing the animals first.
(3) use extra violence to capture the base outright. This always entails defeating the buccaneer captain in combat.

You may also fail the mission by:
(1) surrendering to the buccaneers
(2) rescuing and then subsequently abandoning the boy (by running from combat; you may get a warning about this first).

Differences from the tabletop adventure: Both this area and the quest to rescue the heir to Bivant do not exist at all in the tabletop version.

E [location 1] - Exit to Wilderness \((12,31)\). As you enter, you are led to the merchants' camp.

If the guards are on alert, and the animals are not currently free, you fight 8 BUCCANEER (\#99) (Morale 100, 18 XP ) as you approach the gate.

2 - Merchants' camp.
3 - If you haven't already rescued the heir or stirred up the base, "You are just outside a pen for holding slaves. The people here are worn and beaten, destined to a life of slavery. Around the pen there are many guards and sleazy merchants looking at the slaves. You see a boy that has a heartshaped birthmark on his left shoulder. As you stare at the boy, a sleazy fat merchant approaches you and says ... 'That young boy will bring a good price at Zhentil Keep. I think I shall buy him.'" (Isn't that birthmark identifying the heir to Bivant convenient?) You may:
* Punch merchant: His guard of 6 BUCCANEER (\#99) (Morale 60, 14 XP) attacks. This does not result in any further trouble, and the merchant leaves.
* Agree or Say nothing: Nothing happens.
* Rescue boy: You have three options:
* Sneak into pen: You move to location 11.
* Attack guards: You fight the guards from location 11.
* Do not rescue boy now: Nothing happens.

4 (7,11) - If you have not captured the base, two large guards are standing here. You may pass them in peace if you "S"how pass. "B"ribing them will not work. "A"ttacking them results in a fight with 2 4TH LVL FIGHTER (\#41) (Morale 100, 327 XP ). This will draw the attention of the buccaneers, and result in further waves of attacks:
* Wave 2: 1 3RD LVL FIGHTER (\#100) and 20 BUCCANEER (Morale 80, 61 XP)
* Wave 3: 1 5TH LVL FIGHTER (\#101), 1 3RD LVL FIGHTER, and 50 BUCCANEER
(Morale undefined, 179 XP )
* Wave 4: 1 5TH LVL FIGHTER, 2 3RD LVL FIGHTER, and 53 BUCCANEER (Morale 100, 201 XP). (53 is, in what may or may not be sheer coincidence, the size of a standard NFL roster. Additional trivia: AD\&D's birthplace is in hardcore Packer fan country; the Packers and Buccaneers were divisional rivals at
the time.)
If he is still alive, the buccaneer captain then approaches you, and gives you a chance to surrender. If you do, you lose \(75 \%\) of your money and \(50 \%\) of your light items, and are forced to leave the base and fail the mission; otherwise you continue to fight:
* Wave 5: 1 CAPTAIN (\#102) (if still alive), 154 TH LVL FIGHTER (\#41), and 40 BUCCANEER (Morale 100) (3561 XP if captain is still alive)
Defeating this last wave causes all remaining buccaneers to surrender; you capture the base, and free all the slaves including the heir to Bivant, and if you killed the captain here you also may claim the captain's magical gear: Long Sword +4, Shield +2, Plate Mail +3.

This series of combats is actually very easy, despite its scale.
5 (7,12) - If you enter this room by using a pass, the buccaneer captain comes out to greet you:
* If you "M"ention the young boy, you have the option to "B"uy the boy for \(75 \%\) of the party's money and \(10 \%\) of the party's light items.
* If you "A"ttack the captain, fight 1 CAPTAIN (\#102) and 44 TH LVL FIGHTER (\#41) (Morale 100, 1669 XP\()\). You may then claim the captain's magical gear as above, though this does not capture the base, nor does it alert the other buccaneers. If you run away, this does alert the other buccaneers.

6 (2,11) - "There is a seedy little man here who whispers 'Pssst, buddy. Want to buy a pass to see the captain?'" The pass (an actual inventory item) costs \(25 \%\) of the active character's money.

7 - If you have not captured the base, this guard tower is garrisoned by 4 BUCCANEER (\#99) (Morale 60, 9 XP). If you captured the boy by subterfuge or force, they attack; otherwise you are asked to leave and may choose whether to attack or leave. More guards appear if you defeat them and come back.

8 - Buccaneer barracks. This is empty if you have captured the base. If not, and the animals are running rampant, the guards normally quartered here are busy capturing the animals.

You are otherwise confronted by the buccaneers: if you captured the boy by subterfuge or force, you are attacked immediately. Otherwise, you are asked to leave. If you stay, you fight 5 waves of battles that start with 20 BUCCANEER (\#99) (Morale 70, 46 XP); waves 2-5 are the same as in location 4.
\(10(11,6)\) - Gate to animal pen. You may choose to release the animals penned here. This will distract the guards for the next 60 minutes, but doesn't otherwise provoke them.

11 (7,6) - Entrance to the slave pen. If the animals from the animal pen are running around, any guards will be distracted and not present. Attempting to sneak by the guards will never work. Attacking the guards results in a fight with 4 BUCCANEER (\#99) (Morale 65, 9 XP).

12 - Slave pen. If you have not captured the base, the heir to Bivant is here; you may Get him (even if you already have him), freeing the other slaves in the process. Once you have the heir, fleeing from combat runs the risk of leaving the heir behind.

SECTION 6.20.1 - Zhentil Keep Outpost Overview

Plot background:

Zhentil Keep is a major wealthy city at the western end of the Moonsea. It is famous for infighting by primarily evil factions. The city is now wary of the rebirth of one of its former rivals. This outpost was built here partly to keep an eye on New Phlan.

Porphyrys Cadorna proposes a treaty between the two cities so that New Phlan can focus on rebuilding. He does so by sending the party on a diplomatic mission with a magically sealed diplomatic packet. His end goal is to take more power in New Phlan, which isn't a surprise, but his methods are: what he actually proposes is an alliance between him and Zhentil Keep, with acceptance to be signaled by the execution of the party -- which eliminates some powerful rivals of Cadorna. The Zhentarim will not know this until they read the entire contents of the packet, so the party will be treated as guests under a diplomatic flag of peace at first.

Strategy:
You can complete this with minimal combat, but the Zhentarim leaders carry good treasure. Have dinner with the commandant, then set a watch when you return to your quarters. You will be attacked, but all combatants other than the leaders are very weak. Then, wander around the outpost until you trigger the combat with the leaders.


Random encounters: None, except after dinner and before the garrison has surrendered. After you are attacked after dinner, the chance of a random combat is [random combats +1 ] in 15. The second such "combat" increments the counter, but in place of combat you will get the message "There is great confusion as the guards run to their posts."

Combat is with [(5 * random combats) + 5] GUARD (\#96), and [random combats \(+2]\) CORPORAL (\#54) who do not negotiate. After six "combats" (five actual fights), the next encounter will be the two waves from location 5.

Resting: If you have not yet either met the commandant for dinner or defeated him in combat, resting will eventually result in you being led to dinner, even if you have attacked the guards and are outside your quarters. After dinner, you will be disturbed by the next garrison random encounter described above.

\footnotetext{
Clearing the area: The diplomatic mission is flagged as successful if you enter and are taken to your room, then leave by any means other than surrendering.
}

Differences from the tabletop adventure: The map and theme are roughly the same. The dinner conversation with the commandant is similar; you'd think it would be different with a human DM. The high-level staff are fewer in number and less well armed in the Gold Box version.

E1 [location 1] - Exit to Wilderness \((3,32)\).
When you first enter, you are introduced to the Commandant, then receive a brief tour of the outpost that ends at location 3. You will not be permitted to wander freely, partly because the commandant does not want you to see that the outpost is lightly garrisoned and only appears strong.

After dinner and before the garrison has surrendered, nearing the exit has a 75\% chance of an attack by 11 GUARD (\#96) (Morale undefined, 25 XP ).

E2 [location 4] - You may climb over the wall here. This also exits to Wilderness \((3,32)\).

E3 - Gate to central keep. This is impassable unless the party is being led.
B - Barracks. You may get attacked by guards in other versions of the game, though nothing happens in the IBM version.
\(3(5,0)\) - "The guard says 'Here are your quarters. Do not leave this area.' He then leaves." You may:
* Walk around:

Leaving your quarters results in a prompt encounter with guards who demand you return. They will not accept a "B"ribe. If you attack, you fight 4 GUARD (\#96) (Morale 75, 9 XP). You are given a chance to surrender after that:
* If you "S"urrender: You lose all your money and items and are placed outside the outpost; this does not complete the mission.
* If you "A"ttack them: You fight two waves of 4 CORPORAL (\#54) and 16 GUARD (Morale undefined, 68 XP ). You may then either return to your quarters as if nothing had happened, or leave the outpost (which will actually complete the mission, even if you do not defeat the commandant).
* Relax or rest:

When it is time for dinner (14:00), you are led to location 6.
Once you return from dinner, you have the option of going to sleep with or without a watch. If you do not set a watch, one THACO 7 attack on a random character is made that does \(8 d 4+8\) damage if it hits. A two-wave combat then ensues (both combats are Morale 70 with a watch, 80 otherwise):
* Wave 1: 4 AIDES (\#53)
* Wave 2: 5 CORPORAL (\#54) and 6 AIDES (\#53)

5 (4,1) - If you have not had dinner with the commandant, entering this square leads to an attack in two waves:
* Wave 1: 1 DWARVEN FIGHTER (\#48), 10 AIDES (\#53), 12 CORPORAL (\#54), and 25 GUARD (\#96) (Morale undefined, 710 XP). The dwarven fighter carries Gauntlets of Ogre Power, Long Sword +1, and Chain Mail +1.
* Wave 2: 1 COMMANDANT (\#50), 1 AL-HYAM DAZID (\#86), 20 AIDES (\#53), and 24 CORPORAL (\#54) (Morale undefined, 2879 XP). The commandant carries: Long Sword +1 , Plate Mail +2 , Shield +1 , Ring of Fire Resistance, 3 Potion of Extra Healing, Javelin of Lightning (which will be used given a chance); his magic-user carries Bracers AC 3, Ring of Fire Resistance, and Wand of Lightning (20 charges). (This is strange, because Al-Hyam Dazid isn't supposed to show up until Valjevo Castle.)
"After killing the commandant the rest of the outpost either surrenders or runs away."
\(6(6,8)\) - "You arrive at the officers mess and are seated with the commandant and his advisors. A fine meal of roast boar is served with a hearty red wine. The commandant turns to one of the characters and says, 'So, how's everything in Phlan?'" There are two ways you can get information out of the commandant:
* Discuss "M"agic, then "M"ention Pool of Radiance, which results in the commandant telling you a story (Journal Entry 46).
* Discuss the "C"ity of "O"ld Phlan: "As you talk about old Phlan's inhabitants the commandant says 'I know a legend about a fire being called Tirantikus. I believe that Tirantikus and Tyranthraxus are one and the same.'"
Otherwise, all you can accomplish is to give the commandant information.
Once dinner is complete, you are guided back to location 3.
SECTION 6.21.1 - Valhingen Graveyard Overview
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\section*{Plot background:}

The graveyard has been overflowing with undead ever since the Flight of the Wyrms. The undead trouble the Boss, since he does not trust his clerics to handle them (he fears they will control the undead and gain power against him), and his regular mundane troops fare very poorly against higher-level undead. The undead have started to cross the river into the main areas of Phlan (in the tabletop version, something you may be forced to directly deal with), so the council of New Phlan is also troubled, and tasks you with ending this threat -it has already sent adventuring parties into the graveyard to no avail.

Strategy:
Battling the undead here is not easy once you get past the skeletons and zombies. This mission should be delayed for as long as possible, even though that increases the scale of combats.

You should have as many of the following as you can before coming here:
* As many characters as possible should either know Fireball, or be level 6 clerics.
* Everyone should have a magical weapon, as higher-level undead are not damaged by mundane or sometimes even silver weaponry. (The special twohanded swords are actually an inferior choice; you want shields to avoid as many undead melee attacks as possible.)
* You will receive four scrolls each with two casts of Restoration when you accept the mission to clear the graveyard. You will get four more if you complete the mission to rescue the heir of Bivant, and even more as you systematically explore the graveyard.
* Your front three fighters should have ideally recently gained a level (in any class); even if you cast Restoration after a level drain, that will still wipe out any progress you had made towards the next level.

It also helps to cast buffs like Protection from Evil, Prayer, Enlarge, and Mirror Image before triggering a fixed combat with more powerful undead.

You can take short trips into the graveyard and rest outside of it. Random encounters can be very large, but there aren't very many of them, and they will probably stay gone if you stick to this quest.

First, clear the Skeleton Zone: defeat all randomly encountered skeletons, the large skeleton guarding treasure at location 5, and the spectre generating
skeletons at location 15.

Second, clear the Zombie Zone: defeat all randomly encountered zombies, the juju zombie guarding treasure at location 8, and the spectre generating zombies at location 18.

Third, clear the Wight Zone: prepare longer-lasting buffs before entering. If you equip Rings of Fire Resistance and cast Resist Fire, you can include party members in the radius of a Fireball just to get rid of wights quickly. Wights accompanied by a mummy are especially dangerous, and even accompanying zombies are a problem, as clerics turn those first. Defeat the army of wights at location 20, the spectre generating wights at location 22, and the wraith guarding treasure at location 12.

The last zone has no random encounters. Defeat the spectres at location 23, then get the treasure at location 24. Visit the coffin at location 25 and sanctify it. Then backtrack to location 26 to talk to the magic-user, but do not let him join the party. Pass through the secret door at location 29, cast another set of buffs, and tackle the vampire at location 28 . Return to the coffin at location 25 to finish off the vampire for good.


Undead scaling: The maximum number of many undead here scale to Party Strength. This is mostly calculated when you enter the graveyard, so you can game the calculation by removing all equipment before entering, and putting it back on just inside.

Anything not listed contributes nothing to kill scores, which have a floor of zero.
* Skeletons: For Skeleton Zone random encounters, location 3, and location 5, Skeleton Count is equal to Party Strength divided by 2, minus any Skeleton Kill Score from your last visit. Skeleton Kill Score is tracked and capped at 254:
* 1 for each randomly encountered skeleton in the Skeleton Zone
* 5 for the spectre at location 15 (can reappear)
* 5 for the vampire at location 28 (once only)
* Zombies: For Zombie Zone random encounters and location 8, Zombie Count is equal to Party Strength divided by 4, minus any Zombie Kill Score from your last visit. Zombie Kill Score is tracked and capped at 254:
* 1 for each randomly encountered zombie in the Zombie Zone
* 5 for the spectre at location 18 (can reappear)
* 5 for the vampire at location 28 (once only)
* Wights: For Wight Zone random encounters and location 20, Wight Count is equal to Party Strength divided by 8, minus any Wight Kill Score from your last visit. Wight Kill Score is tracked and capped at 254:
* 1 for each randomly encountered wight in the Wight Zone
* 1 for each wight at location 20 (once only)
* 5 for the spectre at location 22 (can reappear)
* 5 for the vampire at location 28 (once only)
* Spectres: Spectres do not appear randomly. Spectre Kill Score is tracked:
* 1 for each spectre at locations 15, 18, 22, or 23 (all can reappear)
* 5 for the vampire at location 28 (once only)

Regenerating encounters: Many fixed encounters may happen again if you leave and return. Fixed encounters that may only happen once ever are marked with an asterisk.

Random encounters: If the area has not been cleared, you will encounter the appropriate monsters in the zones labeled on the map.
* Skeleton Zone [location 2]: Random encounter chance is 20\%, against [Skeleton Count] SKELETON (\#34).
* Zombie Zone [location 6]: Random encounter chance is \(20 \%\) or \(40 \%\) in Search mode, against [Zombie Count] ZOMBIE (\#35).
* Wight Zone [location 9]: Random encounter chance is \(20 \%\) or \(40 \%\) in Search mode, against:
* [Wight Count] WIGHT (\#20), maximum of 4 per combat
* [4 * Number of Wights] ZOMBIE (\#35)
* Random third monster:
* \(40 \%\) chance of 2 JUJU ZOMBIE (\#29)
* \(40 \%\) chance of 2 GHOUL (\#72)
* \(20 \%\) chance of 1 MUMMY (\#114)

They will attack immediately if they surprise you; otherwise:
* "F"lee: The monsters flee first if "You have managed to sneak up on" the undead. Otherwise, the success rate is determined by comparing your slowest party member to 6 for zombies, or 12 for other undead.
* "P"arley: This will cause you to lose surprise if you surprised the undead, and start combat if you did not.

Fleeing: Your party is moved to one of: \((1,6) ;(1,9) ;(7,4) ;(14,6) ;(14,9)\).
Resting: It is safe to rest if the graveyard has been cleared. Otherwise, every 5 minutes there is a \(4 \%\) chance you are disturbed by [Party Strength divided by 1d3] GHOUL (\#72).

Clearing the area: The area is considered cleared once you have defeated the vampire for good at location 25. Doing this requires first defeating the vampire at location 28, which in turn requires defeating the spectres at locations 22 and 23. Defeating the spectres at locations 15 and 18 is not required.

Differences from the tabletop adventure: The overall theme is similar, but the maps are very different; the Gold Box version replaces a lot of the treasure with a bunch of extra scrolls of Restoration spells; undead growth scales to Party Strength in the Gold Box version but is exponential (!) with the
passage of time in the tabletop version.
All monsters here have Morale 101.
E [location 1] \((0,4)\) - Exit to Wilderness \((26,26)\).
\(3(6,4)\) - "Claws rise from the soil and attempt to drag you down." You are attacked as if forced into a random combat in the Skeleton Zone.

4* \((5,6)\) - This mausoleum is guarded by 15 SKELETON (\#34) (47 XP).
5* \((7,6)\) - The inner mausoleum is guarded by 1 GIANT SKELETON (\#22) and [Skeleton Count, but only if at least 17] SKELETON (\#34)

Once defeated, if you search, you find a marble chest containing 12 jewelry, 10 gems, 69 gold, 28 silver, and 4 Clerical Scrolls (Restoration, Restoration) (5095 XP).

7* \((10,15)-25\) ZOMBIE (\#35) (166 XP) guard the outside of this mausoleum.
8* \((9,15)\) - "A zombie with gray, leathery-hard skin gazes at you with hatefilled eyes." Fight 1 JUJU ZOMBIE (\#29), accompanied by 15 ZOMBIE (\#35) if Zombie Count is at least 16.

After combat, you find a treasure containing 110 gold, 290 silver, Wand of Lightning Bolt (3 charges), Potion of Healing, and 2 Clerical Scrolls (Restoration, Restoration) (1020 XP)

10* \((15,6)\) - "You stand before a huge tower. The single entrance is locked and strongly built. Warning voices cry from within. 'We are the spirits of those who fought the dragons. Leave us or die.'"

If you do not, you are forced into a combat as a Wight Zone random combat with 4 wights, without any checks for Wight Kill Score.

12* \((15,8)\) - "In the chamber is a single crypt. Floating above the crypt is a wraith. 'I am the protector of the paladin. I guard his remains for all eternity. Leave or suffer.'"

If you stay, fight 1 WRAITH (\#21) (119 XP). You may then loot the paladin's remains for treasure: Hammer +3 , Sling of Seeking +2 , Potion of Extra Healing, Clerical Scroll (Restoration, Restoration), and Magic-User Scroll (Slow, Hold Person, Invisibility 10 ' Radius) (600 XP).
(This treasure and the treasure from location 24 probably were meant to be swapped. Location 24 actually has items a paladin would be expected to have; the knight there grants treasure useful for each of the four major classes in the tabletop version, which is what you get here.)

13* (1,12) - 30 SKELETON (\#34) (95 XP) guard the outside of this tower.
14 (1,13) - "Noxious fumes tear at your throat as you crunch through piles of dried bones." Every party member must either successfully save vs. poison, or take 10 damage.

15 (0,15) - 1 SPECTRE (\#17) is responsible for raising skeletons; defeating it yields 2234 XP and its treasure of 3 jewelry, 555 platinum, and 2000 gold.

The spectre and its treasure reappear every time you enter the graveyard if Skeleton Count is not zero.

18 (4,10) - 1 SPECTRE (\#17) is responsible for raising zombies; defeating it yields 1516 XP and its treasure of 13 gems, 542 platinum, and 1111 gold.

The spectre and its treasure reappear every time you enter the graveyard if Zombie Count is not zero.

19 (9,11) - This mausoleum is guarded by up to [Party Strength divided by 16, minimum 1] MUMMY (\#114).

There is no treasure here, and this is a difficult combat, so this combat should be avoided, but if you insist ... It helps to cast Protection from Evil, Prayer, and Shield spells before this combat to prevent too many characters getting paralyzed by the mummy fear aura. You should also have Cure Disease prepared to get rid of disease immediately after combat. Fireball does reliable damage, and Lightning Bolt sometimes does incredible damage (which is strange).

20* \((9,5)\) - "The air around the tower is charged with static electricity and ball lightning." Fight [Wight Count] WIGHT (\#20). A late-game party may find \(15+\) wights here; be prepared.

If the wights have already been defeated, "Written on the door (in the common tongue) is: 'Do not open this door. A great evil has been laid to rest here.'" If you search, "There are large silver holy symbols up and down the crack in the doorway."

21 (9,6) - "The lower chamber is filled with glass and fur objects of all types." Every party member must either successfully save vs. rod/staff/wand or take 4 damage.
\(22(9,7)-1\) SPECTRE (\#17) is responsible for raising wights; defeating it yields 2234 XP and its treasure of 3 jewelry, 555 platinum, and 2000 gold.

The spectre and its treasure reappear every time you enter the graveyard if Wight Count is not zero.

23 (9,1) - 2 SPECTRE (\#17) (676 XP) guard the outside of this crypt.
24* (8,2) - "A voice speaks, 'Come, my brave adventurers. You must take my gifts to better fight the evil that has come to the city.' From the magically-lit tomb of a brave knight, a body rises from its resting place to lay weapons before the party." You find Plate Mail +2, Long Sword +2 (alignment lawful good; anyone not lawful good who tries to equip this sword takes 15 damage), Ring of Fire Resistance, Shield +1, 4 Clerical Scroll (Restoration, Restoration) (800 XP).

25* (12,4) - If you come here before you defeat the vampire at location 28: You find a coffin surrounded with broken crosses (despite the cross being Christian and not a symbol of any god of the Forgotten Realms) and spilled vials of holy water, and a scroll. If you read the scroll, it is Journal Entry 43. You may then either sanctify or overturn the coffin. The latter does nothing.

If you come here after you defeat the vampire at location 28 , the vampire has returned to its coffin, and you must fight it:
* If you either sanctified the coffin, or you have not left the graveyard after defeating the vampire once: fight 1 VAMPIRE (\#105) (663 XP). It is
alone this time, and only has \(1 / 3\) of its starting hit points.
* If you failed to sanctify the coffin *and* left the graveyard after defeating the vampire once, the vampire was able to recover its strength: fight 1 VAMPIRE (\#23) and 15 WOLF (\#106) (941 XP).
If someone is carrying the Efreeti Bottle found in the Kobold Caves, but the efreet has not yet emerged from it, it now comes out to fight on your side: 1
EFREETI (\#70).
Defeating the vampire a second time defeats it for good. This will clear the area, and will also empty out the entire graveyard of anything remaining, whether undead or treasure.

26* \((8,9)\) - If you have ever defeated the spectres at locations 22 and 23, but have not yet defeated the vampire, you are approached by a LEVEL 6 MU (\#24):
'Hail, noble adventurers. I would ask you to help me end this foul undead curse.'
* "L"et him join: 'The undead are controlled by a vampire who lurks in the northeast corner of the graveyard.' However, he will immediately betray the party in the very next combat, as he is actually an agent of Tyranthraxus. You can then make him friendly by casting Charm Person on him, although you will run into the problem that he does not truly know any spells.
* "S"end him away: He immediately attacks you (181 XP).

He carries a Ring of Protection +2 .
28* \((14,0)\) - The vampire who is behind all the undead in the graveyard is hidden here, and attacks immediately: 1 VAMPIRE (\#23), 3 WOLF (\#106) (763 XP). If the magic-user from location 26 is with you, he will join the vampire against you.

If someone is carrying the Efreeti Bottle found in the Kobold Caves, the efreet emerges to fight on your side: 1 EFREETI (\#70). This does not consume the bottle, though the efreeti can only appear once. The efreet isn't particularly helpful, because the combat is too congested for it to contribute much.

In addition to casting buffs like Mirror Image and Protection from Evil to protect yourself against the vampire's level-draining attack, you also want some counter to its charming gaze: cast buffs to improve saving throws, and have Charm Person or Dispel Magic prepared to counter the gaze if it takes effect.

Lawful good holy symbols do not appear to have any effect against the vampire. (Though that might be because I tried a holy symbol of Tyr, an actual lawful good god, instead of Tempus as the clue book suggests in one place -- Tempus is actually neutral.)

Should you defeat the vampire, it will turn to mist and flee to location 25 If you search afterwards, you will find its treasure: 12 gems, 9000 gold, Wand of Magic Missiles (33 charges), 3 Potion of Healing, Shield +1, and 5 Clerical Scrolls (Restoration, Restoration) (3133 XP).

29 (15,1) - If the magic-user from location 26 is with you, "The mystic man speaks, 'The vampire is behind the northern wall.'" You may walk through the northern wall here if you have ever defeated the spectres at locations 22 and 23.

Plot background:

The Stojanow Gate guards the only approach to Valjevo Castle by land. (Isn't it a shame you cannot cast Fly or Water Walk in these games?) When the time is ripe, the council tasks you with infiltrating the gate and capturing it; the city's military can then garrison the gate itself.

Strategy:
Buy the wagon at location 9 and use it to pass by the bugbears peacefully; you can retry if that fails. Ambush the tower guards at location 1 and 2 one at a time, then return to location 8 to deal with the now-hostile bugbears.
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SECTION 6.22.2 - Stojanow Gate Details

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Random encounters: None, unless you set off the alarm in Valjevo Castle; you can then encounter patrols north of the gate, which works the same way it does in Valjevo Castle. (You can also set off the alarm here, but it does does not properly trigger either random combats or alert the guard towers, as it is supposed to.)

Fleeing: Your party moves to ([Current X-coordinate], 14).

Resting: It is safe to rest anywhere (even if you are in the middle of crashing the gate and the tower guards are sending arrows and rocks your way), unless you set off the alarm in Valjevo Castle; in that case, rest north of the gate may be interrupted by a random encounter (the chance is \(17 \%\) every 5 minutes).

Clearing the block: To clear this block, you must defeat both the bugbear patrol in front of the gate, and the guards from both of the two towers.

The bugbear patrol consists of 15 BUGBEAR (\#63) (Morale 60, 533 XP). It can have four attitudes to the party: not suspicious, less suspicious, more suspicious, and hostile. The hostile state can only be addressed by fighting them.

Once you clear the block, "You have taken the gate! You open the great portals as 20 human and demi-human guards immediately take possession of the guard towers."

Differences from the tabletop adventure: The tabletop version has hobgoblins patrolling instead of bugbears, but actually has a defense against flying PCs. It otherwise works similarly. (The river is so polluted that boats cannot cross; that pretty much has to be magical, because if that were to occur in real life you wouldn't even be able to get close to the river, which you are allowed to do here without harm. Stopping Yarash from polluting the river also doesn't fix the pollution here.)

E1 - Exit to Podal Plaza.

E2 - Exit to Valjevo Castle Southwest Quadrant.
\(1(4,7)\) - Western guard tower. "There are two humans and three ettin in the room. You overhear the mage tell his companion, 'How much longer must we wait before assaulting Phlan. I am eager to become a baron.'"

You may "F"lee back down the stairs or "A"dvance closer to them; "C"ombat or "P"arley set off the alarm, with your party surprise attacking 1 5TH LVL MU (\#89), 1 AIDES (\#53), and 3 ETTIN (\#71) (Morale 50, 1371 XP).
\(2(11,7)\) - Eastern guard tower. "There are two humans and three ettin in the room. You overhear the fighter tell the mage, 'You better watch your talk. The last guy who gave the Boss lip was thrown through the trapdoor to the medusa!'"

You may "F"lee back down the stairs or "A"dvance closer to them; "C"ombat or "P"arley set off the alarm, with your party surprise attacking 1 LEVEL 6 MU (\#24), 1 AIDES (\#53), and 3 ETTIN (\#71) (Morale 50, 1521 XP). The level 6 magic-user carries a Ring of Protection +2 .

3 - Near stronghold wall, away from gate.
* If the bugbears are alive, and not suspicious:
"A voice from the tower yells 'Stay away from the wall!'" The bugbears become more suspicious.
* If the bugbears are alive, and less suspicious: "A voice yells down, 'We said stay away from the wall. That includes the tower!'" The bugbears become hostile.
* If the bugbears are alive, and more suspicious:
"The group of bugbears come over, 'We warned you! What's the matter? Can't you understand Common? I guess I'll have to teach you.' The leader swings at you." You may either "A"ttack them or "T"ake the punch (1d3 damage to one character if it hits). Either way, the bugbears then become
hostile.
* If the bugbears are alive, and hostile:
"A group of bugbears approach. 'Throw down your weapons!'" You may "F"lee; "S"urrender, same as "F"lee but you lose all money and 20\% of light items; or "A"ttack.
* If the bugbears are dead, but the tower guards are still alive: Arrows are fired at you from the guard towers (2 THACO 16 attacks on random characters, \(1 d 6\) damage per hit).

4 - "Before you is Stojanow Gate. This ancient edifice is built across the bend of the river, thus isolating the old town and the castle from the rest of the city. The main wall rises 30 feet while the two watchtower rise to 50 feet. Lounging around the entrance are a group of bugbears."

If the bugbears are more suspicious, visiting this location makes them less suspicious. (You will not get any message about this.)

5 - Near stronghold gate. This behaves as location 3, unless the bugbears are alive and you have the wagon from location 9. In that case, the bugbears may act as if you are supposed to take supplies through the gate. This is a roll that has a success rate of:
* 0\% if the bugbears are hostile, or if you are coming from the north
* 70\% if the bugbears are more suspicious
* \(80 \%\) if the bugbears are less suspicious
* \(90 \%\) if the bugbears are not suspicious

If the roll succeeds, "A bugbear walks up to you. 'Okay, lets have the 15 gold.'"
* If you pay, you are taken to location \(5 \mathrm{a}(8,5)\), north of the gate.
* If you do not pay, roll a second time; failure is as if you had failed the first roll. Otherwise, 'All right, get out of here then. Come back when you've learned the rules.' This makes the bugbears hostile (it should probably only make them suspicious).

If the roll fails, 'Hey, wait a minute. They are impostors! All right, throw down your weapons!' This behaves as if you had approached if the bugbears are actually hostile, but does not actually change the bugbear attitude (they should become hostile); you may "F"lee and try again.

7 - This gate is hard to "B"ash down or "P"ick, but the Knock spell always works. You can move east and west to renew the options to "B"ash or "P"ick open the gate if you don't succeed at first.

If the gate hasn't yet been opened, you are not being led through, and the tower guards are still alive, the tower guards throw rocks at the party (16 THACO 17 attacks on random characters, \(1 d 6\) damage per hit).

8 - Same as location 7, if you are not coming from the north.
If you come here from the north after killing both sets of tower guards, but the bugbear patrol is still alive, the bugbears confront you here. Attempting to "F"lee crashes the game; any other option starts combat with the bugbear patrol. Winning this combat clears the block.

9 - If it is currently day, "A man driving a wagon full of food and equipment starts to drive past you, going north."

You can ask him to sell his wagon for 250 gold; you can't haggle lower than this:
* If you pay, 'Oh, by the way. Better beware of the guards. Ever since the
giants moved into the castle area, bugbears have been stuck guarding the gate. And they hate it. Not only that they're afraid of them ettin. Makes 'em real jumpy. Wouldn't give 'em no back talk if I were you.'
* You can also simply kill the man for the wagon if you feel both poor and unethical, without any negative repercussions.

This encounter doesn't happen more than once per visit, and stops occurring altogether once you acquire the wagon.

12 - Same as location 7, except the gate is easy to open from this direction.
13 - If you have killed the bugbear patrol, and some tower guards are still alive, the tower guards confront you. You can "F"lee to the southern side of the map; any other option starts combat with 2 LEVEL 6 MU (\#24), 2 AIDES (\#53), and 6 ETTIN (\#71) (Morale 80, 3042 XP); this happens even if you've killed one set of tower guards (but not both), and even though the magicusers in the towers aren't actually the same. Each of the level 6 magicusers carries a Ring of Protection +2 . Winning this combat clears the block.

SECTION 6.23.1 - Valjevo Castle Overview

Plot background:
The ancient stronghold of Valjevo Castle has now been occupied by the Boss, Tyranthraxus. He has set up numerous defenses around the castle's inner tower, with a heavy garrison surrounding a hedge maze. The garrison's weakness is that it is primarily composed of humanoids who aren't exactly models of competence.

Strategy:
Get a disguise first, by visiting the washerwomen at location 1 and being "N"ice. The Banite clerics at location 10 carry a nice treasure; just attack them outright, but don't take anything from the altar at the back of the temple. You can also get a good sword from diving in the pool at location 14.

There are many hill giants and fire giants, which are worth significant experience if you still seek that, but you are not required to fight any.

You may pass into the castle hedge maze by giving the password RHODIA.
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SECTION 6.23.2 - Valjevo Castle Details

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(The outer perimeter of Valjevo Castle is three scripts and four maps in the actual game; the location numbering does not usually match it or Gold Box Companion.)

Alarm: If you do something suspicious or aggressive, you may set off the alarm. This lasts for 60-120 minutes, and activates random encounters. You can wait out the alarm in one of the safe locations listed below.

Random encounters: None, unless the alarm is active and you are not in one of locations 3, 4, 10 to 12, 17, or 23; then the chance of encountering a patrol is 1 in 21, or 1 in 3 in Search mode, with probability halved if you are indoors.

A patrol consists of 1 6TH LVL FIGHTER (\#75) and 5 HILL GIANT (\#55) (Morale \(60,3380 \mathrm{XP})\). If you stole anything from the altar of Bane at location 11, you may be immediately attacked. If not, you may "F"lee; "P"arleying will start combat if not disguised, or if you stole anything from the altar of Bane. Otherwise, "S"ly or "N"ice start combat; "M"eek causes the guards to ask for a password, which is 'HARASH'; "H"aughty or "A"busive causes the guards to ask for your authority, which is 'TYRANTHRAXUS'. Failure to give the correct response will start combat.

Resting: It is always safe to rest in locations 3, 4, 10 to 12, 17, and 23.

It is also safe to rest anywhere else, unless the alarm is active; you then have a \(17 \%\) chance every 5 minutes of having rest disturbed by a patrol.

Differences from the tabletop adventure: The map layouts are nearly identical, and the overall theme is the same, but monsters in the Gold Box version are generally harder (like gnolls being replaced with fire giants) and the magical treasures are generally less powerful.

E1 - Exit to Stojanow Gate.
E2 - To Valjevo Castle Northwest Quadrant.
E3 - To Valjevo Castle Northeast Quadrant.
E4 - To Valjevo Castle Southwest Quadrant.
E5 - To Valjevo Castle Southeast Quadrant.
E6 - Entrance to Valjevo Castle Hedge Maze. If you have not given the tower guards (whom you can't reach) at this gate a reason to be suspicious, they ask for a password.
* Give the password: If Cadorna is with you, he slips you a note with it in Dethek. 'RHODIA' is correct and permits free passage. An incorrect password does not arouse suspicion, and gives you a chance to "B"ash, "P"ick, or cast "K"nock the door, which still does not arouse suspicion. (I wasn't kidding about the guards' lack of competence.) The first two might work but are unreliable; the Knock spell always works.
* Force the gate open: The guards throw boulders at the party (12 THAC0 12 attacks on random characters, \(2 d 6\) damage per hit) and set off the alarm (this does not cause you to lose disguise); then you get a chance to "B"ash, "P"ick or cast "K"nock as above.

If you have either ever tried to force your way through this gate (the guards won't know if you tried forcing your way through the other one), or stolen anything from the altar of Bane at location 11, the guards will be suspicious: the result is as if you had tried to "force the gate open".

1 SW (12,13) - "You enter a building where women are washing clothes. As you come in, they retreat to the corner looking fearfully at you. You hear one of them whisper, 'They don't belong here; they must have come to kill Tyranthraxus.'" (That's an interesting leap of logic.)

The women will offer to disguise you, regardless of attitude. You can choose whether or not to put on the disguise, which can help you evade enemy patrols. Afterwards, if you:
* "T"ie them up: avoids the negative repercussions of a "H"aughty or "A"busive attitude.
* "K"ill them: "The women shriek and flee before you as you chop them down. The half-orc woman with hate in her eyes snarls 'Heroes! Hah!' Then her eyes glaze as she dies." This has a \(20 \%\) chance of making noise, which both sets off the alarm and cancels any disguise.
* "L"eave: a "H"aughty attitude will cause your disguise to not actually work. An "A"busive attitude will set off the alarm.

2 - Smithy. Between 0:00 and 14:59, a smith and three fire giants work here.
* "C"ombat results in your party surprising 1 4TH LVL FIGHTER (\#41) and 3 FIRE GIANT (\#56) (Morale 30, 4018 XP). The smith carries a Long Sword +1 and Chain Mail +1.
* "P"arley:
* "H"aughty: 'I'm sorry, I can't take any more orders just now. If it's
important get authorization. Now if you'll excuse me \(I\) have to get back to work.'
* "S"ly or "A"busive: 'What? Everyone knows that... Hey, you don't belong here!' The smith and fire giants attack you (with no surprise).
* "N"ice or "M"eek: "The smith wipes his brow and says, 'No, you never get totally used to the heat, but it's not that bad. Now, if you'll excuse me I need to get back to work.'"

If you defeat the smith and the fire giants, or if you come here after 15:00, you may take any of the nonmagical weapons or armor here; there is one of each common item.

3 - "You are in a storeroom full of coal." This is always a safe place to rest.

4 - "You are in a standard meat smokehouse... Well maybe not quite standard. You feel a little sick as you look at the meat. The smell and the smoke don't help either." This is always a safe place to rest.

5 - This barracks is empty at night, but during the day you will encounter its hill giant soldiers. If you "F"lee you will set off the alarm and lose your disguise. "W"ait or "P"arley will start combat: 8 HILL GIANT (\#55)
(Morale 40, 5191 XP ). Your party receives bonuses of +2 to hit and damage if the giants are "putting on their armor", or +5 if they are "struggling out of bed".

6 - If you search here, you will find treasure: 1 XP, 11 gold.

7 - Hill giant guard. If you are disguised, you may pass through location 7b without them noticing, but not location 7 a where they are stationed.

If they do notice you, and you stole anything from the altar of Bane at location 11, they immediately attack you and set off the alarm: fight 2 HILL GIANT (\#55) (Morale 50, 1297 XP).

If you start "C"ombat yourself, this will set off the alarm, but you will not lose any disguise.

The giants will otherwise ask for a password. You may either act "H"aughty and give your authority as 'TYRANTHRAXUS', or give the password 'HARASH' with any other attitude, and they will let you go. Otherwise, they attack you (same effect as "C"ombat).

8 - If you pass through location 8 a while disguised, and you haven't killed the 6TH LVL FIGHTER (\#75) (Morale 100,136 XP; carries Long Sword +1) here, he confronts you:
* "C"ombat: He pushes a button and warns you that a patrol is coming. Either choice triggers the alarm and causes you to lose your disguise. If you "S"tay and fight him instead of "R"un, after the combat you are immediately confronted by a patrol.
* "F"lee: You successfully get away, but set off the alarm and lose your disguise.
* "W"ait or "P"arley: "S"ly or "N"ice set off the alarm, but don't cause you to lose your disguise. If you act "M"eek and give the password 'HARASH', or act "H"aughty or "A"busive and give your authority as 'TYRANTHRAXUS', he lets you go without incident. An incorrect response behaves the same as "C"ombat.

If you pass through location 8 a while not disguised, the alarm goes off.

If you enter location 8b and the fighter is still alive, he immediately attacks you (Morale 50), setting off the alarm, though this does not cause you to lose any disguise.

9 - This is similar to location 8, but the 6TH LVL FIGHTER (\#84) (336 XP) may be helped by the fire giants from location 21 . If you attempt to pass through location 9a while not disguised, the fire giants will charge you; the only way to avoid combat is to "F"lee, which sets off the alarm. If you attack the fighter in location 9b, you can catch him without the fire giants.

10 SW (1,2) - "You are in a building that was once a barracks but has now been converted to a temple of Bane. At the far end of the room is a crude altar."

A priest and two acolytes ask you to accept Bane's blessing:
* "A"ccept blessing: All non-evil characters take \(2 d 10+2\) damage; the last character in your party may get hit two extra times. If anyone took damage, this behaves as if you had tried to "L"eave.
* "T"alk: The priest insists you accept the blessing of Bane.
* "L"eave: "The priest shouts, 'What's this? You aren't worshipers of Lord Bane! Die impostors!' He grabs the last rhinestone from a necklace and throws it at you. A fireball explodes!" Every character who fails to make a saving throw vs. magic takes 15 damage; then, every character takes 15 damage. The priest and his acolytes then attack you, as if you had tried to "K"ill them.
* "K"ill them: You fight 1 LEVEL 5 CLERIC (\#91) and 2 1ST LVL CLERIC (\#90) (Morale 100, 450 XP ). The level 5 cleric carries a Mace +3, Plate Mail +1, and a Necklace of Missiles (6 charges).

11 SW (1,0) - Altar of Bane. If you loot the offering box, you can get 37 silver, but all characters will take \(2 \mathrm{~d} 10+2\) damage. You may then take the two crossed swords; if you choose to, they are worth 400 XP , and both are Long Swords +3 (alignment lawful evil; anyone not lawful evil who tries to equip such a sword takes 5 damage).

If you take anything from here, many guards in the castle will recognize you as blasphemers on sight and be automatically hostile. Additionally, if you take the swords, any disguise from location 1 will no longer work.

12 SE (10,14) - The first time you enter this room, the ceiling caves in (THACO 10 attack on a random character, 2 d 6 damage if it hits). This is always a safe place to rest.

13 SE (14,10) - If you have been rewarded for completing the diplomatic mission to the Zhentil Keep Outpost (commission \#13), "This is a small cell. Chained to the wall is a man beaten to within an inch of his life. As you open the door he looks up and you feel a shock... The man is Porphyrys Cadorna. 'In the name of Chantua, help me, please! By all that's merciful help me.' He begins to cough." If you:
* "R"elease him: 'Thank you! Thank you! I just thought that the pool was here! There was nowhere else to go! I have nowhere to go. Take me with you?' You may choose to let Cadorna follow you.
* "L"eave him: Results in the following, in order:
* 'Wait don't leave me here. If you do I'll raise the alarm.'
* 'Wait! I know how to get through the main gates. I can help you.'
* 'I know the way through the hedge ... left right right ... for Chantua's sake! Don't leave me!'
* You finally do leave; the alarm actually does go off, and you will lose any disguise you have.
* "K"ill him: He may beg and volunteer information once before you can actually do so. This does not truly accomplish anything; the Phlan clerk
will recognize that you did it, but recognition is all that happens.
(The sequels behave as if Porphyrys Cadorna dies here.)
14 SE \((15,10)\) - A well. If you try to move into it, you get the option to dive in. Your chosen character needs at least Constitution 12 to have any chance of reaching the bottom; if you do, you find a Long Sword +2 Flame Tongue (133 XP). Your character then makes another check against Constitution + movement; a failure causes ld6 damage from breathing in water.

15 SE (14,3) - 5 GIANT SNAKE (\#60) (Morale 100, 216 XP) lair here. You can't avoid combat.

16 NW (1,7) - You may catch the giants who live here sleeping; you may either sneak out, or attack them as they sleep. If you choose the latter, you step on a loose creaky floorboard so you can't actually surprise them, and fight [4 during the day, 2 at night] FIRE GIANT (\#56) (Morale 100, 2568 or 5136 XP).

Otherwise, the giants have set a small trap by the door; if you fail to detect it with Search mode, a bucket falls on the party (THACO 10 attack on a random character, \(1 d 4\) damage if it hits). You may "F"lee, but it sets off the alarm and causes you to lose any disguise; all other options lead to combat as above.

17 NW (1,3) - Officers' quarters. The officer is not present, but 2 HILL GIANT (\#55) (Morale 50, 1297 XP ) are and confront you. You may "F"lee, but it sets off the alarm and causes you to lose any disguise. If you "P"arley with any attitude they will bother you no further.

After you deal with the giants, this is always a safe place to rest.
18 NW (0,2) - If you search here, you find treasure: 200 gold and Potion of Speed (100 XP).

19 - "You enter a latrine. The lack of bad smell gives you a general idea of the level of sanitation practiced by the inhabitants of the area."

20 - Mess hall. "You are in a hall with long tables, benches and a great hearth at one end. In the corners are heaps of garbage being picked over by some rats which flee at your entrance."

21 NE (9,1) - Fire giant barracks; the giants look up at you:
* "C"ombat: Fight 4 FIRE GIANT (\#56) (Morale 80, 5136 XP).
* "F"lee: You set off the alarm and lose any disguise you may have.
* "P"arley: If the alarm has gone off and you are undisguised, this starts a fight. Otherwise, a "H"aughty or "S"ly attitude gets the giants to show you the list of passwords from location 22. "N"ice or "M"eek attitudes lead to the giants telling you to get lost; "S"taying will start combat. An "A"busive attitude will also start combat.

22 NE (8,0) - You can search here to find the password list, if the fire giants did not already show it to you. It has the patrol password 'HARASH' written in Espruar, and the gate password 'RHODIA' written in Dethek.

23 - Armory. You may take any of the nonmagical weapons or armor here; there is one of each common item, and the supply is inexhaustible. This is also always a safe place to rest.

24 - Kitchen. "You enter a room that reeks of smoke and burned food. You see
three human slaves cooking meat, peeling potatoes, and being beaten by a vicious looking gnoll." If you:
* Kill the overseer and free the slaves: "The gnoll turns to flee. As he runs by, one of the slaves trips him. You advance and cut the overseer's throat. Two of the slaves run quickly out the door. The third approaches you with tears of gratitude in his eyes. 'I thank you for freeing me. Before I leave let me help you as best I can.' He takes a slip of paper from the pouch of the dead gnoll. 'Here, you will need this.'" It has 'RHODIA' written upon it in Dethek. "'It is today's password at the main gate into the hedge maze. Alas, I can not help you with that for \(I\) have not been inside. But I have heard the maze is deadly!'"
* Go back outside: If you are not disguised, this sets off the alarm.
* Talk to the overseer: The first time, the overseer threatens you with boiling oil. After that, he makes good on the threat (THACO 10 attack on a random character, \(2 d 6\) damage if it hits).

25 - Records office. You can spend hours reading the records. If you do:
* If the alarm is currently active, there is a \(50 \%\) chance a patrol will come by.
* If it is \(0: 00\) to 17:59, there is a \(15 \%\) chance that a scribe will walk in. If "He drops his books and runs out the door", this will set off the alarm, but will not cause you to lose any disguise.

If neither of those happens, you may discover:
* "You find evidence that the Red Wizards of Thay are allied to Tyranthraxus." (You'll get to meet the Red Wizards in later games of the series.)
* "You are finding a pattern to Tyranthraxus's activities. At first Tyranthraxus's followers were an unsophisticated horde of ill organized unhumans. Now they are much more sinister. The web of corruption he has spread is incredible in its scope. His ultimate goal is to conquer all lands south of the Moonsea." (Everything in this game takes place north of the Moonsea. You'll get to travel south of the Moonsea in Curse of the Azure Bonds.)

26 - Scribes' office. If you enter between 0:00 and 17:59, you will encounter six scribes working under the supervision of two officers. The two officers will confront you (if you are not disguised, any response will set off the alarm):
* "C"ombat: Fight 2 ENVOY (\#87) (Morale 100, 433 XP), who each carries a Two-Handed Sword +2.
* "F"lee: You set off the alarm and lose any disguise you may have.
* "P"arley: If you are not disguised, the officers attack you. Otherwise, if you act "M"eek and give the password 'HARASH', or act "H"aughty or "A"busive and give your authority as 'TYRANTHRAXUS', they leave you alone. Anything else causes them to attack you.
If you have defeated the officers, you can search the office and find:
* "You find hard evidence that Cadorna has been using you for his own ends and has been seeking the Pool of Radiance for himself." Reading this is one of the ways to prove that Porphyrys Cadorna is a traitor.
* "The following catches your eye, 'Do not be fooled by outward forms for you shall know me by my flaming aura. --Tyranthraxus'".
* "You find a report indicating that the northern barbarians are ready for the take over of a strong leader and that the chief of the Raven Clan is allied to Tyranthraxus."

27 SE (12,14) - "You are in a deserted building. There are nothing but very large cobwebs here."

SECTION 6.24.1 - Valjevo Castle Hedge Maze Overview

Plot background:
The Valjevo Castle hedge maze is the next layer of defense surrounding the castle's inner tower. Even the hedges can be deadly!

Strategy:
Good items may be found by defeating Al-Hyam Dazid at location 1, and the false Tyranthraxus at location 5.

If you just want to pass through the maze as fast as possible, enter using the northwest entrance, and take the risk of cutting through the eastern hedge maze wall at \((10,14)\).

character must make a successful saving throw vs. poison or take 201 damage. This doesn't count as poison damage for the Slow Poison or Neutralize Poison spells.

Random encounters: None, unless the alarm is active and you are not in
locations 1, 2, or 5; the chance of a random encounter is then 1 in 21 , or 1 in 3 if you are in Search mode.

The random encounters are with 4 GIANT SNAKE (\#60) (Morale 100). You can "F"lee, but "P"arleying will simply start combat.

Resting: It is always safe to rest in locations 1, 2, or 5. It is safe to rest anywhere else as well, unless the alarm is active; then every 5 minutes rest has a \(17 \%\) chance of being disturbed by a random encounter.

Differences from the tabletop adventure: The maps are almost identical; the monsters in the maze are somewhat stronger in the Gold Box version.

E1 [location 21] - Exit to Valjevo Castle Northwest Quadrant.
E2 [location 22] - Exit to Valjevo Castle Southeast Quadrant.
E3 - Entrance to Valjevo Castle Inner Tower.
TP [location 7] - Teleporter to one of the other three teleporters, chosen at random.

1 NW (5,4) - Quarters of Al-Hyam Dazid. Al-Hyam is trying to learn how Tyranthraxus got his great power; Tyranthraxus is keeping him under watch and trying to learn all he can from him. He is not interested in combat, and if you threaten him twice he will give the party all his notes (Journal Entry 30). If you attack him, you face 1 AL-HYAM DAZID (\#86) (Morale 50, 1423 XP); he carries Bracers AC 3, a Ring of Fire Resistance, and a Wand of Lightning (20 charges).

2 SE (10,11) - A group of giants is hiding here, avoiding work, and arguing. * If you stole anything from the altar of Bane at Valjevo Castle 11, or the alarm is active and you are not disguised, they attack immediately.
* Otherwise, they'll ask you if frogs and toads are the same thing. (For the record: toads are a proper subset of frogs, so the correct answer is no -all toads are frogs, but not vice versa.)
* "A"ttack: Fight 4 FIRE GIANT (\#56) (Morale 50, 5136 XP).
* "Y"es: "As the giant turns in triumph to his companions, the others pick up their clubs. 'What they know? We knock dumb little men's brains out!' 'You no hurt them. Them my buddies!' They argue for a little bit and then one says, 'Hey, what we fighting for? It's all fault of them!' 'Yeh!'" This has the same result as "A"ttack.
* "N"O: "As the other giants burst into howls of laughter the one who talked to you turns red and says, 'You lie! You lie to make me fool! I smash you!' Before he can attack the others grab him and say, 'You better go little men.'" You have another chance to "L"eave; "S"taying will result in a fight ('Oh well. Can't let Herdrek have all fun.')

3 - This tower is guarded by 3 HILL GIANT (\#55) (Morale 60, 1946 XP).
* If you "P"arley with a "H"aughty or "A"busive attitude, and say that 'TYRANTHRAXUS' sent you, they let you go: 'Oh, we sorry! Just doing job! Please no tell? We let you... We stay at post. Make sure no one go by!'
* Anything else results in combat; the giants may ask for a non-existent password first.
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confronts the party:
* "C"ombat or "W"ait: fight 1 TYRANITHRAXUS [sic] (\#92) and 2 6TH LVL THIEF
(\#93) (Morale 60, 1701 XP). The false Tyranthraxus has Long Sword +5, Ring
of Protection +3, and Gauntlets of Ogre Power. You also claim his treasure
of 1 jewelry and 8 gems. This also sets of the alarm and causes you to
loses any disguise.
* "F"lee: works, but sets off the alarm.
* "P"arley:
* "H"aughty ('Arrogant knave, feel the power of Tyranthraxus!') or "S"ly
('Boy, this crown is heavy. Oh, well it's a living. What does
Tyranthraxus wan... Oops! Get them!') start combat as above, but cause no
loss of disguise.
* "N"ice or "M"eek: 'Begone or feel the wrath and power of Tyranthraxus!'
If you then leave, that sets off the alarm; if you stay, the effect is
the same as "H"aughty or "S"ly.
* "A"busive: add together Party Strength and your spokesperson's Charisma
modifier:
* Score is less than 85: "He seems to collapse. 'All right. I'm not
Tyranthraxus. He just hired me to impersonate him. It's not a bad
life, but, hey! I can tell which way the wind's blowing.'" If you let
him go, you can claim his treasure; otherwise acts as "H"aughty.
* Score is 85 or more: acts as "H"aughty.
(These should be the other way around.)
NE (10,4) - Trolls live in this tower. If you do not "F"lee, you fight 8
TROLL (\#31) (Morale 100, 1084 XP).
SECTION 6.25.1 - Valjevo Castle Inner Tower Overview

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Plot background:
Tyranthraxus makes his lair here in the inner tower of Valjevo Castle. Defeat him and Phlan will be free!

Strategy:
You can defeat Genheeris at location 7 for his wand, but you can also just go straight to the final confrontation at location 8.


Random encounters: None.

Resting: It is always safe to rest anywhere.
Differences from the tabletop adventure: Tyranthraxus only has 2 level 8 fighters defending him in the tabletop version, instead of the 12 here. The possessed bronze dragon's name is Srossar; in the tabletop version, he only has \(20 \%\) magic resistance, but has the standard repulsion breath and spellcasting abilities of an ancient bronze dragon, neither of which is present here.

E1 - Exit to Valjevo Castle Hedge Maze.
E2 [location 2] - Stairs up to Upper Level.
E3 [location 3] - Stairs down to Lower Level.
4 (8,5) - "You are in an empty room. The only feature is a trap door in the center." If you open it, and you have not killed the medusa at location 5, your character must save vs. petrification or be turned to stone. You may then jump through the trap door to location 5; if you do, all characters take 3d6 damage.

5 - Lair of a medusa; Tyranthraxus keeps the medusa here to trouble intruders who didn't find the secret door in the previous room. You can "F"lee the medusa; "P"arley has the same result as "C"ombat: 1 MEDUSA (\#49) (Morale 100, 150 XP). You can safely fight the medusa if everyone equips a Silver Mirror. You can also just skip it since it's worth little XP and has no treasure.
\(6(2,6)\) - A messenger that works for Genheeris and Tyranthraxus is here; he is 1 1ST LVL THIEF (\#45) (Morale 100, 2 XP).
* If you stole anything from the altar of Bane at Valjevo Castle 11: "The thief shouts 'Blasphemers!' and attacks."
* If you "P"arley with an "A"busive attitude: causes the messenger to attack.
(I don't think messengers are usually this suicidal.)
* If you "P"arley with any other attitude: "'Hey look, could you keep quiet? I just got back from the north and I'm tired. Okay?' A moment later a voice from calls from the other doorway, 'Messenger!' The man gets up with a sigh and goes into the office. A minute later he comes out putting papers into a pouch and goes out the door."

7 (2,5) - "You enter a room furnished as the apartment of a wealthy if
eccentric merchant." Genheeris looks up from a desk:
* If you killed the messenger at location 6:
"A sudden look of fear comes over his face. 'If you've come from Tyranthraxus \(I\) can offer a better deal. If you kill him instead of me I will make you all generals!'" His deal includes joining as an NPC if you have room: GENHEERIS (\#88) (Morale 100). Genheeris is not actually able to memorize spells once his currently memorized spells are expended (the game engine doesn't properly support his being level 7). If you refuse this offer, he attacks you; you are awarded 756 XP and his Wand of Lightning (56 charges) if you win.
* If you did not kill the messenger:
* "C"ombat, or "P"arleying with a "H"aughty, "S"ly, or "A"busive attitude, frightens Genheeris, which behaves the same as killing the messenger.
* "P"arleying with a "N"ice or "M"eek attitude: 'Tell Al-Hyam Dhazid to execute Phase 2 of Plan A. Dismissed.' If you ignore this order and "S"tay, this will also frighten Genheeris.
\(8(3,8)\) - "You are in the audience hall of Tyranthraxus, conqueror of Phlan. The ceiling has been torn away leaving the entire section of the tower open to the sky. In the center of the room is a glowing pool. An ancient bronze dragon, surrounded by a fiery aura, rises from where it was coiled nearby. Two guards move to bar your path. The dragon looks at you with malevolence. 'Guards, kill these pests.'"

If you do anything other than "F"lee, you fight 12 8TH LVL FIGHTER (\#85) (Morale 100, 8390 XP); each fighter is using a Two-Handed Sword +2, Plate Mail +2, and a Ring of Protection +3. (Where did those extra ten fighters come from?)

If you defeat his guards, "The dragon looks at you with interest. 'You are indeed mighty warriors. Even so, there is no hope of your success. But you interest me. If you join me I will make you the commanders of the armies that will sweep the Moonsea. I can not be defeated, you know. Will you join me?'"

Everyone in the party then makes a decision. NPCs make their own decisions:
* all good and neutral NPCs always choose to fight Tyranthraxus;
* Genheeris has specific logic to choose to fight Tyranthraxus;
* all other evil NPCs always choose to join Tyranthraxus.

If everyone joins Tyranthraxus, the game ends; otherwise, he attacks: fight 1 TYRANITHRAXUS [sic] (\#66) (Morale 100, 611 XP).

If you win, Tyranthraxus's spirit departs from the bronze dragon's body, and the spirit threatens to possess one of the characters -- but Bane pulls Tyranthraxus into the pool before he can do so. The party then returns to New Phlan victoriously.

To win this series of battles more easily, use the Dust of Disappearance from the Temple of Bane. It's not like there is anything better to save it for (no items survive transfer to Curse of the Azure Bonds). It makes both battles much easier; you can move away from the fighters and they won't do anything if there is no character adjacent, and Tyranthraxus likewise cannot
use his deadly electrical breath attack. Other buffs long-lasting enough to cast before the first fight are Enlarge and Resist Fire.

You can continue combat after defeating the fighters, to heal and cast buffs. If you didn't use the Dust of Disappearance, cast all the Mirror Image and Blink spells you have then. One useful buff here is Protection from Good, because Tyranthraxus is actually lawful good (that's the alignment of the body he is possessing).

Casting Animate Dead once you have slain several of the fighters in the first wave may give you several additional allies.

Tyranthraxus is supposed to be magic-immune, but can actually be affected by the Wand of Paralyzation. (Tyranthraxus still gets a saving throw.)
(You can return here to defeat Tyranthraxus repeatedly. This is a bug in the script, which writes the "Tyranthraxus defeated" script to the wrong location.)
\(10(4,6)\) - If Genheeris is in the party, he leaves the party here without notice.

SECTION 7 - Game Mechanics

SECTION 7.1 - Mechanics Introduction

The Gold Box games are fundamentally based on the three standard 1st Edition AD\&D rulebooks: the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. Some rules from Unearthed Arcana (mostly items) are applied, as well as some monsters from Monster Manual II. The major exception to this is THACO, which is a 2nd Edition rule; 2nd Edition came out not too long after Pool of Radiance did. 3rd Edition did not exist until years after the last Gold Box game was released.

The tabletop game uses dice of \(4,6,8,10,12\), and 20 sides. The notation XdY indicates the sum of rolling \(X\) Y-sided dice; a standard roll of two cubical dice is represented as 2 d 6 and yields a number between 2 and 12.

The Gold Box games predate the invention of modern robust pseudorandom number generators (the Mersenne Twister was not invented until 1997), so random numbers in this game are not rigorously random. As is typical for pseudorandom number generators that old, you will often get clustering effects. (Example: if the game rolls d20 100 times, on average you will actually get 5 of each number, but the 1 s and 20 s will tend to cluster together more than you would expect statistically. This effect is clearest when casting Fireball; you will get both very low and very high damage rolls far more often than would happen if the die rolls were truly random.)

Most of the rules here apply to all the Gold Box games, with known exceptions indicated. The major exception is spellcasting classes in the Dragonlance games, which have their own rules.

SECTION 7.2 - Hit Points and Status Conditions

Hit points should almost need no introduction. A character is knocked unconscious if reduced to 0 hit points or fewer. Between -1 and -9 hit points, 1 hit point is lost every round, unless one of the following happens: another
character issues the "B"andage command (which has unlimited range), you cast any cure spell on the character, or you win the combat. Any of these will bring the PC up to 0 hit points and stabilize the character. At -10 or fewer hit points, the PC dies. Nothing else can harm such an unconscious character.
(Being reduced below 0 hit points doesn't debilitate you as the tabletop game does, nor does it outright kill you as in 2 nd Edition or most classic CRPGs. Also, the death from massive damage rule introduced in 2 nd Edition does not exist in 1st Edition or the Gold Box games.)

Fleeing a combat will result in the permanent loss of any disabled characters left behind.

Death is much harder to fix than in most modern CRPGs; the standard Raise Dead spell is not guaranteed to work (and is not supposed to work on full-blooded elves, though it does here), and results in permanent Constitution loss even if successful. The higher-level Resurrection spell is not available at Pool of Radiance temples. If you are not above exploiting bugs, you can raise a Dead character by casting Cause Light Wounds (which will not always work, as you need to succeed on a touch attack roll) or Burning Hands (always works in this game) in combat.

Animated results from casting Animate Dead on a Dead character. Such a character is under the control of the computer, and will only engage in physical combat (no spells or items). It can only be fixed with the Raise Dead spell. Animated characters count as undead and may be turned or destroyed by enemy clerics.

Stoned (character turned into a statue) can be fixed with a Stone to Flesh spell, which in this game you can only get at a temple (even though it's not a clerical spell).

Gone means just that -- a Gone character is permanently dead and irrecoverable (aside from restoring or editing a saved game).

Poison in \(A D \& D\) 1st Edition does not work in the classic CRPG way of causing gradual hit point loss. It instead "kills" you if you fail your saving throw. This form of death may be fixed with the Neutralize Poison spell, which in this game may only be cast in temples. The Slow Poison spell will temporarily work to revive the character, and will work in the middle of combat, but at the end of that spell's duration will cause the PC to die outright if you do not get Neutralize Poison cast before that.

Blinded characters receive a -4 penalty to all of attack rolls, Armor Class, and saving throws. (They do not treat all enemies as invisible, as they do in the tabletop game.)

Disease will drain 1 hit point every 10 minutes (this will not cause hit points to drop below 1), as well as 1 Strength every hour (this will not cause Strength to drop below 3, but is permanent). Disease will also prevent proper hit point restoration. This can be cured by the Cure Disease spell, Keoghtum's Ointment, or (in later games) a paladin's power.

Charmed is a condition caused by a variety of spells (Charm Person, Snake Charm) or some monster special attacks. A charmed creature will fight for the other side while charmed, though it cannot be controlled. A physical attack by a charmed creature's ally targeted on another ally automatically breaks the charm. (Magical attacks do not have this effect.) The manual says that you can keep charmed enemies after combat, but this is not true -- they will
instead disappear together with whatever treasure they were carrying. Aside from a physical attack, this can be fixed with another charm spell (though you will still be unable to actually control the character), or Dispel Magic.

Helplessness is caused in combat by a variety of spells (Sleep, Stinking Cloud, Hold Person) or some monster special attacks. Any physical attack on a helpless defender automatically hits and does enough damage for the defender to start dying. (This is only supposed to happen under 1st Edition rules; in 2nd Edition and later, extra conditions apply if you want to automatically slay a helpless defender.)

SECTION 7.3 - Time

There are 10 minutes in 1 turn; ("minute" and "round" are synonymous) 6 turns in 1 hour; (yes, "round" and "turn" are not the same) 24 hours in 1 day; 10 days in 1 tenday; (a "week" of 7 days exists in the base rules) 3 tendays in 1 month; 12 months in 1 year.

The standard Forgotten Realms calendar adds extra days to bring the year to 365 or 366 days (and is always a pure solar calendar like the modern Gregorian calendar), though it doesn't happen here. The Gold Box games mostly do not use or track tendays.

Units of time longer than a day have very little influence on gameplay. You need to gain about 20 years before aging starts to become a problem at all, yet as far as I can tell, you do not actually age by means other than by casting Haste. In later games you can find and even buy Elixirs of Youth to reduce your age anyway.

The sun rises at 00:00 and sets at 14:00; this always applies, as the Gold Box games have an eternal equinox. It usually does not matter whether it is day or night; the major exception is that the shops and city hall in New Phlan are only open during the day.

It takes 1 minute to move forward one square in the first-person view, and 10 minutes to thoroughly search the current square. Moving in the overland view takes 12 hours per square.

In the Gold Box games, there is rarely urgency to hurry, even if you are pursuing bad guys; urgency is usually implemented by making it difficult or impossible to rest. The main exception in this game is that the Valhingen Graveyard mission will get harder as you progress; even then, you are better off becoming as powerful as you can before undertaking it.

Combat is divided into rounds; 1 round is 1 minute (this is different from 3rd Edition and later). A round is divided into segments which last roughly several seconds each.

If you remove a character from your party, the character is frozen in time, including any timed effects (which are remembered).

The Gold Box game takes place early in 1358 DR (typical for 1st Edition Forgotten Realms tabletop gaming); the Adventurer's Journal references the Flight of the Dragons happening in the Year of the Worm (1356 DR) two years ago. The tabletop version explicitly takes place in 1357 DR, in the months of Mirtul (May) and Kythorn (June), four months before the tabletop Curse of the Azure Bonds.

In 2nd Edition and later, Pool of Radiance is retconned to take place in 1340 DR, and what happens is the novel. Pools of Darkness, the last of the game series (second of the novel series), then takes place in 1350 DR. The Gold Box games take place in an alternate timeline, and anything happening in 1358 DR and later that happens in 2nd Edition or later sources generally can't happen. Many events revolve around the Time of Troubles, which shakes up godly power and can't happen in the Gold Box timeline.

SECTION 7.4 - Experience and Gaining Levels
\(A D \& D\) popularized the very concept of gaining experience (XP) and gaining discrete power-ups at levels of experience. The amount of experience needed to gain a level is listed under the section for each individual class.

Characters must be conscious at the end of a battle to receive experience; just having positive hit points is not sufficient. Any sleep or paralysis is automatically fixed before this, which doesn't necessarily happen even in other \(A D \& D\) computer adaptations. Single-classed characters with at least 16 in all primary statistics receive a 10\% bonus to experience earned.

Treasure can be worth experience too. Experience for magical items varies by item. Any magical item with a plus is worth 400 XP per plus. (The standard rule of thumb in the tabletop game is that experience value is \(20 \%\) of the gold value of the item.)
(This seems strange, as treasure these days is almost always treated as its own reward, but in the days before 1 st Edition \(A D \& D\), treasure was the primary way to get experience. That meant that you would find gold for no other reason than to get experience, which in turn led to the problem of having gold and nothing to spend it on. Yes, that problem predates the home computer.)

You do not gain experience for a monster or anything it carries if its name is blue (i.e., monster is charmed) at the time it is killed.

Unlike most modern games, gaining a level is not automatic. You must go to a class-specific training hall to do so (this is only possible in New Phlan), and pay 1000 gold (200 platinum).

You cannot gain more than one level in one class at a time. If you have enough experience to go up more than one level in one class, doing so will cause you to lose just enough experience so that you are 1 experience point short of another level; this will not cause you to lose already earned levels in a different class. The traditional Gold Box way to get that next experience point is to get into a tavern brawl.

If you are a multi-classed character (only non-humans may multi-class, and in fact there's not much point in playing a non-human if you do not), experience is evenly divided between your classes. (This is always rounded down, which is not the case in the tabletop game.) This will mean you will progress in your classes at different rates. This division happens even if you have reached the maximum level for one of your classes.

When gaining a level as a multi-classed character, the normal rules from the tabletop game or later Gold Box games for gaining maximum hit points do not apply. Instead, follow the following steps:
(1) roll die for hit points
(2) divide by number of classes, rounding down
(3) if below 1, set to 1
(4) add Constitution modifier (maximum of +2 if below Constitution 20 , even if the level gained is fighter).
For levels beyond where you roll a die, you instead gain a fixed specific number of hit points if single-classed (and should gain 1 if multi-classed, though that rule was not properly applied until Secret of the Silver Blades).

Dual-classing, which only humans can do, is not implemented in Pool of Radiance. It is in later games, so you can plan for it. You must have at least 15 in the primary statistics of your original class, and at least 17 in the primary statistics of your destination class. You may not use most abilities of the old class, other than hit points, until your new class's level is higher. You may then use all the abilities of the old class freely, except for the ability to wear armor if you want to cast magic-user spells (this does not apply if you were a ranger of 9 th level or higher) or if you want to use thief abilities. Tabletop game rules permit you to change classes more than once so long as you never return to a previous class, but you may only ever do so once per character in the Gold Box games.

Non-humans have a racial limit to how many levels they can gain in most classes, which often depend on the class's primary statistic. This was one of the most hated rules of 1 st and 2 nd Edition before it was dropped in 3rd Edition. Thieves and humans have no such restrictions. This is in addition to the limits imposed by Pool of Radiance itself; these game level limits are extended as you move on to the sequels, but racial level limits never are.

Some undead have a level-draining attack -- one of the most feared attacks in 1st and 2nd Edition. If such an attack hits, the affected character will lose one or two levels and the corresponding experience; multi-classed characters lose the most recently gained level. The Restoration spell (normally 7th level, but you can find quite a few scrolls with it as treasure) will mostly fix this, but will only restore just enough experience to restore the lost level.
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SECTION 7.5 - Statistics

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SECTION 7.5.1 - Statistic: Strength
\begin{tabular}{|c|c|c|c|c|c|c|c|}
\hline & +To & +To & Carry & Open & Doors & Bend & Monster with \\
\hline Score & Hit & Dam & Capac & Easy & Hard & Bars & this strength \\
\hline 3 & -3 & -1 & 162 & 1/6 & - & 0\% & \\
\hline 4-5 & -2 & -1 & 262 & 1/6 & - & 0\% & \\
\hline 6-7 & -1 & 0 & 362 & 1/6 & - & 0\% & \\
\hline 8-9 & 0 & 0 & 512 & \(2 / 6\) & - & 1\% & \\
\hline 10-11 & 0 & 0 & 512 & \(2 / 6\) & - & \(2 \%\) & \\
\hline 12-13 & 0 & 0 & 612 & 2/6 & - & 4\% & \\
\hline 14-15 & 0 & 0 & 712 & 2/6 & - & 7\% & \\
\hline 16 & 0 & +1 & 862 & 3/6 & - & 10\% & \\
\hline 17 & +1 & +1 & 1012 & 3/6 & - & 13\% & \\
\hline 18 & +1 & +2 & 1262 & 3/6 & - & 16\% & \\
\hline 18/01-50 & +1 & +3 & 1512 & 3/6 & - & 20\% & \\
\hline 18/51-75 & +2 & +3 & 1762 & 4/6 & - & 25\% & \\
\hline 18/76-90 & +2 & +4 & 2012 & 4/6 & - & 30\% & \\
\hline 18/91-99 & +2 & +5 & 2512 & 4/6 & 1/6 & 35\% & \\
\hline 18/00 & +3 & +6 & 3512 & 5/6 & \(2 / 6\) & 40\% & Ogre \\
\hline 19 & +3 & +7 & 4512 & 7/8 & 3/6 & 50\% & Hill giant \\
\hline 20 & +3 & +8 & 5012 & 7/8 & \(3 / 6\) & 60\% & Stone giant \\
\hline 21 & +4 & +9 & 6012 & 9/10 & 4/6 & 70\% & Frost giant \\
\hline 22 & +4 & +10 & 7512 & 11/12 & \(4 / 6\) & 80\% & Fire giant \\
\hline
\end{tabular}
\begin{tabular}{rrrrrrr}
23 & +5 & +11 & 9012 & \(11 / 12\) & \(5 / 6\) & \(90 \%\) \\
24 & +6 & +12 & 12012 & \(19 / 20\) & \(7 / 8\) & \(100 \%\) \\
25 & +7 & +14 & 15012 & \(23 / 24\) & \(9 / 10\) & \(100 \%\) \\
Cloud giant \\
Titan
\end{tabular}
"+To-hit" only affects melee attacks, not missile attacks.
"+To-dam" affects melee weapon damage; penalties cannot cause damage to drop below 1 unless you cannot cause damage to begin with. It does not affect thrown weapons (this does happen in 2nd Edition), and it also does not affect missiles fired from a launcher unless you are firing from a Fine Composite Long Bow.
"Carry capac" measures unencumbered carrying capacity; you can actually carry up to 988 extra coins of weight beyond the limit without magical assistance.
"Open doors" is the standard probability for opening a stuck or heavy door in one try. If you try to "B"ash open a door, this chance of success is checked for every character, depending on the door difficulty.
"Bend Bars"/Lift Gates is the percentage chance of a feat of strength, the standard ones being bending iron bars or lifting an iron portcullis.

Strength is the primary statistic for fighters; a single-classed fighter with Strength 16 or more receives a \(10 \%\) bonus to experience earned. Strength is also a primary statistic for paladins and rangers in later games.
A fighter with 18 Strength also gets to roll percentile dice for exceptional Strength; non-warriors do not get this roll.
The tabletop class minimums for Strength are not enforced except when you first roll a character.

SECTION 7.5.2 - Statistic: Intelligence

This is only of any importance at all for classes that can cast magic-user spells.

There are minimum Intelligence requirements for casting 5th and higher level magic-user spells (which won't be an issue at all until later in Curse of the Azure Bonds).

Intelligence is the primary statistic for magic-users; a single-classed magicuser with Intelligence 16 or more receives a \(10 \%\) bonus to experience earned. Intelligence is also a primary statistic for rangers in later games.

Number of languages you can learn is never relevant; the chance to learn a spell is \(100 \%\) if it can be learned at all; and there are no minimum or maximum numbers of spells you can learn per level. (Intelligence affects all of these in the tabletop game.)

Intelligence also does not grant you bonus spells, as it does in later AD\&D editions. At low levels, a magic-user is going to run out of spells quickly. Not for nothing is a level 1 magic-user nicknamed "Sleep spell on legs".
The tabletop class minimums for Intelligence are not enforced except when you first roll a character.

SECTION 7.5.3 - Statistic: Wisdom
\begin{tabular}{rrr} 
& S. T. & Cleric \\
Score & Bonus & Spells \\
3 & -3 & \\
4 & -2 & \\
\(5-7\) & -1 & \\
\(8-12\) & 0 &
\end{tabular}
```

13 0 Bonus L1 spell
14 0 Bonus L1 spell
15 +1 Bonus L2 spell
16 +2 Bonus L2 spell
17 +3 Bonus L3 spell; minimum needed for 6th level cleric spells
18 +4 Bonus L4 spell; minimum needed for 7th level cleric spells

```

The saving throw bonus applies against any spell that tests willpower: charm, fear, and illusion (but not other spell types that permit a Will saving throw in 3rd Edition and later).

Wisdom is the primary statistic for clerics; a single-classed cleric with Wisdom 16 or more receives a \(10 \%\) bonus to experience earned. Wisdom is also a primary statistic for both paladins and rangers in later games.

The tabletop game rules for a chance of spell failure below Wisdom 13 are not enforced, and the minimums for Wisdom are not enforced except when you first roll a character. Wisdom above 18 also will not grant additional spells as described in Deities \& Demigods.
```

SECTION 7.5.4 - Statistic: Dexterity

```
--------------------------------------------1

"React/Miss" is both the to-hit bonus for thrown and launched missile weapons, and the subtracted modifier to initiative.
"Def. Adj." is the modifier to AC (the lower, the better).
"Pick Pocket", "Open Locks", "Find/Remove Traps", "Move Silent", and "Hide in Shadows are the percentage adjustments to thief abilities:
* These are only first applied starting at level 2.
* If for whatever reason you adjust a Thief below Dexterity 9, the penalties for low Dexterity disappear.
* The Dexterity 10 adjustment for Pick Picket is actually \(-19 \%\).
* The Dexterity 16 adjustment for Open Locks is actually \(-5 \%\).
* The game does not support Dexterity \(20+\) for these; the values given above are what are supposed to happen. (You actually get apparently random modifiers.)

Dexterity is the primary statistic for thieves; a single-classed thief with Dexterity 16 or more receives a \(10 \%\) bonus to experience earned.

The tabletop class minimums for Dexterity are not enforced except when you first roll a character.

There is no non-cheating way I am aware of to actually obtain Dexterity 21+ in any of the Gold Box games.
```

SECTION 7.5.5 - Statistic: Constitution

```
\begin{tabular}{rrrrrrrr} 
\\
Score & HP/ & System & Res. & S. T. & Pois & \\
3 & -2 & Shock & Odds & Bonus & Bonus & Regen \\
4 & -1 & \(35 \%\) & \(40 \%\) & 0 & 0 & 0 \\
5 & -1 & \(40 \%\) & \(45 \%\) & +1 & 0 & 0 \\
6 & -1 & \(55 \%\) & \(50 \%\) & +1 & 0 & 0 \\
7 & 0 & \(50 \%\) & \(55 \%\) & +1 & 0 & 0 \\
8 & 0 & \(65 \%\) & \(60 \%\) & +2 & 0 & 0 \\
9 & 0 & \(65 \%\) & \(65 \%\) & +2 & 0 & 0 \\
10 & 0 & \(70 \%\) & \(75 \%\) & +2 & 0 & 0 \\
11 & 0 & \(75 \%\) & \(80 \%\) & +2 & 0 & 0 \\
12 & 0 & \(80 \%\) & \(85 \%\) & +3 & 0 & 0 \\
13 & 0 & \(85 \%\) & \(90 \%\) & +3 & 0 & 0 \\
14 & 0 & \(88 \%\) & \(92 \%\) & +4 & 0 & 0 \\
15 & +1 & \(911 \%\) & \(94 \%\) & +4 & 0 & 0 \\
16 & +2 & \(95 \%\) & \(96 \%\) & +4 & 0 & 0 \\
17 & +3 & \(97 \%\) & \(98 \%\) & +4 & 0 & 0 \\
18 & +4 & \(99 \%\) & \(100 \%\) & +5 & 0 & 0 \\
19 & \(+5 *\) & \(99 \%\) & \(100 \%\) & +5 & +1 & 0 \\
20 & \(+5 *\) & \(99 \%\) & \(100 \%\) & +5 & +1 & \(1 / 60\) \\
21 & \(+6 *\) & \(99 \%\) & \(100 \%\) & +6 & +2 & \(2 / 60\) \\
22 & \(+6 *\) & \(99 \%\) & \(100 \%\) & +6 & +2 & \(3 / 60\) \\
23 & \(+6 *\) & \(99 \%\) & \(100 \%\) & +6 & +3 & \(4 / 60\) \\
24 & \(+7 *\) & \(99 \%\) & \(100 \%\) & +6 & +3 & \(5 / 60\) \\
25 & \(+7 *\) & \(100 \%\) & \(100 \%\) & +7 & +4 & \(6 / 60\)
\end{tabular}
* This is buggy, see below.
"HP/Level" is the adjustment to hit points upon character creation, and for every level advancement, if there is a die roll involved. A penalty cannot decrease hit points gained below 1; anyone other than a fighter, paladin, or ranger is not supposed to get a bonus of more than +2. The game doesn't handle hit point bonuses for Constitution 21 or more gracefully, as the game's internal table only goes up to 20. The only well-behaved score above that is 22, where a single-classed fighter gets a +7 bonus per level, and everyone else gets a +5 bonus per level (neither of which is supposed to happen).
"System Shock" is the percent chance of surviving any change in form. In the Gold Box games, this only applies to surviving the Stone to Flesh spell, and not in Pool of Radiance; it is only implemented in Secret of the Silver Blades. (It doesn't apply to any form of unnatural aging, as it does in tabletop rules.)
"Res. Odds" is the percent chance that a Raise Dead or Resurrection spell will actually work. If this fails, the character is forever dead.
"S. T. Bonus" is the saving throw bonus that a dwarf, gnome, or halfling
receives against rod/staff/wand or spells. It also applies to a dwarf or halfling saving against poison.
"Pois Bonus" is the saving throw bonus that a human, half-elf, elf, or gnome receives against poison (dwarves and halflings have a higher bonus already).
"Regen" permits a character with very high Constitution to restore hit points much faster than normal, regenerating the indicated number of hit points in the indicated number of minutes. (In the tabletop game, Constitution 21+ instead reduces the time to regenerate 1 hit point by 10 minutes per extra point of Constitution above 20.)

There is no limit to the number of times you may cast Raise Dead or Resurrection on a character (in tabletop rules the limit is once per Constitution point).

SECTION 7.5.6 - Statistic: Charisma

This gets checked in interactions with NPCs, especially when parleying, using your spokesperson's (currently selected character) Charisma:
\begin{tabular}{rrl} 
& \begin{tabular}{rl} 
Reaction \\
Adjustment
\end{tabular} & \\
3 & 0 & In the tabletop rules, this is expressed as a percentage \\
4 & 5 & equal to the number from this table minus 25 . \\
5 & 10 & \\
6 & 15 & Charisma over 18 can be achieved with the Friends spell, \\
7 & 20 & but anything better than 18 has no additional effect. (If \\
\(8-12\) & 25 & Pool of Radiance were to use Deities \& Demigods, every \\
13 & 30 & point above 18 would add another \(5 \%\) Charisma over 18 also \\
14 & 35 & does have an effect in all Gold Box games it is checked for \\
15 & 40 & aside from Pool of Radiance.) \\
16 & 50 & \\
17 & 55 & There are no Charisma checks in Curse of the Azure Bonds. \\
18 & 60 &
\end{tabular}

Loyalty is never checked for, and henchmen don't exist, as those tabletop game effects aren't implemented.

SECTION 7.6-Races
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SECTION 7.6.1 - Race: Human
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Humans have a Strength range of \(3-18(00)\) if male, and \(3-18(50)\) if female.
All other statistics have a beginning range of 3-18.
Only humans are capable of dual-classing, which is not implemented in Pool of Radiance, but is in all its sequels. They are the only player race not capable of multi-classing. (This all predates the 3rd Edition system, where everyone can multi-class and dual-classing is done away with.)

Humans have no racial level limits in any class and may choose any available class.

Humans are also the strongest of the races in this game; even the unimplemented half-orcs cannot exceed 18/99 Strength in the 1st Edition tabletop game. (This sounds a little unusual to contemporary ears, but early editions of AD\&D more or less take this straight from Tolkien.)

Since humans have no level limits in any class, if you play the later Gold Box games they should eventually should become vast majority of your party by about halfway through Secret of the Silver Blades at the latest (and earlier if you follow my suggestions).

SECTION 7.6.2 - Race: Dwarf


Dwarves have a Strength range of \(8-18(99)\) if male, and \(8-17\) if female. Other statistics begin at: Intelligence 3-18; Wisdom 3-18; Dexterity 3-17; Constitution 12-19; Charisma 3-16.

Dwarves get +1 to Constitution and -1 to Charisma on their original rolls.
A dwarf may be a fighter, thief, or a multi-class fighter/thief. (Only a NPC dwarf may be a cleric.)

Dwarves have a maximum fighter level of 9.
A dwarf gets a bonus to saving throws against rod/staff/wand, spells, and poison, equal to +1 per 3.5 points of Constitution, rounded down.

A dwarf gets a +1 bonus to hit when melee attacking a half-orc, goblin, hobgoblin, or orc.

A dwarf gets a -4 bonus to Armor Class when being melee attacked by an ogre, troll, ogre mage, giant, or titan.

A dwarf thief gets a \(+10 \%\) bonus to Open Lock rolls, a \(+15 \%\) bonus to Find/Remove Traps rolls, a \(-10 \%\) penalty to Climb Walls rolls, and a \(-5 \%\) penalty to Read Languages rolls. The positive modifiers are offset by the inability of a dwarf to start with more than Dexterity 17.

Dwarves can sometimes determine things about mines, stonework, and anything underground on an ad hoc basis. (This often has defined probabilities in the tabletop game.)
(A dwarf in the tabletop game also has infravision with \(60-f o o t\) range and additional languages. Adult dwarf women do grow beards, but usually keep them shaved in lst Edition Forgotten Realms. It's also implied in the base rulebooks that a dwarf woman shaving her beard is kind of like wearing a short skirt in real life. Ed Greenwood is involved, what did you expect?)

SECTION 7.6.3 - Race: Elf

Elves have a Strength range of 3-18(75) if male, and 3-16 if female. Other statistics begin at: Intelligence 8-18; Wisdom 3-18; Dexterity 7-19; Constitution 6-18; Charisma 8-18.

Elves get +1 to Dexterity and -1 to Constitution on their original rolls. The latter does not stop you from modifying their Constitution to 18.

An elf may be a fighter, magic-user, or thief, and may also multi-class in any combination of those three classes. (Only a NPC elf may be a cleric.)

Elves have a maximum fighter level of 7 , and a maximum magic-user level of 11 .
An elf has 90\% magic resistance against sleep and charm spells. Like a regular magic resistance roll, even if this fails, the elf is still entitled to a
saving throw. Elves are also immune to the paralysis attack of ghouls. On the other hand, the Raise Dead spell is not supposed work on them either (though it does in Pool of Radiance).

An elf gets a +1 bonus to hit when attacking with either a short or long sword, or with any bow (even a crossbow, which is not the case in the tabletop game).

A multi-classed elf is permitted to cast magic-user spells in any armor.
An elf thief has a \(+5 \%\) bonus to Pick Pocket, Move Silently, and Hear Noise rolls; a \(+10 \%\) bonus to Hide in Shadows rolls; and a \(-5 \%\) penalty to Open Lock rolls. (These bonuses are actually better than they appear, because an elf can start with Dexterity 19.)

An elf has the ability to readily detect secret doors on an ad hoc basis. This often uses the defined probabilities from the tabletop game: 1 in 3 if actively searching, 1 in 6 even if not.

An elf in the tabletop game also has infravision with 60-foot range, additional languages, and the ability to surprise enemies if lightly armored.

SECTION 7.6.4 - Race: Gnome
----------------------------

Gnomes have a Strength range of 6-18(50) if male, and 6-15 if female. Other statistics begin at: Intelligence 7-18; Wisdom 3-18; Dexterity 3-18; Constitution 8-18; Charisma 3-18.

A gnome may be a fighter, thief, or a multi-class fighter/thief. (A NPC gnome is allowed to be a cleric. A gnome in the tabletop game may also be an illusionist, a class never implemented in the Gold Box games.)

Gnomes have a maximum fighter level of 6 .
A gnome gets a bonus to saving throws against rod/staff/wand and spells, equal to +1 per 3.5 points of Constitution, rounded down.

A gnome gets a +1 bonus to hit when attacking a kobold or goblin.
A gnome gets a +4 bonus to Armor Class when being melee attacked by a gnoll, bugbear, ogre, troll, ogre mage, giant, or titan.

A gnome in the tabletop game also has infravision with 60-foot range, additional languages, and the ability to determine things about mines and underground passages.

A gnome thief gets a \(+5 \%\) bonus to Open Lock, Move Silently, and Hide in Shadows rolls; a \(+10 \%\) bonus to Find/Remove Traps and Hear Noise rolls; and a -15\% penalty to Climb Walls rolls.

Without the ability to become an illusionist, and their low level limits, gnomes aren't a useful race in the Gold Box adaptations.

SECTION 7.6.5 - Race: Half-Elf

Half-elves have a Strength range of \(3-18(90)\) if male, and \(3-17\) if female. Other statistics begin at: Intelligence 4-18; Wisdom 3-18; Dexterity 6-18; Constitution 6-18; Charisma 3-18.

A half-elf may be a cleric, fighter, magic-user, or thief; or a multi-class cleric/fighter, cleric/magic-user, fighter/magic-user, fighter/thief, magic-user/thief, cleric/fighter/magic-user, or fighter/magic-user/thief. (In later games, they may also be rangers or multi-class cleric/rangers.)

Half-elves have a maximum cleric level of 5, and maximum fighter, ranger, and magic-user levels of 8.

A half-elf has \(30 \%\) magic resistance against sleep and charm spells. Like a regular magic resistance roll, even if this fails, the half-elf can still get a regular saving throw.

A multi-class half-elf is permitted to cast magic-user spells in any armor.
A half-elf gets a \(+5 \%\) bonus to Hide in Shadows rolls, and a \(+10 \%\) bonus to Pick Pockets rolls.

A half-elf has the ability to readily detect secret doors on an ad hoc basis. This often uses the defined probabilities from the tabletop game: 1 in 3 if actively searching, 1 in 6 even if not.

A half-elf in the tabletop game also has infravision with 60-foot range and additional languages.

Half-elves make good multi-classed characters in Pool of Radiance, but their strict level limits render them rapidly obsolete even early in Curse of the Azure Bonds.

SECTION 7.6.6 - Race: Halfling

Halflings have a Strength range of 6-17 if male, and 6-14 if female. Other statistics begin at: Intelligence 6-18; Wisdom 3-17; Dexterity 8-18; Constitution 10-18; Charisma 3-18.

Halflings get -1 to Strength and +1 to Dexterity on their original rolls.
A halfling may be a fighter, thief, or a multi-class fighter/thief.
Halflings have a maximum fighter level of 5.
A halfling gets a bonus to saving throws against rod/staff/wand, spells, and poison, equal to +1 per 3.5 points of Constitution, rounded down.

A halfling thief gets a \(+5 \%\) bonus to Pick Pockets, Open Lock, Find/Remove Traps, and Hear Noise rolls; a \(+10 \%\) bonus to Move Silently rolls; a \(+15 \%\) bonus to Hide in Shadows rolls; a \(-15 \%\) penalty to Climb Walls rolls; and a \(-5 \%\) penalty to Read Languages rolls.

The enhanced thieving abilities of halflings are trivially relevant at best, so with their low Strength and level limit in fighter, there is little reason to create a halfling in the Gold Box games.
(A halfling in the tabletop game also has additional languages and the ability to surprise enemies if lightly armored, and may also have infravision or the ability to determine things about mines and underground passages. Halflings in the tabletop game are also divided into three sub-races that do not exist in the Forgotten Realms.)
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SECTION 7.7 - Classes

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SECTION 7.7.1 - Class: Cleric

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\begin{tabular}{rrrlllllll} 
& & & - & Spells by & Spell & Level & - \\
Level & Exp. & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\
1 & 0 & 1 & - & - & - & - & - & - \\
2 & 1,501 & 2 & - & - & - & - & - & - \\
3 & 3,001 & 2 & 1 & - & - & - & - & - \\
4 & 6,001 & 3 & 2 & - & - & - & - & - \\
5 & 13,001 & 3 & 3 & 1 & - & - & - & - \\
6 & 27,501 & 3 & 3 & 2 & - & - & - & - & (level cap for this game) \\
7 & 55,001 & 3 & 3 & 2 & 1 & - & - & - \\
8 & 110,001 & 3 & 3 & 3 & 2 & - & - & - \\
9 & 225,001 & 4 & 4 & 3 & 2 & 1 & - & - \\
10 & 450,001 & 4 & 4 & 3 & 3 & 2 & - & - \\
11 & 675,001 & 5 & 4 & 4 & 3 & 2 & 1 & - \\
12 & 900,001 & 6 & 5 & 5 & 3 & 2 & 2 & - \\
13 & \(1,125,001\) & 6 & 6 & 6 & 4 & 2 & 2 & - \\
14 & \(1,350,001\) & 6 & 6 & 6 & 5 & 3 & 2 & - \\
15 & \(1,575,001\) & 7 & 7 & 7 & 5 & 4 & 2 & - \\
16 & \(1,800,001\) & 7 & 7 & 7 & 6 & 5 & 3 & 1 \\
17 & \(2,025,001\) & 8 & 8 & 8 & 6 & 5 & 3 & 1 \\
18 & \(2,250,001\) & 8 & 8 & 8 & 7 & 6 & 4 & 1 \\
19 & \(2,475,001\) & 9 & 9 & 9 & 7 & 6 & 4 & 2 \\
20 & \(2,700,001\) & 9 & 9 & 9 & 8 & 7 & 5 & 2 \\
21 & \(2,925,001\) & 9 & 9 & 9 & 9 & 8 & 6 & 2 \\
22 & \(3,150,001\) & 9 & 9 & 9 & 9 & 9 & 6 & 3 \\
23 & \(3,375,001\) & 9 & 9 & 9 & 9 & 9 & 7 & 3 \\
24 & \(3,600,001\) & 9 & 9 & 9 & 9 & 9 & 8 & 3 \\
25 & \(3,825,001\) & 9 & 9 & 9 & 9 & 9 & 8 & 4 \\
26 & \(4,050,001\) & 9 & 9 & 9 & 9 & 9 & 9 & 4 \\
27 & \(4,275,001\) & 9 & 9 & 9 & 9 & 9 & 9 & 5 \\
28 & \(4,500,001\) & 9 & 9 & 9 & 9 & 9 & 9 & 6 \\
\(29+\) & \(4,725,001+\) & 9 & 9 & 9 & 9 & 9 & 9 & 7
\end{tabular}

Only humans or half-elves may be PC clerics. They may be of any alignment (though the tabletop game does not permit true neutral).

Clerics gain 1d8 hit points per level until level 9, modified by Constitution, then exactly 2 hit points per level thereafter.

After reaching 9th level, each further cleric level requires 225,000 additional experience.

Clerics have a maximum level of 6 in Pool of Radiance and Gateway to the Savage Frontier; 10 in Curse of the Azure Bonds and Treasures of the Savage Frontier; 15 in Secret of the Silver Blades; and 40 in Pools of Darkness.

Half-elf clerics may not exceed level 5; even when triple-classed, they will likely hit this limit long before the end of the game. (The Gold Box games do not implement the Unearthed Arcana rules where Wisdom 16 or more increases this limit.)

The prime statistic of a cleric is Wisdom. A cleric has a minimum requirement of Wisdom 9, though you can "M"odify a character to start with less. Singleclassed Clerics with Wisdom 16 or higher receive a \(10 \%\) bonus to experience earned.

A cleric is only capable of wielding a club, flail, hammer, mace, or staff, but may wear any armor or shield. (Staff slings do not exist in this game; they do in later Gold Box games.)

Clerics automatically are capable of learning and casting all spells of a given spell level as soon as the minimum required experience level is reached.

Wisdom affects casting clerical spells as follows:
(1) There are bonus spells for a Wisdom of at least 13 (see Wisdom table). These apply only if you are able to actually cast spells of that level.
(2) A Wisdom of 17 is required to cast 6 th-level spells. A Wisdom of 18 is required to cast 7 th-level spells.

Clerics are capable of turning undead (see that section for details). A PC cleric always can turn undead, even if evil.

A cleric in the tabletop game can also attract followers at 8 th level, and may construct a religious stronghold at 9th level. Pool of Radiance also does not enforce the minimum other statistics that other Gold Box games and the tabletop game do.
```

SECTION 7.7.2 - Class: Fighter

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\begin{tabular}{rr} 
Level & Exp. \\
1 & 0 \\
2 & 2,001 \\
3 & 4,001 \\
4 & 8,001 \\
5 & 18,001 \\
6 & 35,001 \\
7 & 70,001 \\
8 & 125,001 \\
\(9+\) & \(250,001+\)
\end{tabular}

A fighter may be of any race and of any alignment.
Fighter is one of the classes that counts as a "warrior". (This is the 2 nd Edition definition, which is more consistent than in 1st Edition, so I'll use that.) The knights, paladins, and rangers of other Gold Box games are also warriors.

Fighters gain 1 d10 hit points per level until level 9, modified by Constitution, then exactly 3 hit points per level thereafter.

After reaching 9th level, each further fighter level requires 250,000 additional experience.

Fighters have a maximum level of 8 in Pool of Radiance and Gateway to the Savage Frontier; 12 in Curse of the Azure Bonds and Treasures of the Savage Frontier; 15 in Secret of the Silver Blades; and 40 in Pools of Darkness.

Non-human fighters have the following additional level limits:
Dwarf: 7th if Strength 16 or less; 8 th if Strength 17 ; 9 th if Strength 18. Elf: 5th if Strength 16 or less; 6th if Strength 17; 7th if Strength 18. Gnome: 5th if Strength 17 or less; 6th if Strength 18.
Half-Elf: 6th if Strength 16 or less; 7th if Strength 17; 8th if Strength 18. Halfling: 4th if Strength 16 or less; 5th if Strength 17.
(Unearthed Arcana has rules for extending these level limits with especially
high statistics, but the Gold Box games do not use them.)
The prime statistic of a fighter is Strength. A fighter has a minimum requirement of Strength 9, though you can "M"odify a character to start with less. Single-classed fighters with Strength 16 or higher receive a \(10 \%\) bonus to experience earned.

A fighter may wield any weapon and wear any armor or shield.
A fighter may get two melee attacks per round at higher levels: every other combat round starting at 7th level, and all rounds starting at 13th level.

Fighters of at least level 2 may also attack multiple adjacent weak enemies (those with 0 hit dice) in a single round, up to one weak enemy per level.

A fighter in the tabletop game may build a stronghold and attract followers starting at 9th level. Pool of Radiance also does not enforce the minimum other statistics that other Gold Box games and the tabletop game do.

SECTION 7.7.3 - Class: Magic-User
\begin{tabular}{rrrrrlllllll} 
Level & Exp. & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 \\
1 & 0 & 1 & - & - & - & - & - & - & - & - \\
2 & 2,501 & 2 & - & - & - & - & - & - & - & - \\
3 & 5,001 & 2 & 1 & - & - & - & - & - & - & - \\
4 & 10,001 & 3 & 2 & - & - & - & - & - & - & - \\
5 & 22,501 & 4 & 2 & 1 & - & - & - & - & - & - \\
6 & 40,001 & 4 & 2 & 2 & - & - & - & - & - & - \\
7 & 60,001 & 4 & 3 & 2 & 1 & - & - & - & - & - \\
8 & 90,001 & 4 & 3 & 3 & 2 & - & - & - & - & - \\
9 & 135,001 & 4 & 3 & 3 & 2 & 1 & - & - & - & - \\
10 & 250,001 & 4 & 4 & 3 & 2 & 2 & - & - & - & - \\
11 & 375,001 & 4 & 4 & 4 & 3 & 3 & - & - & - & - \\
12 & 750,001 & 4 & 4 & 4 & 4 & 4 & 1 & - & - & - \\
13 & \(1,125,001\) & 5 & 5 & 5 & 4 & 4 & 2 & - & - & - \\
14 & \(1,500,001\) & 5 & 5 & 5 & 4 & 4 & 2 & 1 & - & - \\
15 & \(1,875,001\) & 5 & 5 & 5 & 5 & 5 & 2 & 1 & - & - \\
16 & \(2,250,001\) & 5 & 5 & 5 & 5 & 5 & 3 & 2 & 1 & - \\
17 & \(2,625,001\) & 5 & 5 & 5 & 5 & 5 & 3 & 3 & 2 & - \\
18 & \(3,000,001\) & 5 & 5 & 5 & 5 & 5 & 3 & 3 & 2 & 1 \\
19 & \(3,375,001\) & 5 & 5 & 5 & 5 & 5 & 3 & 3 & 3 & 1 \\
20 & \(3,750,001\) & 5 & 5 & 5 & 5 & 5 & 4 & 3 & 3 & 2 \\
21 & \(4,125,001\) & 5 & 5 & 5 & 5 & 5 & 4 & 4 & 4 & 2 \\
22 & \(4,500,001\) & 5 & 5 & 5 & 5 & 5 & 5 & 4 & 4 & 3 \\
23 & \(4,875,001\) & 5 & 5 & 5 & 5 & 5 & 5 & 5 & 5 & 3 \\
24 & \(5,250,001\) & 5 & 5 & 5 & 5 & 5 & 5 & 5 & 5 & 4 \\
25 & \(5,625,001\) & 5 & 5 & 5 & 5 & 5 & 5 & 5 & 5 & 5 \\
26 & \(6,000,001\) & 6 & 6 & 6 & 6 & 5 & 5 & 5 & 5 & 5 \\
27 & \(6,375,001\) & 6 & 6 & 6 & 6 & 6 & 6 & 6 & 5 & 5 \\
28 & \(6,750,001\) & 6 & 6 & 6 & 6 & 6 & 6 & 6 & 6 & 6 \\
\(29+\) & \(7,125,001+\) & 7 & 7 & 7 & 7 & 6 & 6 & 6 & 6 & 6
\end{tabular}

Only humans, elves, and half-elves may be magic-users, though they may be of any alignment. They begin the game knowing Detect Magic, Read Magic, Shield, and Sleep.

Magic-users gain 1d4 hit points per level until level 11, modified by Constitution, then exactly 1 hit point per level thereafter.

After reaching 11th level, each further magic-user level requires 375,000 additional experience.

Magic-users have a maximum level of 6 in Pool of Radiance and Gateway to the Savage Frontier; 11 in Curse of the Azure Bonds and Treasure of the Savage Frontier; 15 in Secret of the Silver Blades; and 40 in Pools of Darkness.

Non-human magic users also have the following additional level limits: Elf: 9th if Intelligence 16 or less; 10 th if Int 17; 11th if Int 18. Half-Elf: 6th if Intelligence 16 or less; 7th if Int 17; 8th if Int 18. (Unearthed Arcana has rules for extending these level limits with especially high statistics, but the Gold Box games do not use them.)

The prime statistic of a magic-user is Intelligence. A magic-user has a minimum requirement of Intelligence 9, though you can "M"odify a character to start with less. Single-classed magic-users with Intelligence 16 or higher receive a 10\% bonus to experience earned.

A magic-user may only wield a dagger, darts, or a staff, and cannot cast magic-user spells in armor unless either multi-classed, or dual-classed with 9th level or higher ranger.

A magic-user does not automatically learn all spells of a given spell level, unlike a cleric. One spell may be chosen to be automatically learned every new character level; additional spells may be learned by finding and studying magic-user spell scrolls. Magic-users may cast magic-user spells from scrolls.

There are minimum Intelligence requirements for 5 th and higher level spells: 10 Intelligence for 5 th level spells, 12 for 6 th, 14 for 7 th, 16 for 8 th, and 18 for 9th.

A magic-user in the tabletop game may enchant items or scribe magic scrolls starting at l1th level, and may construct a stronghold at 12 th level. Pool of Radiance also does not enforce the minimum other statistics that other Gold Box games and the tabletop game do.

Note that for the multi-classed elf and half-elf magic-users I recommend, your Intelligence score has no effect whatsoever in this game -- it only matters for single-classed magic-users or in the sequels.

SECTION 7.7.4 - Class: Thief

\begin{tabular}{rrrrrrrrrr} 
& & & Pick \\
Level & Exp. & \begin{tabular}{r} 
Open \\
Pocket \\
Locks
\end{tabular} & \begin{tabular}{r} 
Find/ \\
Remove \\
Traps
\end{tabular} & \begin{tabular}{r} 
Move \\
Silent
\end{tabular} & \begin{tabular}{rl} 
Hide in \\
Shadows
\end{tabular} & \begin{tabular}{c} 
Hear \\
Noise
\end{tabular} & Climb & Walls & Lang. \\
1 & 0 & \(30 \%\) & \(25 \%\) & \(20 \%\) & \(15 \%\) & \(10 \%\) & \(10 \%\) & \(85 \%\) & - \\
2 & 1,251 & \(35 \%\) & \(29 \%\) & \(25 \%\) & \(21 \%\) & \(15 \%\) & \(10 \%\) & \(86 \%\) & - \\
3 & 2,501 & \(40 \%\) & \(33 \%\) & \(30 \%\) & \(27 \%\) & \(20 \%\) & \(15 \%\) & \(87 \%\) & - \\
4 & 5,001 & \(45 \%\) & \(37 \%\) & \(35 \%\) & \(33 \%\) & \(25 \%\) & \(15 \%\) & \(88 \%\) & \(20 \%\) \\
5 & 10,001 & \(50 \%\) & \(42 \%\) & \(40 \%\) & \(40 \%\) & \(31 \%\) & \(20 \%\) & \(90 \%\) & \(25 \%\) \\
6 & 20,001 & \(55 \%\) & \(47 \%\) & \(45 \%\) & \(47 \%\) & \(37 \%\) & \(20 \%\) & \(92 \%\) & \(30 \%\) \\
7 & 42,501 & \(60 \%\) & \(52 \%\) & \(50 \%\) & \(55 \%\) & \(43 \%\) & \(25 \%\) & \(94 \%\) & \(35 \%\) \\
8 & 70,001 & \(65 \%\) & \(57 \%\) & \(55 \%\) & \(62 \%\) & \(49 \%\) & \(25 \%\) & \(96 \%\) & \(40 \%\) \\
9 & 110,001 & \(70 \%\) & \(62 \%\) & \(60 \%\) & \(70 \%\) & \(56 \%\) & \(30 \%\) & \(98 \%\) & \(45 \%\) \\
10 & 160,001 & \(80 \%\) & \(67 \%\) & \(65 \%\) & \(78 \%\) & \(63 \%\) & \(30 \%\) & \(99 \%\) & \(50 \%\) \\
11 & 220,001 & \(90 \%\) & \(72 \%\) & \(70 \%\) & \(86 \%\) & \(70 \%\) & \(35 \%\) & \(99.1 \%\) & \(55 \%\) \\
12 & 440,001 & \(100 \%\) & \(77 \%\) & \(75 \%\) & \(94 \%\) & \(77 \%\) & \(35 \%\) & \(99.2 \%\) & \(60 \%\) \\
13 & 660,001 & \(105 \%\) & \(82 \%\) & \(80 \%\) & \(99 \%\) & \(85 \%\) & \(40 \%\) & \(99.3 \%\) & \(65 \%\)
\end{tabular}
\begin{tabular}{rrrlllllll}
14 & 880,001 & \(110 \%\) & \(87 \%\) & \(85 \%\) & \(99 \%\) & \(93 \%\) & \(40 \%\) & \(99.4 \%\) & \(70 \%\) \\
15 & \(1,100,001\) & \(115 \%\) & \(92 \%\) & \(90 \%\) & \(99 \%\) & \(99 \%\) & \(50 \%\) & \(99.5 \%\) & \(75 \%\) \\
16 & \(1,320,001\) & \(125 \%\) & \(97 \%\) & \(95 \%\) & \(99 \%\) & \(99 \%\) & \(50 \%\) & \(99.6 \%\) & \(80 \%\) \\
\(17+1,540,001+\) & \(125 \%\) & \(99 \%\) & \(99 \%\) & \(99 \%\) & \(99 \%\) & \(55 \%\) & \(99.7 \%\) & \(80 \%\)
\end{tabular}

Any race may become a thief. They may be of any alignment other than lawful good or chaotic good. (That's an accurate adaptation of the tabletop game rules, but how does it make any kind of sense that a thief can be neutral good but not chaotic good?)

Thieves gain \(1 d 6\) hit points per level until level 10, modified by Constitution, then exactly 2 hit points per level thereafter.

After reaching 11th level, each further thief level requires 220,000 additional experience.

Thieves have a maximum level of 8 in Gateway to the Savage Frontier; 9 in Pool of Radiance; 12 in Curse of the Azure Bonds and Treasure of the Savage Frontier; 18 in Secret of the Silver Blades; and 40 in Pools of Darkness.

Thieves do not have any racial level limits.
The prime statistic of a thief is Dexterity. A thief has a minimum requirement of Dexterity 9, though you can "M"odify a character to start with less. Single-classed thieves with Dexterity 16 or higher receive a \(10 \%\) bonus to experience earned.

A thief may wield a club, dagger, dart, short bow, sling, short sword, broad sword, or long sword, and may wear leather armor or elven chain.

Thieves who are not wearing armor other than leather or elven chain may backstab an opponent, if wielding a club, dagger, or one-handed sword. This can be done by attacking an opponent opposite an ally that has attacked the same enemy, and also having a different ally launch a second attack, without the enemy taking action in between. Such an attack gets a +4 bonus to hit, and if it hits:
* \(2 x\) damage if the thief is level \(1-4\)
* \(3 x\) damage if the thief is level 5-8
* \(4 x\) damage if the thief is level 9-12
* \(5 x\) damage if the thief is level 13 or higher.

This works differently compared to all later Gold Box games:
* You are allowed to backstab a target that is more than one tile;
* A backstab only works if you attack twice before the backstab.
(There is no requirement that the target be humanoid as there is in later editions.)

Adjust thief abilities as follows:
1. Adjust for Dexterity (see Dexterity table), but only do so at 2 nd or higher level (the lack of this at lst level is a bug).
2. There is an adjustment for non-humans:
\begin{tabular}{|c|c|c|c|c|c|c|c|c|}
\hline & & & Find/ & & & & & \\
\hline & Pick & Open & Remove & Move & Hide in & Hear & Climb & Read \\
\hline Race & Pocket & Lock & Traps & Silent & Shadows & Noise & Walls & Lang. \\
\hline Dwarf & & +10\% & +15\% & & & & -10\% & -5\% \\
\hline Elf & +5\% & -5\% & & +5\% & +10\% & +5\% & & \\
\hline Gnome & & +5\% & +10\% & +5\% & +5\% & +10\% & -15\% & \\
\hline Half-Elf & +10\% & & & & +5\% & & & \\
\hline Halfling & +5\% & +5\% & +5\% & +10\% & +15\% & +5\% & -15\% & -5\% \\
\hline
\end{tabular}
3. Wearing armor heavier than leather can weaken or eliminate entirely these skills. (This is only sometimes checked for. The additional rules in Unearthed Arcana for the effect of armor upon thief skills do not appear to apply.)

Starting at 10 th level, a thief may cast spells from magic-user scrolls with a \(75 \%\) chance of success.

Thieves are not required to avoid shields to use their thief abilities, as they must in the tabletop game.

A thief in the tabletop game understand the "Thieves' Cant", and can construct a headquarters for a gang of thieves starting at loth level. The Gold Box games round the tenths of percentage points for the Climb Walls skill downwards. Pool of Radiance also does not enforce the minimum other statistics that other Gold Box games and the tabletop game do.

SECTION 7.8 - Physical Combat

SECTION 7.8.1 - Calculating THACO

Here is how to calculate your THACO, which is the official 2 nd Edition rule for accuracy in physical combat. Note that (1) the LOWER the better; (2) in many cases, the game will not use the value actually shown on the screen.

You may not specifically target an enemy that is currently blinked out, launch a ranged attack against a specific enemy that you cannot see, or use a ranged weapon if an enemy is adjacent do you.
1. Begin with the appropriate number for your class and level from the following table. Multi-classed and dual-classed characters should select the most favorable value. The following table is actually a hybrid of the larger 1st Edition tables and the smaller 2nd Edition table:
\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|c|}
\hline Class & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 & 11 & 12 & 13 & 14 & 15 & 16 & 17 & 18 & 19 & 20 & \(21+\) \\
\hline Cleric & 20 & 20 & 20 & 18 & 18 & 18 & 16 & 16 & 16 & 14 & 14 & 14 & 12 & 12 & 12 & 10 & 10 & 10 & 9 & 9 & 9 \\
\hline Warrior & 20 & 19 & 18 & 17 & 16 & 15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 1 \\
\hline Magic-user & 20 & 20 & 20 & 20 & 20 & 19 & 19 & 19 & 19 & 19 & 17 & 17 & 17 & 17 & 17 & 14 & 14 & 14 & 14 & 14 & 12 \\
\hline Thief & 20 & 20 & 20 & 20 & 19 & 19 & 19 & 19 & 16 & 16 & 16 & 16 & 14 & 14 & 14 & 14 & 12 & 12 & 12 & 12 & 10 \\
\hline
\end{tabular}

This table varies by specific Gold Box game; most importantly, warrior THACO caps at level 17 in Pools of Darkness.
2. Subtract the magical bonus of the weapon you are attacking with. If you are using a bow and arrows or crossbow and bolts, apply only the launcher bonus.
3. If you are using a melee weapon, adjust by the Strength to-hit modifier. If you are using a thrown or missile weapon, adjust by the Dexterity to-hit modifier.
4. Racial bonuses: Subtract 1 if one of the following applies:
a. You are a dwarf attacking a goblin, half-orc, hobgoblin, or orc
b. You are an elf attacking with a short sword, long sword, or any bow c. You are a gnome attacking a goblin or kobold
5. Some combats may apply an ad hoc bonus or penalty; taller races receive a +2 penalty to THACO in the constricted tunnels of the Kobold Caves, for instance.
6. If attacking at a distance, add 2 for medium range and 5 for long range.
7. If your opponent is invisible and you cannot see invisible, add 4.
8. If the following conditions are met:
* You are a thief
* You are not wearing armor other than leather armor or elven chain
* You are wielding a club, dagger, or one-handed sword
* You are directly attacking opposite an ally who has attacked the enemy
* A second ally has attacked that enemy
* The target has not since taken an action
... then this attack may be a backstab: subtract 4.
9. Adjust for the effect of the following spells you are affected by:

Bless (C1): -1
Curse (C1): +1
Cause Blindness (C3): +4
Bestow Curse (C3): +4
Prayer (C3): -1 for friendly effect, +1 for hostile effect, 0 for both
(The tabletop game rules adjust for specific weapons against specific Armor Class values, but the Gold Box games do not enforce these rules. The penalty for firing ranged weapons into mixed melee combatants also is not enforced; the tabletop game doesn't let you freely fire arrows through your front-line fighters.)

SECTION 7.8.2 - Calculating Armor Class

Here is how to calculate Armor Class (AC). Note that (1) the LOWER the better; (2) in many cases, the game will not use the value actually shown on the screen; (3) unlike the tabletop game and many other classic CRPGs, improving AC below -10 does continue to help.
1. Begin with 10 for a character you created. Some monsters, even humans, start with a different base value.
2. Replace with 10 minus the base protective value of any equipped armor, if this is lower than the above. If not wearing any armor, but are wearing Bracers of Defense, instead replace with 10 minus its base protective value.
3. If the defender is wearing magical armor, subtract the bonus on the armor.
4. If the defender is wearing a Ring of Protection and is not wearing magical armor (Bracers of Defense are not armor), subtract the bonus of the best ring.
5. If the defender has a shield equipped, and is not being attacked from behind or coughing from a Stinking Cloud, subtract ( \(1+\) bonus on shield). (The tabletop game rule about a shield not applying to more than three enemies per round is not enforced.)
6. If under the effect of a Shield spell, it provides AC 2 against thrown weapons, AC 3 against arrows, bolts, and slings, and AC 4 against anything else, if that bonus better than that calculated in step 5 and the defender is not being attacked from behind. This spell does not affect AC if your AC is already better.
7. If the defender is wearing a Cloak of Displacement, subtract 2.
8. If the defender is wearing a Cursed Necklace, add 5.
9. Adjust by Dexterity; skip if being attacked from behind or if coughing from a Stinking Cloud, even with a penalty. (The tabletop game rule about Dexterity bonuses not applying to more than four enemies per round is not enforced.)
10. If the defender is a dwarf or gnome, subtract 4 if attacked in melee by certain larger enemies (see the sections on dwarves and gnomes for which ones).
11. If attacked from behind, add 2.
12. If blind, add 4.
13. If the defender is on a tile with a terrain feature that can offer cover, like a table or bush, adjust by a number dependent on what the feature is.
14. Adjust for the effects of spells:
* Protection from Evil/Protection from Good applicable to attacker: -2
* Stinking Cloud (coughing) : +4
```

SECTION 7.8.3 - Calculating Chance To Hit

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One of the following special conditions may apply to a physical attack (check in the listed order):
1. If the defender is helpless, the attack automatically hits.
2. If the defender has magical displacement, the first attack of the combat automatically misses. (Displacer Beasts are not actually displaced, even though they should be.)
3. If the defender is protected by a Mirror Image spell, the attack has equal chances of affecting any of the fake defenders or the real one. If a fake defender is hit, it is dispelled and the attack otherwise does no damage. (The chance of an image being hit is lower than it should be.)

Otherwise, roll 1d20. A roll of 1 always misses, and a roll of 20 always hits. For other rolls, if the rolled number is at least equal to the attacker's modified THACO minus the defender's modified Armor Class, then the attack hits; otherwise it misses.

Rolling high on an attack roll never results in a critical hit (exception: the Vorpal Sword in a couple later games); that optional rule was only made part of the standard rules in 3rd Edition.

SECTION 7.8.4 - Calculating Damage
------------------------------------

If a physical attack lands, a helpless defender always takes enough damage to become unconscious and start dying. A non-helpless defender may be invulnerable to the attack; the game will say that 0 damage was inflicted in this case.

Otherwise, use the following steps to calculate damage:
1. Roll dice according to attacker's weapon and the size of the defender. A defender that is either Large in the tabletop game *or* has an icon taking more than one tile counts as Large for this purpose.
2. Add the bonus from a magical weapon. If you are using a bow and arrows or crossbow and bolts, only the bonus from the ammunition is supposed to count, but Pool of Radiance also adds the launcher bonus here (later Gold Box games properly do not add the launcher bonus).
3. Adjust by Strength damage bonus if attacking with a melee weapon, or launching an arrow using a fine composite long bow.
4. If you are a ranger (only possible in later games) attacking with in melee, add 1 per ranger level if your target is giant-class.
5. If you are a thief who has just successfully landed a backstab, multiply by: 2 if \(1 s t-4\) th level, 3 if 5 th-8th level, 4 if \(9 t h-12 t h\) level, or 5 if 13th level or higher.
6. Some monsters halve damage taken from physical attacks (see individual monster entries for details). Damage taken by the defender cannot be reduced below 1 unless the defender is outright immune to the attack.

Magic may be resisted in these ways:
* Some monsters are immune to the effect of some spells. The most important case is immunity to the Sleep spell; Sleep cannot affect undead, or monsters with 6 or more levels or hit dice.
* Some monsters have magic resistance. PCs very rarely have magic resistance before 3rd Edition rules, with the exception of elven and half-elven magic resistance to charm and sleep magic. This is a percentage roll; if the check passes, the magic simply does not affect the defender.
* If the magic resistance check fails or was never made, many magic spells also permit a saving throw, described in the next section. If this is passed, the effect of the spell may be either reduced or nullified depending on the spell.

\section*{SECTION 7.9.2 - The Saving Throw}

To find base saving throws, choose the row for class and level, then the leftmost appropriate column -- usually; exceptions exist, stated in individual entries, and the Gold Box games have more divergences. Multi-classed and dualclassed characters use whichever row is most favorable.

For monsters, the general rule is: save as a fighter of a level equal to hit dice; use a different class if applicable; divide effective level by 2 if non-intelligent. All monsters have saving throws explicitly defined in the game files, so the game doesn't have to do this calculation for them as a human DM does. Monster equipment does not affect their saving throws.

Items always survive attacks; you never have to worry about fireballs causing equipment to make saving throws to avoid destruction as you would in the tabletop game and in some other CRPGs.

\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|c|c|}
\hline Magic-User & 1-5 & । & 14 & | & 13 & | & 11 & | & 15 & | & 12 \\
\hline & 6-10 & । & 13 & | & 11 & | & 9 & | & 13 & । & 10 \\
\hline & 11-15 & । & 11 & | & 9 & | & 7 & । & 11 & | & 8 \\
\hline & 16-20 & । & 10 & | & 7 & | & 5 & | & 9 & | & 6 \\
\hline & 21+ & । & 8 & | & 5 & | & 3 & | & 7 & । & 4 \\
\hline Thief & 1-4 & । & 13 & | & 12 & & 14 & , & 16 & । & 15 \\
\hline & 5-8 & । & 12 & | & 11 & | & 12 & । & 15 & । & 13 \\
\hline & 9-12 & । & 11 & | & 10 & । & 10 & । & 14 & | & 11 \\
\hline & 13-16 & । & 10 & | & 9 & | & 8 & । & 13 & । & 9 \\
\hline & 17-20 & । & 9 & | & 8 & | & 6 & | & 12 & । & 7 \\
\hline & 21+ & । & 8 & & 7 & | & 4 & | & 11 & । & 5 \\
\hline
\end{tabular}

Roll 1d20; a 1 is always a failure and a 20 is always a success. Apply the following modifiers to the roll otherwise:
1. A dwarf, gnome, or halfling receives a [Constitution / 3.5, rounded down] bonus to saving throws versus rod/staff/wand or spell.
2. A dwarf or halfling receives a [Constitution / 3.5, rounded down] bonus to saving throws versus poison.
3. Add the bonus from the best equipped Ring of Protection. Or rather, this is supposed to happen but rarely actually applies; the only one this appears to actually work for is the one carried by THEURGIST (\#110).
4. Subtract 5 if wearing a Cursed Necklace.
5. Subtract 4 if blind.
6. If the attack is a magical one that tests willpower, apply adjustment for Wisdom. This applies mostly to charm and fear spells; it does not actually apply to many other spells that would get this bonus applied in 3rd Edition or later (it doesn't apply to Hold Person in particular, which only first gets this bonus applied against it in 3rd Edition).
7. Adjust the roll for the following spells affecting you:

Protection from Evil (C1/M1/M3): +2 if attacker is evil-aligned
Protection from Good (C1/M1/M3): +2 if attacker is good-aligned
Resist Cold (C1): +3 if attack is cold-based
Resist Fire (C2): +3 if attack is fire-based
Bestow Curse (C3): -4
Prayer (C3): +1 for friendly effect, -1 for hostile effect, 0 for both Shield (M1): +1

Note that the level or strength of the attacker is generally not a consideration (as it generally is in 3rd Edition and later).

If the adjusted roll is equal to or greater than your base saving throw, the saving throw succeeds; otherwise it fails.

The effects of the successful saving throw vary with the attack. Hit point damage is typically halved; any status effect is typically evaded entirely.
(There is no bonus from worn magical armor; that rule from the tabletop game doesn't apply here.)

SECTION 7.10 - Encumbrance

Encumbrance is the weight in coins you are currently carrying. You may carry up to what is listed in the Statistic: Strength table without penalty, which permits a base movement rate of 12 . (Equipping a Bag of Holding allows you to carry extra weight.)

If you carry extra weight beyond that, you take the following movement penalties:
```

Base
Extra Coins Move
1-256 9
257-512 6
513-988 3
There is a bug that will sometimes allow you to pick up a
a few extra coins above the limit of 988 extra coins.

```

Your actual base movement is the maximum of the above and whatever your body armor allows. (This is modified by haste and slow magical effects, and specific maps or combats may have ad hoc additional rules affecting movement.)

Movement also affects ability to flee:
* On the battlefield, this is only assured if you have more movement than any enemy that has line of sight to you. The chance of escape is \(50 \%\) in the case of a tie, and 0\% if an enemy in line of sight has more movement.
* In the Encounter Menu, your party's chance to "F"lee may be determined by comparing the movement of your slowest party member to a movement constant defined for each monster. This constant is often but not necessarily its actual combat movement.

Encumbrance does not affect your combat ability other than by restricting movement (such other restrictions do happen in 5th Edition, and in multiple other CRPGs).

SECTION 7.11 - Battle Order


SECTION 7.11.1 - Surprise
--------------------------

A combat may begin with one or both sides surprised.

Under standard conditions (many random combats and some fixed ones), each side rolls 1d6, and surprises the other side with a roll of 1 or 2 . These rolls may receive ad hoc modifiers.

If one side is surprised and the other is not, and a combat occurs, some on the surprising side get a free round of attacks, which is more likely with high Dexterity. Both sides surprised is similar to but not quite the same as neither side being surprised. (This is all a simplification of the tabletop game rules.)

During the free round of attacks, everyone on the attacking side may do anything other than cast spells the normal way (the attackers may still use magical devices and scrolls). Surprised defenders have normal defensive abilities, but might not have all their equipment readied, and are not allowed any actions other than attacks of opportunity.

If surprise occurs, surprise is somehow maintained even if you parley before combat. (Talking was a free action before the phrase was invented!) Parleying with surprised monsters is more likely to have a peaceful outcome, and even simply waiting is likely to cause the monsters to get away. Monsters that surprise you may immediately attack before you have a chance to talk with them.

Thieves, elves, and halflings can get bonuses to surprising the enemy in the tabletop game, but those rules do not exist in the Gold Box games.

SECTION 7.11.2 - Initiative

Each individual PC or monster rolls \(1 d 6\) for base initiative. This is modified by Dexterity. Creatures then take turns from lowest to highest modified initiative.
(Initiative is not affected by Haste and Slow as it should by tabletop rules. Initiative is also normally rolled for whole sides, not individuals, though that is more to save time. In 2nd Edition, 1 d10 is rolled instead of \(1 d 6\). For comparison: the original Might and Magic uses ld6 rolled for whole sides; Wizardry uses ldio rolled for individuals, despite significantly predating 2nd Edition AD\&D.)

Any PC or monster whose turn it is may expend all movement and physical attacks before anyone else gets a chance to do anything at all. The only exception is attacks of opportunity, which can occur if you either move away from an adjacent enemy, or you move next to an enemy that chose the "G"uard command. (The tabletop game doesn't typically let you move and attack like that; the weapon speed modifiers that the tabletop game has are also not enforced.)

You can also freely go into your inventory and equip or unequip anything you are carrying -- even body armor.

You may issue a command to "D"elay your move to the end of the current round. This is useful for things like landing backstabs, or waiting your enemies to get closer, while not actually losing an action.

Spellcasting is the only action that is not necessarily instantaneous. Spells require a number of segments equal to its tabletop spellcasting time divided by 3, rounded down. If the spellcaster takes even 1 point of damage during this time, concentration is disrupted and the spell is lost. (There are no Concentration skill checks until 3rd Edition.)

SECTION 7.12 - Turning Undead
--------------------------------1

Clerics, and paladins in later games, have the magical power to turn undead once per combat. All clerics turn undead and not command them (as evil clerics do in the tabletop game).

The turning character must have line of sight to the undead to be turned.
Find the turning number from the below table. If there is more than one type of undead, turning affects undead from weakest to strongest. Turnable undead not listed below have the necessary row listed in their bestiary entry. (The breaks in patterns in the table are deliberate, and even explained at length in the lst Edition DMG. The 2nd Edition table removes these breaks and makes the table regular.)
\begin{tabular}{|c|c|c|c|c|c|c|c|c|c|c|}
\hline \multirow[b]{2}{*}{Undead type} & Level & of & ni & Cl & & ubt & t 2 & for & Pala & ns) \\
\hline & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9-13 & 14+ \\
\hline Skeleton & 10 & 7 & 4 & T & T & D & D & D* & D* & D* \\
\hline Zombie & 13 & 10 & 7 & T & T & D & D & D & D* & D* \\
\hline Ghoul & 16 & 13 & 10 & 4 & T & T & D & D & D & D* \\
\hline Shadow & 19 & 16 & 13 & 7 & 4 & T & T & D & D & D* \\
\hline Wight & 20 & 19 & 16 & 10 & 7 & 4 & T & T & D & D \\
\hline Ghast & & 20 & 19 & 13 & 10 & 7 & 4 & T & T & D \\
\hline Wraith & & & 20 & 16 & 13 & 10 & 7 & 4 & T & D \\
\hline Mummy & & & & 20 & 16 & 13 & 10 & 7 & 4 & T \\
\hline Spectre & & & & & 20 & 16 & 13 & 10 & 7 & T \\
\hline Vampire & & & & & & 20 & 16 & 13 & 10 & 4 \\
\hline Ghost & & & & & & & 20 & 16 & 13 & \[
7
\] \\
\hline
\end{tabular}
\begin{tabular}{llll} 
Lich & 19 & 16 & 10 \\
Special & 20 & 19 & 13
\end{tabular}

If there is no entry, that undead cannot be turned.
Roll 1d20. (In later games, special modifiers may apply to individual maps if turning is especially easy or difficult.) If the roll is at least equal to the number in the table, \(1 d 12\) undead are turned. For mixed groups of undead, the same roll is used against all undead.
"T" indicates automatic turning. "D" means that the undead is outright destroyed, not turned. "D*" means to replace the 1 d12 undead affected with \(6+1 \mathrm{~d} 6\).

Undead that are turned but not destroyed attempt to flee from the party (as if affected by fear), meaning you will have to chase them down if you want to destroy them. Since the fleeing undead can get stuck in corners and may require a lot of tedious chasing down, in later games turned undead simply vanish into thin air (and give no experience).

Enemy clerics are capable of turning any Animated characters you have.
```

SECTION 7.13 - Morale

```

Morale represents the willingness of a creature to face the dangers of combat. Your own characters never have to make morale checks, but anything else that is not inherently fearless does. This includes some allied NPCs.

Each monster has a base morale rating defined for each specific encounter, a rating from 0 to 100. (The general rules for the tabletop game are not used.) Once the monsters lose that percentage of their starting strength, they will start checking morale on the next round. Monsters do not check morale individually as in the tabletop game; all monsters with the same ID will always make the same decision given the same situation.

Anyone failing a morale roll may either flee in panic, where they will try to run at full speed away from combat, or outright surrender. Monsters with Intelligence 3 or less flee. More intelligent monsters may surrender instead if they feel they are especially outmatched. You do not receive experience or items for monsters who have successfully run away, but you do from any monster that has surrendered.
(Monsters do not make fighting retreats or orderly retreats as they do in the tabletop game.)

Morale rating may be modified with the Bless (+5) or Curse (-5) spells.
In some cases, a morale rating isn't defined. If this happens, what I think is used is whatever the last monster morale rating was.
```

SECTION 7.14 - Party Strength

```

Party Strength is a calculation the game performs to scale random combats to your party, among other things.

A character's contribution to Party Strength is the sum of:
* 0.4 * cleric level
* 0.8 * magic-user level
* 0.5 * each point of AC below 0 ( 0 if AC is 0 or above)
* 0.5 * each point of THACO below 21 ( 0 if THACO is 21 or above)
* 0.1 * current hit points
rounded down to the nearest integer. The values used for AC and THACO are the ones shown on your character screen.

Party Strength is the above for every character summed. It will start at about 15 for an equipped level 1 party; a strong endgame party will be about 120-140.

Since armor taking you below AC 0 and weapons affect this calculation, you can micromanage it by keeping such items unequipped until needed.

SECTION 8 - Magic Spellbooks
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SECTION 8.1 - Notes on Spells

Clerical spells are automatically added to the spellbooks of those eligible to cast them. Magic-user spells cast by magic-users are not automatically learned; you can add one spell to your spellbook every time you gain a magicuser level, or add them from magic-user scrolls that you find.

All spells must be prepared (memorized) before they can be cast, while "E"ncamped. Memorizing spells takes 15 minutes for each spell level, plus a base preparation time depending on the highest level spell you are memorizing:
\begin{tabular}{ll} 
Spell Level & Time \\
\(1-2\) & 4 hours \\
\(3-4\) & 6 hours \\
\(5-6\) & 8 hours \\
\(7-8\) & 10 hours \\
9 & 12 hours
\end{tabular}

By tabletop game standards, all spells effectively always have a verbal component, and never have somatic or material components: magical silence always prevents spellcasting; there is no way to only have your arms bound so that you cannot cast spells with somatic components; and no spellcasting materials like diamond dust are ever required.

Casting baneful versions of clerical spells does not have the alignment implications or restrictions that it does in the tabletop game.

Some spells depend on the hit dice of the target. This is always a simple integer in the Gold Box games, unlike in the tabletop game; every 4 fractional hit dice is generally converted to a single whole hit die. For characters, this is equal to level, or highest level for multi-classed characters; hit dice do not max out at level 9 to 11 as they do in the tabletop game.

A "/" in the statistics below means "per". That's the way the documentation and 1st Edition rules also work.

If a diameter of effect is specified, the exact area affected is:
Diameter 3 Diameter 5 Diameter 7 An intervening wall or other hard barrier will block the effect.
\begin{tabular}{|c|c|c|c|}
\hline & & *** & \\
\hline & *** & ***** & If a buff with a diameter is cast \\
\hline *** & ***** & **** & outside of combat, it affects \\
\hline * \(\mathrm{X}^{*}\) & **X** & ***X*** & everyone in the party. \\
\hline
\end{tabular}


Casting times listed below are given in initiative segments, in tabletop rule units, if they are castable in combat. Casting spells outside combat never takes time, unlike in the tabletop game. Some spells cast faster than the tabletop version; these are marked with asterisks.

The number of segments actually taken is one third of that listed, rounded down. So a 1-segment or 2 -segment spell casts instantly; one taking 3 to 5 segments is only delayed by 1 segment; etc. This makes combat spellcasting significantly more powerful than in the tabletop game.

AI priority is how much the AI likes to cast the spell, with higher numbers indicating higher likelihood. Healing spells are much higher priority if there is a reason to cast them.

A buff or debuff does not stack with itself; i.e., you cannot make a buff last twice as long by casting it twice in succession.
```

SECTION 8.2 - Cleric Spellbook

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SECTION 8.2.1 - 1st Level Cleric Spells

Clerics may memorize and cast the following spells (paladins in later games may learn these starting at level 9):

Bless (Range: 6, Area: diameter 5, Duration: 6 minutes, Casting Time: 10, AI Priority: 2) -- Targets only allies who are not adjacent to enemies; provides a +1 bonus to hit and a +5 bonus to morale.

Curse (Range: 6, Area: diameter 5, Duration: 6 minutes, Casting Time: 10, AI Priority: 3) -- Targets only enemies, even those adjacent to allies. Inflicts a -1 penalty to hit and a -5 penalty to morale (no saving throw).

Cure Light Wounds (Range: 1, Area: 1 target, Casting Time: 5, AI Priority: 1) -- Restores ld8 hit points to a creature. This will not actually restore consciousness to unconscious characters until after combat.
(In the tabletop game, this is not supposed to have any effect on undead or incorporeal creatures. Pool of Radiance also predates the 3rd Edition and modern CRPG effect of cure spells inflicting damage on undead.)

Cause Light Wounds (Range: 1, Area: 1 target, Casting Time: 5, AI Priority: 2) -- If a successful melee combat attack roll is made, inflicts 1 d8 damage to creatures affected by Cure Light Wounds (no saving throw).

Detect Magic (Range: caster, Duration: 10 minutes, Casting Time: 1*, AI Priority: 0) -- All magical items are indicated with an asterisk.

Protection from Evil (Range: 1, Area: 1 target, Duration: 3 minutes/level, Casting Time: 4, AI Priority: 1) -- Target receives a -2 bonus to Armor Class and to all saving throws if attacked by any creature of an evil alignment.
(This does not have the tabletop game effect of preventing bodily contact by conjured or summoned creatures.)

Protection from Good (Range: 1, Area: 1 target, Duration: 3 minutes/level, Casting Time: 4, AI Priority: 2) -- As Protection from Evil, but protects against creatures of good alignment.

Resist Cold (Range: 1, Area: 1 target, Duration: 10 minutes/level, Casting Time: 10, AI Priority: 0) -- Target receives a +3 bonus to all saving throws against all cold attacks. All cold damage taken is halved. (Or it would, if there were any kind of cold attack anywhere in this game.)

SECTION 8.2.2 - 2nd Level Cleric Spells

Clerics of at least level 3 may memorize and cast the following spells
(paladins in later games may learn these starting at level 11):
Find Traps (Range: caster, Duration: 30 minutes, Non-combat only) -- Detects traps on an ad hoc basis.

Hold Person (Range: 6, Area: 1-3 targets, Duration: 4 minutes +1 minute/level, Casting Time: 5, AI Priority: 7) -- Holds immobile up to 3 Medium-sized or smaller living humanoid targets. A saving throw vs. spell (it should be vs. paralyzation) will negate the spell; it is at a -1 penalty if 2 creatures are targeted and at a -2 penalty if 1 creature is targeted.
(This spell got nerfed in 2nd Edition, which requires all targets to be close to each other. It got nerfed hard in 3rd Edition, which only allows one target; and targets also get additional saving throws to break free every round; *and* high Wisdom now grants a bonus to the saving throw. And in 5 th Edition, it also requires the caster to concentrate to maintain the spell. It's still a strong spell in 5th Edition! All this may or may not have anything to do with the infamous usefulness of this spell in the Gold Box games.)

Resist Fire (Range: 1, Area: 1 target, Duration: 10 minutes/level, Casting Time: 5, AI Priority: 2) -- Target receives a +3 bonus to all saving throws against all fire attacks. All fire damage taken is halved.

Silence, 15' Radius (Range: 12, Area: 1 target diameter 3, Duration: 2 minutes/ level, Casting Time: 5, AI Priority: 4) -- Causes magical silence in the area of effect, which moves with the targeted creature. A saving throw can negate the spell. You are silenced in a round if you are in a silenced area at any time in that round.
(This spell must be specifically take effect upon a creature here, unlike in the tabletop game.)

Slow Poison (Range: 1, Area: 1 target, Duration: 1 hour/level, Casting Time: 1, AI Priority: 0) -- Target ally killed by poison will be revived (though with but 1 hit point to start) for the duration of the spell, even in the thick of combat. The revived character will take 1 point of damage every 10 minutes, though hit points will not drop below 1 from this damage. If the target does not receive a Neutralize Poison spell by the end of this spell's duration, full-blown death results.
(This does not have the tabletop game requirement of being cast within 1 turn per caster level of the target's death.)

Snake Charm (Range: 3, Area: All, Duration: 4+1d4 minutes, Casting Time: 5, AI Priority: 0) -- Charms snakes and snake-like creatures, with the number of targets scaling to the caster's level (no saving throw), with no apparent
limit on area affected. Dragons are not sufficiently ophidian to count as snake-like.
(This scales to caster hit points in the tabletop version.)
Spiritual Hammer (Range: caster, Duration: 1 minute/level, Casting Time: 5, AI Priority: 1) -- Summons a temporary magical hammer. It can hit enemies that require magical weaponry to be struck, but does not actually have any bonuses to hit or to damage. This hammer can be thrown; it will magically reappear in the caster's hands in that case.

SECTION 8.2.3 - 3rd Level Cleric Spells

Clerics of at least level 5 may memorize and cast the following spells
(paladins in later games may learn these starting at level 13):
Animate Dead (Area: All, Casting Time: 10, AI Priority: 2) -- Raises a fallen enemy or enemies (if cast in combat; number of targets affected scales to the caster's level) or a single dead PC (if cast outside of combat) as undead who act as an allied NPCs (who cannot cast spells). Any target must be a PC race, so it won't work on things like kobolds. Animated enemies do not stay with you beyond the end of combat, contrary to the documentation, but an animated PC remains so until either reduced to zero hit points or raised from the dead. Animated characters are vulnerable to being turned by enemy clerics.
(Unlike the tabletop game, targets are animated with full hit dice and hit points, and the range limit of 10 feet does not exist here. Also, you should have fun with this spell now, since it does not exist in any other Gold Box game.)

Cure Blindness (Range: 1, Area: 1 target, Casting Time: 10, AI Priority: 0) -Cures all forms of blindness.

Cause Blindness (Range: 1, Area: 1 target, Duration: indefinite, Casting Time: 10, AI Priority: 3) -- If a successful melee combat attack roll is made, blinds the target; a saving throw can negate the spell. A blinded creature gets a -4 penalty to all of attack rolls, Armor Class, and saving throws until cured.

Cure Disease (Range: 1, Area: 1 target, Non-combat only) -- Cures all disease. This does not remove other damage the disease may have inflicted.

Cause Disease (Range: 1, Area: 1 target, Duration: indefinite, Casting Time: 10, AI Priority: 4) -- If a successful melee combat attack roll is made, causes disease in the target; a saving throw can negate the spell; the spell lasts until cured. Disease drains Strength (1 per hour, permanently; minimum 3) and hit points (1 per 10 minutes; minimum 1) over time.

Dispel Magic (Range: 6, Area: diameter 3, Casting Time: 6, AI Priority: 5) -Attempts to remove all magical effects, both positive and negative, from the target. A Minor Globe of Invulnerability does not block this spell. The base chance per effect is \(50 \%\). If the caster is higher level than the caster of the effect, add 5\% per level; if lower level, subtract 2\% per level. If cast outside of combat, affects only the chosen character and not the entire party.
(In the tabletop game, this is supposed to be automatic against the caster's own magic, but the Gold Box games do not keep track of who was responsible
for each effect. This also has no effect on magical items in any way.)
Prayer (Range: caster, Area: All, Duration: 1 minute/level, Casting Time: 6, AI Priority: 5) -- Provides a +1 bonus to hit and to saving throws to all allies, and a -1 penalty to hit and to saving throws to all enemies (no saving throw).

Remove Curse (Range: 1, Area: 1 target, Casting Time: 6, AI Priority: 0) --
Enables target to unequip cursed items, and dispels the Bestow Curse debuff.
Bestow Curse (Range: 1, Area: 1 target, Duration: 10 minutes/level, Casting Time: 6, AI Priority: 4) -- If a successful melee combat attack roll is made, inflicts a -4 penalty both to attack rolls and to all saving throws; a saving throw negates the spell.

SECTION 8.3-Magic-user Spellbook

SECTION 8.3.1 - 1st Level Magic-user Spells

Magic-users may learn, memorize, and cast the following spells (rangers in later games may learn these spells starting at level 9):

Burning Hands (Range: 1, Area: 1 target, Casting Time: 1, AI Priority: 4) -Inflicts 1 point of fire damage per level (no saving throw).
(The tabletop version affects a 3 square arc.)
Charm Person (Range: 12, Area: 1 target, Duration: indefinite, Casting Time: 1, AI Priority: 6) -- Charms one Medium-sized or smaller living humanoid target; a saving throw negates the spell. You can counter a Charm Person spell with your own charm spell.

Detect Magic (Range: caster, Duration: 2 minutes/level, Casting Time: 1, AI Priority: 0) -- All magical items are indicated with an asterisk.

Enlarge (Range: 2/level, Area: 1 target, Duration: 10 minutes/level, Casting Time: 1, AI Priority: 0) -- Increases the Strength of the target depending on caster's level:
Level 1 - Strength 18 Level 6 - Strength 18 (00)
Level 2 - Strength 18(01) Level 7 - Strength 19
Level 3 - Strength 18 (51) Level 8 - Strength 20
Level 4 - Strength 18(76) Level 9 - Strength 21
Level 5 - Strength 18(91) Level 10 or higher - Strength 22
This will not lower Strength. You can get more than Strength 18 even if not a warrior.
(Both the documentation and tabletop rules say range is supposed to be \(0.5 / l e v e l\). The effect is also slightly different from the tabletop rules, which grant Strength 17 at level 1 and Strength 18 at level 2. If you're wondering where this comes from, it's in the PHB, under the Psionics power Expansion.)

Reduce (Range: 2/level, Area: 1 target, Duration: 10 minutes/level, Casting Time: 1, AI Priority: 0) -- Dispels any Enlarge spell on the target. Does not actually reduce the damage of the target otherwise, as the tabletop version does; the documentation to later games implies this is a deliberate feature of the computer version.
(Both the documentation and tabletop rules say range is supposed to be 0.5/level.)

Friends (Range: caster, Area: All, Duration: 1 minute/level, Casting Time: 1, AI Priority: 0) -- Raises Charisma by 2d4, although values above 18 do not have any effect.
(Contrary to both the documentation and the tabletop rules, this does not allow a saving throw.)

Magic Missile (Range: 6+4/level, Area: 1 target, Casting Time: 1, AI Priority: 6) -- Fires unerring missiles that do \(1 d 4+1\) damage each (no saving throw), with an additional missile gained at every odd-numbered level. You must fire all missiles at a single target.
(There is no damage cap as there is in later editions; the tabletop version also permits you to fire missiles at different targets.)

Protection from Evil (Range: 1, Area: 1 target, Duration: 2 minutes/level, Casting Time: 1, AI Priority: 1) -- Same as the clerical spell, aside from duration and casting time.

Protection from Good (Range: 1, Area: 1 target, Duration: 2 minutes/level, Casting Time: 1, AI Priority: 1) -- Same as the clerical spell, aside from duration and casting time.

Read Magic (Range: caster, Duration: 2 minutes/level, Non-combat only) -Enables identification of magical scrolls readied by the caster. This will then allow the caster to learn such spells. (Identifying the scroll in a shop does the same thing.)

Shield (Range: caster, Duration: 5 minutes/level, Casting Time: 1, AI Priority: 3) -- This has multiple effects: (1) Target is undamaged by the Magic Missile spell; (2) If this is better than the caster's existing armor and shield, grants AC 2 against thrown weapons, AC 3 against launched missiles, and AC 4 against melee attacks (this AC bonus does not apply against being attacked from behind); (3) +1 bonus to all saving throws.

Shocking Grasp (Range: 1, Area: 1 target, Casting Time: 1, AI Priority: 4) -If a successful melee combat attack roll is made, inflicts level+1d8 electrical damage (no saving throw).

Sleep (Range: 3+4/level, Area: diameter 3, Duration: 5 minutes/level, Casting Time: 1, AI Priority: 7) -- Puts to sleep 4d4 points worth of living creatures (no saving throw). Points are a function of hit dice, as follows:
```

    HD Points
                1
                1
                            2
                            4
                6
                1 0 \text { (only works on creatures that are not PC races)}
            20 (always unaffected)
    ```
(This will never affect more than nine targets, because it is a diameter 3 spell. According to both the documentation and the tabletop game rules, this should have a range of 3+1/level. The tabletop version doesn't work on 5 HD creatures.)

SECTION 8.3.2 - 2nd Level Magic-user Spells

Magic-users of at least level 3 may learn, memorize, and cast the following spells (rangers in later games may learn these starting at level 13):

Detect Invisibility (Range: caster, Duration: 5 minutes/level, Casting Time: 2, AI Priority: 1) -- Enables caster to see invisible creatures.

Invisibility (Range: 1, Area: 1 target, Duration: indefinite, Casting Time: 2, AI Priority: 2) -- Target is granted invisibility. Invisibility is lost if the target attacks or casts any spell. You cannot launch a ranged attack against a creature you cannot see, nor can you make an attack of opportunity against it if it moves away from you; even permitted attacks receive a - 4 penalty to-hit. This effect is described in "D"isplay as "invisibility", which differs from "invisible".

Knock (Non-combat only) -- Attempts to open a locked or magically barred door. In Pool of Radiance, if you have this option and you actually have the spell memorized, it always works.

Mirror Image (Range: caster, Duration: 2 minutes/level, Casting Time: 2, AI Priority: 3) -- Creates \(1 d 4\) fake versions of the caster. These dance about close to the caster, so that any attack that specifically targets the caster may instead target one of them instead; the caster and each of the images all have equal chances of being targeted. Any fake version struck is automatically dispelled. (An image has a lower chance of being struck than it should be.)

Ray of Enfeeblement (Range: 1+1/level, Area: 1 target, Duration: 1 minute/ level, Casting Time: 2, AI Priority: 2) -- Reduces melee damage done by 25\% plus 2\% per level of the caster; a saving throw negates the spell. This effect shows up on your character sheet under "D"isplay; it doesn't directly affect Strength.
(According to both the documentation and the tabletop game rules, this should have a range of \(1+0.25 / l e v e l . ~ I f ~ y o u ' v e ~ h e a r d ~ t h i s ~ i s ~ a ~ g o o d ~ s p e l l, ~ t h a t ' s ~\) the 3rd Edition version, where it is 1st level and doesn't permit a saving throw.)

Stinking Cloud (Range: 3, Area: 2 by 2 square, Duration: 1 minute/level, Casting Time: 2, AI Priority: 7) -- Creates a 2 by 2 square cloud of choking gas, with its upper left corner at the targeted square. Any breathing creature in the cloud who fails to save against poison is so nauseated as to be helpless for \(1 d 4+1\) rounds. Even an affected creature who successfully saves is coughing enough so that it receives a +4 penalty to Armor Class and loses any modifiers for Dexterity or a shield; it must save again against helplessness if still in the cloud next round. A vulnerable AI-controlled creature is far more reluctant to enter the cloud than in later games. Unlike in later games, monsters do not need to re-save against this spell if this is cast on them while there is already a Stinking cloud there. The AI will not cast this spell unless it can catch at least one enemy in the cloud.
(While notoriously strong in 1st Edition, this spell is less effective even in 2nd Edition.)

Strength (Range: 1, Area: 1 target, Duration: 1 hour/level, Non-combat only) -Increases Strength by \(1 d 4\) if a magic-user, \(1 d 6\) if a cleric or thief, or \(1 d 8\) if a warrior. For the purpose of this spell, 1 point of added Strength is equivalent to 10 percentage points of extraordinary Strength for a warrior.

This cannot increase Strength above 18 for non-warriors, or above 18(00) for warriors.
```

SECTION 8.3.3 - 3rd Level Magic-user Spells

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Magic-users of at least level 5 may learn, memorize, and cast the following spells:

Blink (Range: caster, Duration: 1 minute/level, Casting Time: 1, Combat only, AI Priority: 2) -- Caster starts to blink. A blinking creature will blink out after acting. Once blinked out, the creature may not be specifically targeted, and can only be hit by area attacks. While this may only be cast in combat, it may last into a succeeding combat.
(Unlike the tabletop game, which randomizes the blink, this will not in any way hamper the blinking creature's own attacks; it's a much more powerful defense in the Gold Box games than in the tabletop game. A blinking creature may also be attacked in melee by moving into it, which I don't think was an intended feature, since "A"im won't work.)

Dispel Magic (Range: 12, Area: diameter 3, Casting Time: 3, AI Priority: 2) -Same as the clerical spell aside from range and casting time.

Fireball (Range: 10+1/level, Area: diameter 5 outdoors, diameter 7 indoors, Casting Time: 3, AI Priority: 7) -- Inflicts (level)d6 fire damage to each creature in the area of effect; a successful saving throw halves damage taken. The AI will not cast this spell unless it can catch at least three enemies in the blast.
(There is no damage cap as there is in later editions.)
Haste (Range: 6, Area: diameter 5, Duration: 3 minutes + 1 minute/level, Casting Time: 3, AI Priority: 3) -- Cancels an existing Slow effect, or doubles both movement and number of physical attacks; affects only allies; ages any affected recipients by one year.
(This does not provide a bonus to initiative or incur a system shock check as the tabletop version does.)

Hold Person (Range: 12, Area: 1-4 targets, Duration: 2 minutes/level, Casting Time: 3, AI Priority: 6) -- All of range, number of possible targets, duration, and casting time are different from the 2nd level cleric spell, but this otherwise has the same effect.

Invisibility, \(10^{\prime}\) Radius (Range: 1, Area: diameter 3, Duration: indefinite, Casting Time: 3, AI Priority: 1) -- Casts Invisibility on all creatures in range, friend or foe.
(Unlike the tabletop version, this invisibility is not broken even if you move away from the target, and even if the target itself breaks invisibility.)

Lightning Bolt (Range: 4+1/level, Area: 8 squares, Casting Time: 3, AI Priority: 7) -- The lightning bolt fired by this spell inflicts (level)d6 electrical damage to all creatures struck; a successful saving throw halves damage taken. The lightning bolt starts on the targeted square, and travels in the same direction for 8 squares thereafter. If the bolt hits a wall or other terrain feature, it will reflect back towards the caster (and not at the angle of incidence). Such a reflected bolt can thus hit creatures a
second time, or rebound all the way to the caster.
(There is no damage cap as there is in later editions.)
Protection from Evil, \(10^{\prime}\) Radius (Range: 1, Area: 1 target, Duration: 2 minutes/level, Casting Time: 3, AI Priority: 1) -- As Protection from Evil but for casting time, and the protection extends to any adjacent ally.

Protection from Good, \(10^{\prime}\) Radius (Range: 1, Area: 1 target, Duration: 2 minutes/ level, Casting Time: 3, AI Priority: 2) -- As Protection from Good but for casting time, and the protection extends to any adjacent ally.

Protection from Normal Missiles (Range: 1, Area: 1 target, Duration: 10 minutes/level, Casting Time: 3, AI Priority: 3) -- Grants immunity to all nonmagical thrown weapons and nonmagical launched missiles.
(This does not reduce the damage from magical missiles as the tabletop version does.)

Slow (Range: 9+1/level, Area: diameter 5, Duration: 3 minutes +1 minute/level, Casting Time: 3, AI Priority: 5) -- Cancels an existing Haste spell, or halves both movement and number of physical attacks (no saving throw). This affects only enemies, up to a maximum of 1 target/level.
(This does not penalize initiative by 2, affect allies, or stack cumulatively with itself, as the tabletop version does.)

SECTION 8.4 - Spell Summary
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Many details (especially the effect of a successful saving throw) are elided to fit this neatly into a table.

Duration (Dur.) is in minutes.
Casting time (CT) is in segments (and divided by 3 in Gold Box games).
"AI Pr" = AI priority; "s.t." = saving throw
\begin{tabular}{|c|c|c|c|c|c|c|}
\hline Clerical & & & & & AI & \\
\hline Spell Name & Range & Area & Dur. & CT & Pr & Effect \\
\hline Bless & 6 & dia 5 & 6 & 10 & 2 & +1 to-hit; +5 morale \\
\hline Curse & 6 & dia 5 & 6 & 10 & 3 & -1 to-hit; -5 morale \\
\hline Cure Light Wounds & 1 & 1 tar & - & 5 & 1 & cure 1d8 \\
\hline Cause Light Wounds & 1 & 1 tar & - & 5 & 2 & inflict 1d8 \\
\hline Detect Magic & self & - & 10 & 1 & 0 & highlight magical \\
\hline Protection from Evil & 1 & 1 tar & 3/L & 4 & 1 & +2 bonus to AC/s.t. \\
\hline Protection from Good & 1 & 1 tar & 3/L & 4 & 2 & +2 bonus to AC/s.t. \\
\hline Resist Cold & 1 & 1 tar & \(10 / \mathrm{L}\) & 10 & 0 & half cold dam, +3 s.t. \\
\hline Find Traps & self & - & 30 & NC & - & ad hoc trap detect \\
\hline Hold Person & 6 & 3 tar & 4+1/L & 5 & 7 & paralyze humanoids \\
\hline Resist Fire & 1 & 1 tar & 10+3/L & 5 & 2 & half fire dam, +3 s.t. \\
\hline Silence, 15' radius & 12 & 1 tar & \(2 /\) L & 5 & 4 & prevents spellcasting \\
\hline Slow Poison & 1 & 1 tar & \(60 / \mathrm{L}\) & 1 & 0 & temp. poison revival \\
\hline Snake Charm & 3 & level & 1/L & 5 & 1 & charm snakes \\
\hline Spiritual Hammer & self & - & 1/L & 5 & 1 & temp. magical hammer \\
\hline Animate Dead & - & level & indef & 10 & 2 & zombification \\
\hline Cure Blindness & 1 & 1 tar & - & 10 & 0 & cure blindness \\
\hline Cause Blindness & 1 & 1 tar & indef & 10 & 3 & inflict blindness \\
\hline
\end{tabular}
\begin{tabular}{|c|c|c|c|c|c|c|}
\hline Cure Disease & 1 & 1 tar & - & NC & - & cure disease \\
\hline Cause Disease & 1 & 1 tar & indef & 10 & 4 & inflict disease \\
\hline Dispel Magic & 6 & dia 3 & - & 6 & 3 & removes effects \\
\hline Prayer & self & - & 1/L & 6 & 5 & +1/-1 to-hit/s.t. \\
\hline Remove Curse & 1 & 1 tar & - & 6 & 0 & cure curse \\
\hline Bestow Curse & 1 & 1 tar & 10/L & 6 & 4 & inflict curse \\
\hline Magic-User & & & & & AI & \\
\hline Spell Name & Range & Area & Dur. & CT & Pr & Effect \\
\hline Burning Hands & 1 & 1 tar & - & 1 & 4 & inflict L fire \\
\hline Charm Person & 12 & 1 tar & indef & 1 & 6 & charm humanoid \\
\hline Detect Magic & self & - & 2/L & 1 & 0 & highlight magical \\
\hline Enlarge & \(2 / \mathrm{L}\) & 1 tar & 10 / L & 1 & 0 & increase Strength \\
\hline Reduce & \(2 / \mathrm{L}\) & 1 tar & 10 / L & 1 & 0 & remove Enlarge \\
\hline Friends & self & - & 1/L & 1 & 0 & +2d4 Charisma \\
\hline Magic Missile & 6+4/L & 1 tar & - & 1 & 6 & inflict \(1 \mathrm{~d} 4+1\) per (L+1)/2 \\
\hline Protection from Evil & 1 & 1 tar & \(2 / \mathrm{L}\) & 1 & 1 & +2 bonus to AC/s.t. \\
\hline Protection from Good & 1 & 1 tar & 2/L & 1 & 1 & +2 bonus to AC/s.t. \\
\hline Read Magic & self & - & 2/L & NC & - & identify spell scrolls \\
\hline Shield & self & - & 5/L & 1 & 3 & +1 bonus to s.t. and more \\
\hline Shocking Grasp & 1 & 1 tar & - & 1 & 4 & inflict 1d8+L electrical \\
\hline Sleep & \(3+4 / \mathrm{L}\) & dia 3 & 5/L & 1 & 7 & inflict sleep \\
\hline Detect Invisibility & self & - & 5/L & 2 & 1 & see invisible \\
\hline Invisibility & 1 & 1 tar & indef & 2 & 2 & invisibility \\
\hline Knock & - & lock & - & NC & - & magical unlock \\
\hline Mirror Image & self & - & 2/L & 2 & 3 & 1d4 illusionary images \\
\hline Ray of Enfeeblement & 1+1/L & 1 tar & 1/L & 2 & 2 & -(25+2/L) \% melee damage \\
\hline Stinking Cloud & 3 & 2x2 & 1/L & 2 & 7 & inflict nausea \\
\hline Strength & 1 & 1 tar & 60/L & NC & - & +1d(4 or 6 or 8) Strength \\
\hline Blink & self & - & 1/L & 1 & 2 & blink \\
\hline Dispel Magic & 12 & dia 3 & - & 3 & 2 & removes effects \\
\hline Fireball & 10+1/L & dia ? & - & 3 & 7 & inflict Ld6 fire \\
\hline Haste & 6 & dia 5 & \(3+1 / L\) & 3 & 3 & double movement/attacks \\
\hline Hold Person & 12 & 4 tar & 2/L & 3 & 6 & paralyze humanoids \\
\hline Invisibility, 10' & 1 & dia 3 & indef & 3 & 1 & invisibility \\
\hline Lightning Bolt & 4+1/L & 8 sq & - & 3 & 7 & inflict Ld6 electrical \\
\hline Prot. from Evil, \(10{ }^{\prime}\) & 1 & 1 tar & \(2 / \mathrm{L}\) & 3 & 1 & +2 bonus to AC/s.t. \\
\hline Prot. from Good, 10' & 1 & 1 tar & 2/L & 3 & 2 & +2 bonus to AC/s.t. \\
\hline Prot. Normal Missiles & 1 & 1 tar & 10/L & 3 & 3 & immunity to normal missiles \\
\hline Slow & 9+1/L & dia 5 & \(3+1 / L\) & 3 & 5 & half movement/attacks \\
\hline
\end{tabular}

SECTION 8.5 - Temple Spells

The following curative spells are available in temples.
\begin{tabular}{lrl} 
& Gold & \\
Spell & Cost & \\
Cure Blindness & 1000 & \\
Cure Disease & 1000 & \\
Cure Light Wounds & 100 & Restores 1d8 hit points \\
Cure Serious Wounds & 350 & Restores 2d8+1 hit points \\
Cure Critical Wounds & 600 & Restores 3d8+3 hit points \\
Neutralize Poison & 1000 & Restores life to a poisoned character \\
Raise Dead & 5500 & Must roll Constitution-based resurrection check \\
Remove Curse & 3500 & \\
Stone to Flesh & 2000 & Does not require system shock roll
\end{tabular}

Raise Dead works on elves, even though it's not supposed to. A temple is thus more skilled at healing your party than it ever will be itself. This is similar to how a lot of other classic CRPGs work (examples include Wizardry I/ II/III/V; Ultima III/VI; Might and Magic I through VIII; Bard's Tale I/II) even though this doesn't happen in the tabletop game.

Heal, Restoration, and Resurrection are not available.
SECTION 9 - Items
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SECTION 9.1 - Item Basic Mechanics
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Standard coin valuation is as follows:

10 copper pieces (cp) = 1 silver piece
20 silver pieces (sp) = 1 gold piece
2 electrum pieces (ep) = 1 gold piece
1 platinum pieces (pp) = 5 gold pieces
Whenever you are asked for gold, platinum is always acceptable. The converse
is not necessarily true.
A quick way to exchange a large number of low-value coins is to go to a shop, pool all your money, then buy something cheap like a stack of arrows.

Gems and jewelry have random values, and must be individually appraised in a shop. You should sell immediately at full value; otherwise, they will go to regular inventory slots and subsequently only sell at half value.

To determine the value of a gem, roll 1d100:
Roll Gold Value
1-25 10 A gem sells for an average of 275 gold.
26-50 50
51-70 100
71-90 500
91-99 1000
1005000
To determine the value of a piece of jewelry, roll 1d100:
Roll Gold Value
1-10 100-1000 The game will pick any integer in the indicated range, not
11-20 200-1200 just nice even multiples of 100 or 1000.
21-40 300-1800 A piece of jewelry sells for an average of 2910 gold.
41-50 500-3000
51-70 1000-6000
71-90 2000-8000
91-100 2000-12000
10 coins (or gems, or pieces of jewelry) weigh 1 pound. (Those coins are heavy! They get lighter in later editions.)

Armor and weapons are based on "Armour \& Weapons" by Charles John ffoulkes (1909); yes that's a "ff", you find that in medieval English names.

Historiography has progressed in the century-plus since then.
Items do not have fully consistent attributes in the Gold Box games. There are many cases of almost identical items that are very slightly different, most
often in value. You'll notice this if you collect equipment from monsters and try to sell it -- monster equipment is worth much less than shop equipment. For that reason a fully comprehensive description of each item is not given below.

Inventory items have a standard value that shops appraise them at, and a weight measured in coins. An item is considered:
* light if it is less than 2.5 pounds
* medium if it is 2.5 pounds to 25.5 pounds
* heavy if it is more than 25.5 pounds

Most magical items can be readily identified as magical with the Detect Magic spell, and their properties can often be deduced by the effect on your visible statistics, but the only way to formally identify most of them is to pay a shop to do so, which costs 200 gold. Magical scrolls may be formally identified with the Read Magic spell.

Magical items are worth multiples of 400 experience, varying with the item.
Items that have a plus are worth 400 XP per magical plus, and Bracers of Defense are worth 400 XP per point of \(A C\) they grant. Money is worth:
\begin{tabular}{rr} 
Type & Experience \\
copper & 0.005 \\
silver & 0.05 \\
electrum & 0.5 \\
gold & 1 \\
platinum & 5 \\
gem & 250 \\
jewelry & 2200
\end{tabular}

This experience gets divided by the number of people in your party and rounded down.
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SECTION 9.2 - Normal Items

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SECTION 9.2.1 - Basic Weapons

The table below describes standard weaponry you can buy.
\#: base item type.
"Name": if you find a "Heavy Crossbow", in your characters' hands it actually functions as a Fine Composite Long Bow.
"Weight (coins)": any fractions are rounded down. Note that most weapons in AD\&D weigh FAR more than their real-life versions.
"Value (gold)": what a shop will think it is worth when it is buying it from you, which is not quite the same as what you can buy it for.
"H": hands needed to equip the item. (Bastard swords are always two-handed in this game.)
"T": damage type: B for bashing, \(P\) for piercing, \(S\) for slashing. Some monsters may take reduced damage from specific damage types; the most common case is skeletons taking half damage from \(P\) or \(S\) weapons. Some of these also don't make much sense (all of them \(P\) and \(S\) getting reversed); the only case where that makes any difference is against a Juju Zombie. The game does not support having more than one damage type, which in real life was why many of these weapons even existed.
"Damage v. S/M": damage weapon does against Small or Medium opponents (in most cases, creatures that occupy only one tile).
"Damage v. L+": damage weapon does against Large or larger opponents (in most
cases, creatures that occupy two or more tiles).
"Thrown Range": this weapon may also be thrown; ranges are short/medium/long.
\begin{tabular}{|c|c|c|c|c|c|c|c|}
\hline MELEE WEAPONS & Weight & Value & & & Damage & Damage & \\
\hline \# Name & (coins) & (gold) & H & T & v. S/M & v. L+ & Thrown Range \\
\hline 1 Battle Axe & 75 & 5 & 1 & P & 1d8 & 1 d 8 & \\
\hline 2 Hand Axe & 50 & 1 & 1 & S & 1 d 6 & 1 d 4 & 1/2/3 \\
\hline 3 Bardiche & 125 & 7 & 2 & S & 2 d 4 & 3 d 4 & \\
\hline 4 Bec De Corbin & 100 & 6 & 2 & S & 1 d 8 & 1 d 6 & \\
\hline 5 Bill-Guisarme & 150 & 6 & 2 & S & 2 d 4 & 1 d 10 & \\
\hline 6 Bo Stick & 15 & 1 & 1 & B & 1 d 6 & 1 d 3 & \\
\hline 7 Club & 30 & 1 & 1 & B & 1 d 6 & 1 d 3 & 1/2/3 \\
\hline 8 Dagger & 10 & 2 & 1 & P & 1 d 4 & 1 d 3 & \\
\hline 10 Fauchard & 60 & 3 & 2 & S & 1 d 6 & 1 d 8 & \\
\hline 11 Fauchard-Fork & 80 & 8 & 2 & S & 1 d 8 & 1 d 10 & \\
\hline 12 Flail & 150 & 3 & 1 & B & 1d6+1 & 2 d 4 & \\
\hline 13 Military Fork & 75 & 4 & 2 & S & 1 d 8 & 2d4 & \\
\hline 14 Glaive & 75 & 6 & 2 & S & 1 d 6 & 1 d 10 & \\
\hline 15 Glaive-Guisarme & 100 & 10 & 2 & S & 2 d 4 & 2d6 & \\
\hline 16 Guisarme & 80 & 5 & 2 & S & 2 d 4 & 1 d 8 & \\
\hline 17 Guisarme-Voulge & 150 & 7 & 2 & S & 2 d 4 & 2d4 & \\
\hline 18 Halberd & 175 & 9 & 2 & S & 1 d 10 & 2 d 6 & \\
\hline 19 Lucern Hammer & 150 & 7 & 2 & P & 2 d 4 & 1 d 6 & \\
\hline 20 Hammer & 50 & 1 & 1 & B & \(1 \mathrm{~d} 4+1\) & 1 d 4 & 1/2/3 \\
\hline 22 Jo Stick & 40 & 1 & 1 & B & 1 d 6 & 1 d 4 & \\
\hline 23 Mace & 100 & 8 & 1 & B & \(1 \mathrm{~d} 6+1\) & 1 d 6 & \\
\hline 24 Morning Star & 125 & 5 & 1 & B & 2 d 4 & 1d6+1 & \\
\hline 25 Partisan & 80 & 10 & 2 & S & 1 d 6 & \(1 \mathrm{~d} 6+1\) & \\
\hline 26 Military Pick & 60 & 8 & 1 & P & \(1 \mathrm{~d} 6+1\) & 2d4 & \\
\hline 27 Awl Pike & 80 & 3 & 2 & P & 1 d 6 & 1 d 12 & \\
\hline 29 Ranseur & 50 & 4 & 2 & S & 2 d 4 & 2d4 & \\
\hline 30 Scimitar & 40 & 15 & 1 & S & 1 d 8 & 1 d 8 & \\
\hline 31 Spear & 50 & 1 & 2 & P & 1 d 6 & 1 d 8 & 1/2/3 \\
\hline 32 Spetum & 50 & 3 & 2 & S & 1d6+1 & 2 d 6 & \\
\hline 33 Quarter Staff & 50 & 1 & 2 & B & 1 d 6 & 1 d 6 & \\
\hline 34 Bastard Sword & 100 & 25 & 2 & S & 2 d 4 & 2 d 8 & \\
\hline 35 Broad Sword & 75 & 10 & 1 & S & 2 d 4 & 1d6+1 & \\
\hline 36 Long Sword & 60 & 15 & 1 & S & 1 d 8 & 1 d 12 & \\
\hline 37 Short Sword & 35 & 8 & 1 & S & 1 d 6 & 1 d 8 & \\
\hline 38 Two-Handed Sword & 250 & 30 & 2 & S & 1 d 10 & 3 d 6 & \\
\hline 39 Trident & 50 & 4 & 1 & S & 1d6+1 & 3 d 4 & \\
\hline 40 Voulge & 125 & 2 & 2 & S & 2 d 4 & 2 d 4 & \\
\hline
\end{tabular}

For the below, "Range" gives how far short, medium, and long range are; "RoF" is rate of fire (number of missiles that can be fired per round). Holy water only works against vulnerable enemies, usually undead.
\begin{tabular}{|c|c|c|c|c|c|c|c|c|}
\hline LAUNCHERS & Weight & Value & & & Damage & Damage & & \\
\hline \# Name ( & (coins) & (gold) & H & T & v. S/M & v. L+ & Range & RoF \\
\hline 41 Composite Long Bow & 80 & 100 & 2 & & es arrow & & 7/14/21 & 2 \\
\hline 42 Composite Short Bow & 50 & 75 & 2 & & es arrow & & 6/12/18 & 2 \\
\hline 43 Long Bow & 100 & 60 & 2 & & es arrow & & 7/14/21 & 2 \\
\hline 44 Short Bow & 50 & 15 & 2 & & es arrow & & 5/10/15 & 2 \\
\hline 45 Fine Composite Long Bow & N 60 & 25000 & 2 & & es arrow & s w/Str & 6/12/19 & 1 \\
\hline 46 Light Crossbow & 50 & 12 & 2 & & es quar & els & 6/12/18 & 1 \\
\hline 47 Sling & 2 & 0 & 1 & B & \(1 \mathrm{~d} 4+1\) & \(1 \mathrm{~d} 6+1\) & 6/12/20 & 1 \\
\hline \multicolumn{9}{|l|}{AMMUNITION} \\
\hline 28 Quarrel & & 150 & 0 & P & 1 d 4 & 1 d 4 & & \\
\hline 73 Arrow & & 0 & 0 & S & 1 d 6 & 1 d 6 & & \\
\hline \multicolumn{9}{|l|}{THROWN WEAPONS} \\
\hline 9 Dart & & 250 & 1 & P & 1 d 3 & 1 d 2 & 2/4/6 & 3 \\
\hline
\end{tabular}
\begin{tabular}{llrllllll}
21 & Javelin & 10 & 0 & 1 & P & 1 d 6 & 1 d 6 & \(2 / 4 / 6\) \\
85 & Holy Water Vial & 10 & 25 & 1 & S & 2 d 4 & 2 d 4 & \(1 / 2 / 3\) \\
86 & Flask of Oil & 30 & 1 & 1 & S & 2 d 6 & 2 d 6 & \(1 / 2 / 3\)
\end{tabular}

SILVER WEAPONS
These perform the same as their regular equivalents, except they can do damage to some monsters immune to regular weapons.
\begin{tabular}{|c|c|c|c|c|c|c|c|c|}
\hline \# & Name & & \begin{tabular}{l}
Weight \\
(coins)
\end{tabular} & \begin{tabular}{l}
Value \\
(gold)
\end{tabular} & H & T & \begin{tabular}{l}
Damage \\
v. S/M
\end{tabular} & Damage
v. L+ \\
\hline 8 & Silver & Dagger & 10 & 20 & 1 & P & 1 d 4 & 1 d 3 \\
\hline 23 & Silver & Mace & 100 & 80 & 1 & B & \(1 \mathrm{~d} 6+1\) & \(1 d 6\) \\
\hline 34 & Silver & Bastard Sword & 100 & 250 & 2 & S & 2 d 4 & 2 d 8 \\
\hline 35 & Silver & Broad Sword & 75 & 100 & 1 & S & 2 d 4 & \(1 \mathrm{~d} 6+1\) \\
\hline 36 & Silver & Long Sword & 60 & 150 & 1 & S & 1 d 8 & 1 d 12 \\
\hline 37 & Silver & Short Sword & 35 & 80 & 1 & S & \(1 d 6\) & 1 d 8 \\
\hline 38 & Silver & Two-Handed Sword & d 250 & 300 & 2 & S & 1 d 10 & 3 d 6 \\
\hline 28 & Silver & Quarrel & 3 & 20 & 0 & P & 1 d 4 & 1 d 4 \\
\hline 73 & Silver & Arrow & & 5 & 0 & S & 1d6 & 1 d 6 \\
\hline
\end{tabular}

SECTION 9.2.2 - Basic Armor

The table below describes standard armor you can buy.
\#: base item type.
"Name": note that "mail" here doesn't have the modern technical meaning of specifically armor made of linked rings. By lst Edition rules, "plate armor" is different from "plate mail", and is too technologically advanced to exist. Sometimes you run into items called "plate armor", but they function as plate mail and not plate armor (in later editions of the tabletop game, plate armor is available, and is better than plate mail).
"Weight (coins)": these numbers make more sense than the weapon numbers above, but these still aren't very realistic.
"Value (gold)": what a shop will think it is worth when it is buying it from you, which is not quite the same as what you can buy it for.
"AC": bonus to Armor Class provided by wearing this.
"Max Move": maximum normal movement while wearing this armor, if you are otherwise not heavily burdened.


FANCY BODY ARMOR (these don't accomplish anything additional)
\begin{tabular}{llrrrr}
55 & Silver Chain Mail & 300 & 750 & 5 & 9 \\
58 & Silver Plate Mail & 450 & 4000 & 7 & 6
\end{tabular}

SECTION 9.2.3 - Other Items
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comprehensive):
\# Name
1 Magic-User Scroll
Clerical Scroll
Gauntlets
Cloak
Boots
Ring
[lots of random items are this]
Holy Symbol [of Sune/Tempus/Tyr], Potion
[lots of random items are this]
Leather Holy Symbol [of Bane]
Brass Key
Cursed Necklace
Bracers
Wand
Wand
Efreeti Bottle
Potion of Giant Strength
Boulder
Ring of Feather Falling
Pass
Cloak
Ring of Protection

```
Other base items in this game have the following item types (this is not
SECTION 9.3 - Magic Items

Standard magical melee weapons and thrown weapons add their plus as a bonus both to hit and to damage. Bows and crossbows are supposed to add their plus only to hit, but unlike later Gold Box games and tabletop rules also add to damage; arrows and bolts add their plus only to damage.

Standard magical armor add their plus as a bonus to Armor Class when worn, and if its base armor type decreases movement, the magical version increases net movement by 3 .

Magical scrolls come in both clerical and magic-user types. Spellcasting from a scroll is instantaneous, and have an effective spell level of whichever is higher of either 6, or the minimum class level needed to cast the spell plus 1. (So in Pool of Radiance, it will always be 6.)

Magic-user spells may be permanently learned from the scroll, which consumes that use of the spell. In later games, thieves of at least level 10 may attempt to use such scrolls.

Clerical spells include Restoration, which in this game may only be cast from scrolls. This will restore lost levels to a character that has been drained by level-draining undead, but you will still lose any progress towards the next level.

Magical wands start with a defined number of charges if not random, often less than the \(80+1 d 20\) you would find in the tabletop game. In general, charged items in the tabletop game are far more useful than they are in CRPGs; regular spellcasting is much faster than it is supposed to be.

You may not equip more than two magical rings at once.
Other magical items include:
Bag of Holding -- If equipped, causes all coins and unequipped items to have no weight, with an upper limit of 5000 coins of extra carrying capacity. It may take several pick up attempts to actually do so (which is a bug).
Bracers of Defense ("Bracers AC \#") -- These do not count as armor and will not stack with it, but will set base Armor Class to the indicated number. It's generally the defensive equipment of choice on thieves and pure magic-users.
Cloak of Displacement -- Grants a -2 bonus to Armor Class; the first physical attack per combat will automatically miss against someone wearing this. (This does not grant a bonus to saving throws, as the tabletop version does.)
Cloak of Elvenkind -- This makes the wearer invisible outdoors \(95 \%\) of the time. (In the tabletop version, the quality of the invisibility depends upon terrain.)
Cursed Necklace -- This penalizes both AC and all saving throws by 5. This is bad for actual gameplay, but fantastic for experiments.
Dust of Disappearance -- This will make the entire party invisible for 20 d 10 minutes. This is a special form of invisibility that is not dispelled by attacking or spellcasting, nor does the ability to see invisible work on it. Yes, it is very powerful -- there is a reason this does not exist at all in Gold Box games later than Curse of the Azure Bonds. This effect is described in "D"isplay as "invisible", which differs from the normal "invisibility".
Efreeti Bottle -- The efreeti in this bottle will emerge to help you fight against the vampire in the Valhingen Graveyard when you first encounter it.
Gauntlets of Ogre Power -- Wearing this raises Strength to 18(00).
Javelin of Lightning -- This single-shot consumable creates a lightning bolt that does \(20+1 d 6\) electrical damage. This acts like the magic-user spell, but with a range of 9, and the bolt only travels 3 squares.
Keoghtum's Ointment -- A jar of this has 5 applications, each of which will restores \(8+1 d 4\) hit points of damage and cure disease. (The tabletop version of "Keoghtom's" ointment also neutralizes poison. The Gold Box version seems to convert poisoned characters to outright dead ones. I don't think that's the intended meaning of "neutralize".)
Long Sword +2 Flame Tongue -- This is supposed to do extra damage against creatures that use cold, birds, undead, or fire-vulnerable creatures, but it doesn't. It also should prevent trolls from regenerating, but that doesn't happen either (and it doesn't do extra damage against those as it should). So this is just a Long Sword +2.
Manual of Bodily Health -- Using this book consumes it; after 24 hours, the user will start to train over the course of one month (always 30 days in the Forgotten Realms). At the end, +1 permanent Constitution is gained. Unlike the tabletop game, you may benefit from such an item more than once, and you can in fact use and benefit from several at once. This is the only way to permanently gain base statistics in any of the Gold Box games (without exploiting transfer bugs).
Necklace of Missiles -- shoots range 7 fireballs (as the 3rd-level magic-user spell) that do \(6 d 6\) damage. Normally, this only has several charges; if you find this as a random magical item, it may have a very large number of charges.
Potion of Extra Healing -- has three doses, each of which restores 1 d8 hit points of damage.
Potion of Giant Strength -- grants frost giant (21) Strength for \(4+1 d 4\) turns (50-80 minutes) to a fighter.
Potion of Healing -- restores \(2 \mathrm{~d} 4+2\) hit points of damage.
Potion of Speed -- acts as a Haste spell that lasts for 5d4 rounds (doubles movement and number of physical attacks, at the cost of magically aging the user by 1 year).
Ring of Feather Falling -- prevents falling damage. Or at least it is supposed
to; it doesn't actually prevent damage from falls that \(I\) have seen.
Ring of Fire Resistance -- grants a +4 bonus to saving throws against fire, and subtracts 2 (minimum 1) from each die of damage.
Ring of Invisibility -- this casts the Invisibility spell on the wearer when equipped. This item is unlimited in use, and unlike the One Ring, the invisibility persists even if the ring is removed; it is only canceled by attacking or casting a spell.
Ring of Protection -- this grants its bonus of the best ring: (1) to Armor Class if the wearer is not also wearing magical armor; (2) to all saving throws. The second effect is not present on most Rings of Protection; the only one \(I\) know of where this actually works is the one carried by the THEURGIST (\#110). (The saving throw bonus becomes more common in later games.)
Sling of Seeking +2 -- this grants its bonus both to hit and to damage (though this is not actually special in Pool of Radiance, because magical bows incorrectly do the same).
Wand of Fireballs -- shoots fireballs (as the 3rd-level magic-user spell, except the saving throw is vs. rod/staff/wand) which do \(6 d 6\) damage.
Wand of Lightning (Bolt) -- shoots lightning bolts (as the 3rd-level magic-user spell, except the saving throw is vs. rod/staff/wand) which do 6 d6 damage.
Wand of Magic Missiles -- shoots 2 magic missiles (as the 1st-level magic-user spell), which do \(2 \mathrm{~d} 4+2\) damage to a single target.
Wand of Paralyzation -- attempts to hold any single monster (range 6) for 5d4 rounds; a saving throw vs. paralyzation negates. (The DMG says to use rod/ staff/wand. Also, Tyranthraxus's magic resistance does not apply against this, even though it is supposed to.)

SECTION 9.4 - Random Magical Items
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Random magical items may be one of the following. Weapons, armor, shields, and Rings of Protection are any of +1 ( \(70 \%\) chance), +2 ( \(25 \%\) chance), or +3 (5\% chance). Items marked with an asterisk only ever appear as random items, as far as I know.

Occasionally you will get a buggy item with a buggy name (sometimes no name at all).
any weapon; darts appear in stacks of 5 , arrows and bolts in stacks of 10 .
(Who in the Forgotten Realms is making all these magical polearms?)
any armor or shield
Clerical Scroll (with 1d3 spells, each of level 1d3)
Magic-User Scroll (with 1d3 spells, each of level 1d3)
Bag of Holding*
Bracers of Defense (any of AC 6, AC 4, AC 3, AC 2)
Cloak of Elvenkind*
Keoghtum's Ointment*
Necklace of Missiles (has a lot of charges as a random magical item)
Potion of Extra Healing
Potion of Giant Strength
Potion of Healing
Ring of Fire Resistance
Ring of Invisibility*
Ring of Protection
Wand of Fireballs*
Wand of Magic Missiles
SECTION 9.5 - Summary of Locations with Magic Items

Here is a checklist of noteworthy magical items you may find in the game, by location. Numbers indicate locations on the corresponding maps. This is not comprehensive for sake of brevity; check the maps' notes for more details.

Civilized Area (New Phlan)
Once you become strong enough, and are about to be rewarded for completing a commission (and you don't mind being a murderhobo), you can fight the city guards for magical items, then get the mission reward to negate anger:
4TH LVL FIGHTER (\#41): Long Sword +1, Chain Mail +1
6TH LVL FIGHTER (\#75): Two-Handed Sword +2, Chain Mail +1, Javelin of Lightning
7TH LVL CLERIC (\#83): Mace +2, Banded Mail +2
8TH LVL FIGHTER (\#85): Two-Handed Sword +2, Plate Mail +2, Ring of Protection \(+3\)
LEVEL 3 MU (\#94): Wand of Magic Missiles (67 charges)
The Slums
1 - Clerical Scroll (Cure Light Wounds, Cure Light Wounds)
2 - Leather Armor +1
3-1 random magic item
5 - Short Bow +1, 20 Arrows +1
6 - Bracers AC 6
9 - 3 Broad Swords +1, Chain Mail +1, Flail +1
10 - Ring of Protection +1, Short Bow +1
12 - Short Bow +1, 20 Arrows +1
16 - Shield +1, Magic-User Scroll (Magic Missile)
20-3 random magic items
Sokal Keep
15 - Hammer +1
17 - Shield +1, Long Sword +1, Chain Mail +1, Mace +2
Kuto's Well
22 - Banded Mail +1, Quarter Staff +1, Bracers AC 4
Kuto's Well Catacombs
12 - Long Sword +1
Mendor's Library
5 - Potion of Giant Strength, Cloak of Displacement, Clerical Scroll (Restoration, Restoration)
8 - 3 Potions of Extra Healing
13 - Manual of Bodily Health
Podal Plaza
2 - 2 Long Swords +1
Cadorna Textile House
18 - Magic-User Scroll (Reduce, Detect Invisibility, Fireball), Magic-User Scroll (Burning Hands, Mirror Image, Blink)
21 - Gauntlets of Ogre Power (wherever you get the box opened; it is possible to exploit a bug to get this more than once)

Kovel Mansion
9 - Short Sword +2, Leather Armor +4
12 - Magic-User Scroll (Fireball, Haste, Hold Person), Magic-User Scroll (Blink, Ray of Enfeeblement, Slow), Clerical Scroll (Hold Person, Cure Blindness, Bestow Curse), Clerical Scroll (Prayer, Remove Curse, Animate Dead), Magic-User Scroll (Reduce, Detect Invisibility, Fireball), Magic-User Scroll (Burning Hands, Mirror Image, Blink)
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14 - Shield +2, Chain Mail +1
Wealthy Area
3 - Potion of Extra Healing, Ring of Feather Falling,
Clerical Scroll (Animate Dead, Cure Blindness)
Temple of Bane
1 - Clerical Scroll (Animate Dead, Cause Disease, Prayer),
Magic-User Scroll (Fireball, Ray of Enfeeblement, Stinking Cloud)
2 - Potion of Giant Strength, Potion of Speed, Wand of Magic Missiles (20
charges), Dust of Disappearance
Wilderness Lairs (all repeatable)
Western Wilderness, Thri-Kreen Lair 13: 1 random magic item
Eastern Wilderness, Wyvern Lair 2: 1 random magic item
Eastern Wilderness, Giant Lizard Lair 8: 1 random magic item
Nomad Camp
If you attack the nomads: Long Sword +2, Shield +1, Scale Mail +2, Dagger +2,
Bracers AC 4 (says AC 2, actually is AC 4), Wand of Magic Missiles (50
charges)
If you attack only the kobolds: Two-Handed Sword +2, Wand of Magic Missiles
(35 charges)
Kobold Caves
9 - 2 Two-Handed Swords +2
26 - 2 random magic items
2 7 ~ - ~ M a g i c - U s e r ~ S c r o l l ~ ( C h a r m ~ P e r s o n , ~ P r o t e c t i o n ~ f r o m ~ E v i l , ~ S t r e n g t h ) , ~
Magic-User Scroll (Friends, Invisibility, Protection from Normal Missiles)
Yarash's Pyramid
19 - 3 random magic items
20 - 3 random magic items
21 - 3 random magic items
25 - Bracers AC 4, Wand of Paralyzation (23 charges), Potion of Speed
Lizardman Keep
P4, P5, P6 (three different locations) - Shield +2
Buccaneer Base
The captain carries: Long Sword +4, Shield +2, Plate Mail +3
Zhentil Keep Outpost
5 - Gauntlets of Ogre Power, Plate Mail +2, Shield +1, 2 Rings of Fire
Resistance, 3 Potions of Extra Healing, Javelin of Lightning, Bracers AC 3,
Wand of Lightning (20 charges)
Valhingen Graveyard
5 - 4 Clerical Scrolls (Restoration, Restoration)
8 - Wand of Lightning Bolt (3 charges), 2 Clerical Scrolls (Restoration,
Restoration)
12 - Hammer +3, Sling of Seeking +2, Potion of Extra Healing,
Clerical Scroll (Restoration, Restoration),
Magic-User Scroll (Slow, Hold Person, Invisibility 10' Radius)
24 - Plate Mail +2, Long Sword +2 (lawful good), Ring of Fire Resistance,
Shield +1, 4 Clerical Scrolls (Restoration, Restoration)
26 - Ring of Protection +2
2 8 ~ - ~ W a n d ~ o f ~ M a g i c ~ M i s s i l e s ~ ( 3 3 ~ c h a r g e s ) , ~ S h i e l d ~ + 1 ,
5 Clerical Scrolls (Restoration, Restoration)

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Stojanow Gate
2 - Ring of Protection +2
13 - 2 Rings of Protection +2
Valjevo Castle
10 - Mace +3, Plate Mail +1, Necklace of Missiles (6 charges)
11 - 2 Long Swords +3 (lawful evil)
14 - Long Sword +2 Flame Tongue
18 - Potion of Speed
Valjevo Castle Hedge Maze
1 - Bracers AC 3, Ring of Fire Resistance, Wand of Lightning (20 charges)
5 - Long Sword +5, Ring of Protection +3, Gauntlets of Ogre Power
Valjevo Castle Inner Tower
7 Wand of Lightning (56 charges)
8 - 12 Two-Handed Swords +2, 12 Plate Mails +2, 12 Rings of Protection +3
SECTION 10 - Creature Statistics
SECTION 10.1 - Notes on Creature Statistics

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Many monsters capable of using equipment can equip or remove weapons, shields, and sometimes even armor on the fly. Their actual statistics in combat may not reflect the details in the next section, especially if you surprise them before they can ready equipment. It is assumed that enemies with both melee and ranged weaponry are using the former.

THACO, damage and AC are adjusted for monsters according to equipment; these statistics (for melee) are shown below. THACO is not recalculated for Strength or Dexterity. Armor supersedes base AC, but only if it is better.

No other attributes are adjusted; a humanoid with a Ring of Fire Resistance does not actually resist fire, movement is not affected by armor, and fightertypes do not get number of attacks recalculated.

A "Larger or larger" monster may be so in two ways: by being declared that way, or by having an icon of more than one tile. Either way, large monster weapon damage applies to it.
* The note (small icon) indicates it has a one-tile icon.
* The note (reversed) indicates it is declared small/medium in the game files.

Hit dice are important to many spell effects, though the Gold Box games do not bother to track partial hit dice as the tabletop game does. Every 4 fractional hit dice are generally converted to a single whole hit die.
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Hostile monster base statistics are used as follows:
Strength - affects melee weapon damage (but not unarmed attacks)
Intelligence - affects decision to flee or surrender
Wisdom - no effect
Dexterity - affects initiative and AC
Constitution - no effect
Charisma - no effect
Monster \#82 never appears anywhere.

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SECTION 10.2 - Detailed Bestiary

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\section*{\#OOO KOBOLD}

Lawful Evil Monster Fighter
Hit Dice : 0
Hit Points: 3 Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 6 Paralyzation, Poison, or Death 16
Wisdom 10 Rod, Staff, or Wand 17
Dexterity 10 Petrification or Polymorph 18
Constitution 10 Breath Weapon 20
Charisma Spell 1019
THACO: 21 Armor Class: 7 (from behind: 9)
Physical attack: 1 for 1d6 damage
Money carried: 16 copper
Items carried: Short Sword
Experience for defeating: 5 + 1 per hit point (8)
\#001 KOBOLD LEADER
Lawful Evil Monster Fighter
Hit Dice : 0
Hit Points: 4 Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 12 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma Spell 1017
THACO: 19 Armor Class: 6 (from behind: 9)
Physical attack: 1 for \(1 d 6\) damage
Money carried: 32 copper; 2 silver
Items carried: Short Bow; Arrow (20); Short Sword; Shield; Studded Leather Armor
Experience for defeating: \(8+2\) per hit point (16)
```

\#002 GOBLIN GUARD
Lawful Evil Monster Fighter
Hit Dice : 0
Hit Points: }4\mathrm{ Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma 10 Spell 17
THACO: 19 Armor Class: 6 (from behind: 9)
Physical attack: 1 for 1d6 damage
Money carried: 18 silver
Items carried: Short Sword; Shield; Studded Leather Armor
Experience for defeating: 10 + 1 per hit point (14)
\#003 GOBLIN LEADER
Lawful Evil Monster Fighter
Hit Dice : 0
Hit Points: }7\mathrm{ Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 12 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma Spell 10 17
THACO: 19 Armor Class: 4 (from behind: 7)
Physical attack: 1 for 1d6 damage
Money carried: 24 silver
Items carried: Arrow (20); Long Bow; Short Sword; Shield; Scale Mail
Experience for defeating: 10 + 1 per hit point (17) + 1 for money (18)
\#004 ORC
Lawful Evil Monster Fighter
Hit Dice : 1 Character Levels : Fighter 1
Hit Points: 5 Movement: 9 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 6 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma Spell 10 17
THACO: 19 Armor Class: 6 (from behind: 8)
Physical attack: 1 for 1d8 damage
Money carried: 24 silver
Experience for defeating: 10 + 1 per hit point (15) + 1 for money (16)

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\#005 ORC LEADER
Lawful Evil Monster Fighter
Hit Dice : 1 Character Levels : Fighter 1
Hit Points: }8\mathrm{ Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 12 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma Spell 10 17
THACO: 16 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 1d8 damage
Money carried: 4 silver; 20 electrum
Items carried: Battle Axe; Chain Mail; Arrow (7); Long Bow
Experience for defeating: 28 + 2 per hit point (44) + 10 for money (54)
\#006 HOBGOBLIN
Lawful Evil Monster Fighter
Hit Dice : 2 Character Levels : Fighter 2
Hit Points: 6 Movement: 9 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma 10 Spell 17
THACO: 18 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 1d8 damage
Money carried: 18 copper; 7 gold
Items carried: Long Sword
Experience for defeating: 20 + 2 per hit point (32) + 7 for money (39)
\#O07 HOBGOBLIN LDR
Lawful Evil Monster Fighter
Hit Dice : 2 Character Levels : Fighter 2
Hit Points: 6 Movement: 9 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma Spell 10 17
THACO: 18 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 1d8 damage
Money carried: }18\mathrm{ copper; 7 gold
Items carried: Long Sword; Arrow (12); Long Bow
Experience for defeating: 20 + 2 per hit point (32) + 7 for money (39)

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\#008 OGRE
Chaotic Evil Monster Fighter
Hit Dice : 5 Character Levels : Fighter 5
Hit Points: 21 Movement: 9 Size: Large or larger
Strength 18 Base saving throws versus:
Intelligence 6 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma 10 Spell 14
THACO: 15 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 1d10 damage
Money carried: 5 gold
Experience for defeating: 90 + 5 per hit point (195) + 5 for money (200)
\#009 OGRE LEADER
Chaotic Evil Monster Fighter
Hit Dice : 7 Character Levels : Fighter 7
Hit Points: }32\mathrm{ Movement: 9 Size: Small/Medium
Strength 18 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 10
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 12
Constitution 10 Breath Weapon 12
Charisma Spell 10 13
THACO: 13 Armor Class: 3 (from behind: 5)
Physical attack: 1 for 2d6 damage
Money carried: 7 gold
Items carried: Arrow (15); Long Bow
Experience for defeating: 225 + 8 per hit point (481) + 7 for money (488)
\#010 QUICKLINGS
Chaotic Evil Monster Fighter
Hit Dice : 1 Character Levels : Cleric 1; Fighter 1
Hit Points: }7\mathrm{ Movement: 96 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 2
Wisdom 10 Rod, Staff, or Wand 5
Dexterity 18 Petrification or Polymorph 6
Constitution 10 Breath Weapon 8
Charisma Spell }10\mathrm{ \
THAC0: 18 Armor Class: -3 (from behind: 3)
Physical attack: 3 for 1d4 damage
Money carried: 2 copper; 3 silver; 1 electrum; 2 gems
Experience for defeating: 200 + 3 per hit point (221) + 500 for money (721)
Footnote: Saving throws are as a 19th level cleric.

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\#O11 KOBOLD LEADER
Lawful Evil Monster Fighter
Hit Dice : 0
Hit Points: }4\mathrm{ Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 12 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma 10 Spell 17
THACO: 19 Armor Class: 6 (from behind: 9)
Physical attack: 1 for 1d6 damage
Money carried: 32 copper; 2 silver
Items carried: Bracers AC 6; Short Sword; Shield; Studded Leather Armor
Experience for defeating: 8 + 2 per hit point (16) + 1600 for items (1616)
\#012 GOBLIN LEADER
Lawful Evil Monster Fighter
Hit Dice : 0
Hit Points: }7\mathrm{ Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 12 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma Spell 10 17
THACO: 19 Armor Class: 4 (from behind: 7)
Physical attack: 1 for 1d6 damage
Money carried: 24 silver
Items carried: Short Sword; Shield; Leather Armor +1
Experience for defeating: 10 + 1 per hit point (17) + 1 for money (18) + 400
for items (418)
\#013 ORC
Lawful Evil Monster Fighter
Hit Dice : 1 Character Levels : Fighter 1
Hit Points: 5 Movement: 9 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 6 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma 10 Spell 17
THACO: 19 Armor Class: 6 (from behind: 8)
Physical attack: 1 for 1d8 damage
Money carried: 24 silver
Items carried: Clerical Scroll (Cure Light Wounds, Cure Light Wounds)
Experience for defeating: 10 + 1 per hit point (15) + 1 for money (16) + 400
for items (416)

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\#014 ORC LEADER
Lawful Evil Monster Fighter
Hit Dice : 1 Character Levels : Fighter 1
Hit Points: }8\mathrm{ Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 12 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma Spell 10 17
THACO: 15 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 2d4+1 damage
Money carried: 4 silver; 20 electrum
Items carried: Broad Sword +1; Chain Mail; Arrow (7); Long Bow
Experience for defeating: 28 + 2 per hit point (44) + 10 for money (54) + 400
for items (454)
\#015 ORC LEADER
Lawful Evil Monster Fighter
Hit Dice : 1 Character Levels : Fighter 1
Hit Points: 8 Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 12 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma 10 Spell 17
THACO: 15 Armor Class: 4 (from behind: 6)
Physical attack: 1 for 1d6+2 damage
Money carried: 4 silver; 20 electrum
Items carried: Flail +1; Chain Mail +1; Arrow (7); Long Bow
Experience for defeating: 28 + 2 per hit point (44) + 10 for money (54) + 800
for items (854)
\#017 SPECTRE
Lawful Evil Undead Human Fighter
Clerics turn using this line on table: Spectre
Hit Dice : 8 Character Levels : Fighter 8
Hit Points: 38 Movement: 30 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 10
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 12
Constitution 10 Breath Weapon 12
Charisma Spell 10 13
THACO: 12 Armor Class: 2 (from behind: 4)
Physical attack: 1 for 1d8 damage
Special Abilities: immunity to paralysis (only hold spells and wand);
vulnerability to holy water; immunity to poison; immunity to sleep and charm
spells; immunity to cold; level-draining melee attack (2 levels); immunity to
non-magical weapons
Experience for defeating: 1650 + 10 per hit point (2030)

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\#018 LARGE SCORPION
True Neutral Snake Monster Fighter
Hit Dice : 3 Character Levels : Fighter 3
Hit Points: 10 Movement: 9 Size: Large or larger (reversed)
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 14
Dexterity 10 Petrification or Polymorph 15
Constitution 10 Breath Weapon 16
Charisma 10 Spell 16
THACO: 15 Armor Class: 5 (from behind: 7)
Primary physical attack: 2 for 1d4 damage
Secondary physical attack: 1 for 1d1 damage
Special Abilities: save vs. poison at a +2 bonus on melee hit or die
Experience for defeating: 35 + 3 per hit point (65)
\#019 FERRAN MARTINEZ
Lawful Good Undead Human Fighter
Clerics turn using this line on table: Spectre
Hit Dice : 8 Character Levels : Fighter 8
Hit Points: }38\mathrm{ Movement: 30 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 10
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 12
Constitution 10 Breath Weapon 12
Charisma Spell 10 13
THACO: 12 Armor Class: 2 (from behind: 4)
Physical attack: 1 for 1d8 damage
Special Abilities: immunity to paralysis (only hold spells and wand); immunity
to poison; immunity to sleep and charm spells; immunity to cold;
level-draining melee attack (2 levels); immunity to non-magical weapons
Experience for defeating: 1650 + 10 per hit point (2030)
\#O20 WIGHT
Lawful Evil Undead Monster Fighter
Clerics turn using this line on table: Wight
Hit Dice : 5 Character Levels : Fighter 5
Hit Points: 23 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma Spell 10 14
THACO: 15 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 1d4 damage
Special Abilities: immunity to weapons that aren't either silver or magical;
immunity to paralysis (only hold spells and wand); immunity to poison;
immunity to cold; immunity to sleep and charm spells; level-draining melee
attack (1 level); vulnerability to holy water
Experience for defeating: 540 + 5 per hit point (655)

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\#021 WRAITH
Lawful Evil Undead Monster Fighter
Clerics turn using this line on table: Wraith
Hit Dice : 6 Character Levels : Fighter 6
Hit Points: 24 Movement: 24 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma Spell 10 14
THACO: 15 Armor Class: 4 (from behind: 6)
Physical attack: 1 for 1d6 damage
Special Abilities: level-draining melee attack (1 level); immunity to poison;
immunity to paralysis (only hold spells and wand); immunity to sleep and
charm spells; immunity to cold; half damage from silver weapons; immunity to
non-magical/silver weapons; vulnerability to holy water
Experience for defeating: 575 + 6 per hit point (719)
\#022 GIANT SKELETON
True Neutral Undead Monster Fighter
Clerics turn using this line on table: Mummy
Hit Dice : 5 Character Levels : Fighter 5
Hit Points: 28 Movement: 12 Size: Large or larger
Strength 19 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma Spell 10 14
THACO: 15 Armor Class: 2 (from behind: 4)
Physical attack: 1 for 4d6 damage
Special Abilities: vulnerability to holy water; immunity to cold; immunity to
sleep, charm, paralysis, and poison; half damage from piercing and slashing
weapons
Items carried: Short Bow
Experience for defeating: 130 + 5 per hit point (270)
\#023 VAMPIRE
Chaotic Evil Undead Monster Fighter
Clerics turn using this line on table: Vampire
Hit Dice : 9 Character Levels : Fighter 9
Hit Points: 43 Movement: 12 Size: Small/Medium
Strength 18(76) Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 8
Wisdom 10 Rod, Staff, or Wand 9
Dexterity 10 Petrification or Polymorph 10
Constitution 10 Breath Weapon 9
Charisma Spell 10 11
THACO: 14 Armor Class: 1 (from behind: 3)
Physical attack: 1 for 1d6+4 damage
Special Abilities: charming gaze (free Charm Person every round; -2 penalty to
save); half damage from cold; vulnerability to holy water; half damage from
electricity; immunity to gaze attacks; immunity to sleep, charm, paralysis,
and poison; immunity to non-magical weapons; regenerate 3 hit points per
round; level-draining melee attack (2 levels)
Items carried: Short Bow
Experience for defeating: 3800 + 12 per hit point (4316)

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\#024 LEVEL 6 MU
True Neutral Human Magic-User
Hit Dice : 6 Character Levels : Magic-User 6
Hit Points: 23 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 15 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 9
Constitution 10 Breath Weapon 13
Charisma Spell 10 10
THACO: 19 Armor Class: 7 (from behind: 9)
Physical attack: 1 for 1d4+2 damage
Spells memorized: M1 Magic Missile (2); M1 Sleep (2); M2 Mirror Image; M2
Stinking Cloud; M3 Fireball (2)
Money carried: 20 copper; 15 silver
Items carried: Ring of Protection +2
Experience for defeating: 150 + 6 per hit point (288) + 800 for items (1088)
\#025 MAD MAN
True Neutral Human Fighter
Hit Dice : 1 Character Levels : Fighter 1
Hit Points: }7\mathrm{ Movement: 9 Size: Small/Medium
Strength 17 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma Spell 10 17
THACO: 19 Armor Class: 4 (from behind: 6)
Physical attack: 1 for 1d6+1 damage
Money carried: 2 silver
Experience for defeating: 10 + 1 per hit point (17)
\#026 BASILISK
True Neutral Monster Fighter
Hit Dice : 7 Character Levels : Fighter 7
Hit Points: }31\mathrm{ Movement: 6 Size: Large or larger (reversed)
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 10
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 12
Constitution 10 Breath Weapon 12
Charisma Spell 10 13
THACO: 13 Armor Class: 4 (from behind: 6)
Physical attack: 1 for 1d10 damage
Special Abilities: reflectable gaze; petrifying gaze (save vs. petrification or
be turned to stone)
Experience for defeating: 1000 + 8 per hit point (1248)

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\#027 SKULLCRUSHER
Chaotic Neutral Human Fighter
Hit Dice : 4 Character Levels : Fighter 4
Hit Points: }39\mathrm{ Movement: 12 Size: Small/Medium
Strength 18(81) Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 13
Wisdom 8 Rod, Staff, or Wand 14
Dexterity 16 Petrification or Polymorph 15
Constitution 18 Breath Weapon 16
Charisma Spell 12 16
THACO: 15 Armor Class: 8 (from behind: 12)
Physical attack: 1 for 2d1+6 damage
Experience for defeating: 60 + 4 per hit point (216)
\#028 GRISHNAK
Chaotic Evil Monster Cleric/Magic-User
Hit Dice : 6 Character Levels : Cleric 6; Magic-User 6
Hit Points: 24 Movement: 9 Size: Small/Medium
Strength 9 Base saving throws versus:
Intelligence 16 Paralyzation, Poison, or Death 9
Wisdom 16 Rod, Staff, or Wand 12
Dexterity 13 Petrification or Polymorph 11
Constitution 11 Breath Weapon 15
Charisma 5pell 12
THACO: 13 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 1d4 damage
Spells memorized: C1 Curse; C1 Cure Light Wounds (2); C1 Cause Light Wounds; C1
Protection from Good; C2 Hold Person (4); C2 Silence, 15' Radius; C3 Cause
Disease; C3 Bestow Curse
Experience for defeating: 275 + 6 per hit point (419)
\#029 JUJU ZOMBIE
True Neutral Undead Monster Fighter
Clerics turn using this line on table: Spectre
Hit Dice : 4 Character Levels : Fighter 4
Hit Points: }24\mathrm{ Movement: 9 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 14
Dexterity 10 Petrification or Polymorph 15
Constitution 10 Breath Weapon 16
Charisma 10 Spell 16
THACO: 13 Armor Class: 6 (from behind: 8)
Physical attack: 1 for 3d4 damage
Special Abilities: immunity to non-magical weapons; half damage from blunt and
piercing weapons; half damage from fire; immunity to electricity; immunity to
cold; vulnerability to holy water; immunity to sleep, charm, paralysis, and
poison
Thief skills: Climb Walls 90%
Items carried: Short Bow
Experience for defeating: 110 + 4 per hit point (206)

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\#031 TROLL
Chaotic Evil Regenerating Monster Fighter
Hit Dice : 7 Character Levels : Fighter 7
Hit Points: }36\mathrm{ Movement: 12 Size: Large or larger
Strength 19 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 10
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 12
Constitution 10 Breath Weapon 12
Charisma 10 Spell 13
THACO: 13 Armor Class: 4 (from behind: 6)
Primary physical attack: 2 for 1d4+4 damage
Secondary physical attack: 1 for 2d6 damage
Special Abilities: inflicting fire and acid damage is supposed to stop
regeneration; regenerate 3 hit points per round; able to return from death in
3d6 rounds
Experience for defeating: 525 + 8 per hit point (813)
Differences from tabletop: fire damage preventing regeneration does not work
\#O32 NORRIS THE GRAY
Neutral Evil Half-Orc Fighter
Hit Dice : 5 Character Levels : Fighter 5
Hit Points: }25\mathrm{ Movement: 9 Size: Small/Medium
Strength 17 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 17 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma Spell 10 14
THACO: 14 Armor Class: 1 (from behind: 7)
Physical attack: 1 for 1d8+2 damage
Items carried: Long Sword +1; Shield; Chain Mail
Experience for defeating: 215 + 400 for items (615)
\#033 MACE
Lawful Evil Half-Orc Cleric
Hit Dice : 5 Character Levels : Cleric 5
Hit Points: 25 Movement: 9 Size: Small/Medium
Strength 17 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 9
Wisdom 17 Rod, Staff, or Wand 12
Dexterity 17 Petrification or Polymorph 13
Constitution 10 Breath Weapon 15
Charisma 10 Spell 14
THACO: 17 Armor Class: 1 (from behind: 7)
Physical attack: 1 for 1d6+3 damage
Spells memorized: C1 Bless (2); C1 Curse; C1 Cause Light Wounds (2); C2 Hold
Person (5); C3 Animate Dead; C3 Prayer
Items carried: Mace +1; Shield; Chain Mail
Experience for defeating: 215 + 400 for items (615)

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\#034 SKELETON
True Neutral Undead Monster Fighter
Clerics turn using this line on table: Skeleton
Hit Dice : 1 Character Levels : Fighter 1
Hit Points: 5 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma Spell 10 17
THACO: 19 Armor Class: 7 (from behind: 9)
Physical attack: 1 for 1d6 damage
Special Abilities: vulnerability to holy water; immunity to cold; immunity to
sleep, charm, paralysis, and poison; half damage from piercing and slashing
weapons
Experience for defeating: 14 + 1 per hit point (19)
\#035 ZOMBIE
True Neutral Undead Monster Fighter
Clerics turn using this line on table: Zombie
Hit Dice : 2 Character Levels : Fighter 2
Hit Points: 10 Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 0 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma Spell 10 17
THACO: 16 Armor Class: 8 (from behind: 10)
Physical attack: 1 for 1d8 damage
Special Abilities: immunity to cold; vulnerability to holy water; immunity to
sleep, charm, paralysis, and poison
Experience for defeating: 20 + 2 per hit point (40)
\#036 SWORDSMAN
Lawful Evil Human Fighter
Hit Dice : 3 Character Levels : Fighter 3
Hit Points: 18 Movement: 9 Size: Small/Medium
Strength 16 Base saving throws versus:
Intelligence 14 Paralyzation, Poison, or Death 13
Wisdom 14 Rod, Staff, or Wand 14
Dexterity 14 Petrification or Polymorph 15
Constitution 14 Breath Weapon 16
Charisma Spell 10 16
THACO: 18 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 1d8+1 damage
Money carried: 5 silver
Items carried: Arrow (20); Long Bow; Chain Mail; Long Sword
Experience for defeating: 35 + 3 per hit point (89)

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\#038 POISONOUS FROG
True Neutral Monster Fighter
Hit Dice : 1 Character Levels : Fighter 1
Hit Points: }4\mathrm{ Movement: 9 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma 10 Spell 17
THACO: 19 Armor Class: 8 (from behind: 10)
Physical attack: 1 for 1d1 damage
Special Abilities: save vs. poison at a +4 bonus on melee hit or die
Experience for defeating: 35 + 1 per hit point (39)
\#039 HUGE SCORPION
True Neutral Snake Monster Fighter
Hit Dice : 5 Character Levels : Fighter 5
Hit Points: 20 Movement: 12 Size: Large or larger (reversed)
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma 10 Spell 14
THACO: 15 Armor Class: 4 (from behind: 6)
Primary physical attack: 2 for 1d8 damage
Secondary physical attack: 1 for 1d3 damage
Special Abilities: save vs. poison on melee hit or die
Experience for defeating: 90 + 5 per hit point (190)
\#O40 NOMAD
True Neutral Human Fighter
Hit Dice : 1 Character Levels : Fighter 1
Hit Points: 6 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma Spell 10 17
THACO: 19 Armor Class: 5 (from behind: 8)
Physical attack: 1 for 1d6 damage
Money carried: 15 copper
Items carried: Arrow (20); Long Bow; Short Sword; Shield; Leather Armor
Experience for defeating: 10 + 1 per hit point (16)

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\#O41 4TH LVL FIGHTER
Lawful Evil Human Fighter
Hit Dice : 4 Character Levels : Fighter 4
Hit Points: }30\mathrm{ Movement: 12 Size: Small/Medium
Strength 17 Base saving throws versus:
Intelligence 14 Paralyzation, Poison, or Death 13
Wisdom 14 Rod, Staff, or Wand 14
Dexterity 14 Petrification or Polymorph 15
Constitution 17 Breath Weapon 16
Charisma 10 Spell 16
THACO: 17 Armor Class: 3 (from behind: 6)
Physical attack: 1 for 1d8+2 damage
Money carried: 3 electrum
Items carried: Shield; Chain Mail +1; Long Sword +1
Experience for defeating: 60 + 4 per hit point (180) + 1 for money (181) + 800
for items (981)
\#042 HASSAD
True Neutral Human Fighter
Hit Dice : 6 Character Levels : Fighter 6
Hit Points: 45 Movement: 12 Size: Small/Medium
Strength 17 Base saving throws versus:
Intelligence 12 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma Spell 14 14
THACO: 11 Armor Class: 0 (from behind: 4)
Physical attack: 1 for 1d8+3 damage
Money carried: 15 copper
Items carried: Long Sword +2; Shield +1; Scale Mail +2
Experience for defeating: 150 + 6 per hit point (420) + 2000 for items (2420)
\#043 SHAMAN
True Neutral Human Magic-User
Hit Dice : 5 Character Levels : Magic-User 5
Hit Points: 20 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 15 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 13
Dexterity 10 Petrification or Polymorph 11
Constitution 10 Breath Weapon 15
Charisma 10 Spell 12
THACO: 18 Armor Class: 4 (from behind: 6)
Physical attack: 1 for 1d4+2 damage
Spells memorized: M1 Magic Missile (2); M1 Sleep (2); M2 Mirror Image; M2
Stinking Cloud; M3 Fireball
Money carried: 20 copper
Items carried: Wand of Magic Missiles (50 charges); Bracers AC 2; Dagger +2
Experience for defeating: 90 + 5 per hit point (190) + 3600 for items (3790)
Footnote: The Bracers AC 2 act as Bracers AC 4.

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\#044 ORC
Lawful Evil Monster Fighter
Hit Dice : 1 Character Levels : Fighter 1
Hit Points: 5 Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma 10 Spell 17
THACO: 19 Armor Class: 6 (from behind: 8)
Physical attack: 1 for 1d8 damage
Money carried: 12 electrum
Items carried: Arrow (30); Short Bow
Experience for defeating: 10 + 1 per hit point (15) + 6 for money (21)
\#045 1ST LVL THIEF
Chaotic Neutral Human Thief
Hit Dice : 1 Character Levels : Thief 1
Hit Points: }4\mathrm{ Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 18 Petrification or Polymorph 14
Constitution 10 Breath Weapon 16
Charisma Spell 10 15
THACO: 20 Armor Class: 4 (from behind: 10)
Physical attack: 1 for 1d8 damage
Thief skills: Pick Pocket 40%; Open Locks 40%; Find/Remove Traps 25%; Move
Silently 25%; Hide in Shadows 20%; Hear Noise 10%; Climb Walls 85%
Money carried: 5 silver
Items carried: Leather Armor; Long Sword
Experience for defeating: 10 + 1 per hit point (14)
\#O48 DWARVEN FIGHTER
Lawful Evil Dwarf Cleric
Hit Dice : 6 Character Levels : Fighter 6
Hit Points: 50 Movement: 12 Size: Small/Medium
Strength 18(91) Base saving throws versus:
Intelligence 14 Paralyzation, Poison, or Death 11
Wisdom 14 Rod, Staff, or Wand 12
Dexterity 14 Petrification or Polymorph 13
Constitution 14 Breath Weapon 13
Charisma 10 Spell 14
THACO: 15 Armor Class: 4 (from behind: 6)
Physical attack: 1 for 1d8+6 damage
Money carried: 15 gold
Items carried: Gauntlets of Ogre Power; Chain Mail +1; Long Sword +1
Experience for defeating: 150 + 6 per hit point (450) + 15 for money (465) +
2000 for items (2465)

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\#049 MEDUSA
Lawful Evil Monster Fighter
Hit Dice : 6 Character Levels : Fighter 6
Hit Points: }30\mathrm{ Movement: 9 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma 10 Spell 14
THACO: 13 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 1d4 damage
Special Abilities: save vs. poison on melee hit or die; reflectable gaze;
petrifying gaze (save vs. petrification or be turned to stone)
Experience for defeating: 725 + 6 per hit point (905)
\#050 COMMANDANT
Lawful Evil Human Fighter
Hit Dice : 9 Character Levels : Fighter 9
Hit Points: 100 Movement: 9 Size: Small/Medium
Strength 18(51) Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 8
Wisdom 10 Rod, Staff, or Wand 9
Dexterity 16 Petrification or Polymorph 10
Constitution 17 Breath Weapon 9
Charisma Spell 14 11
THACO: 10 Armor Class: -3 (from behind: 3)
Physical attack: 1.5 for 1d8+5 damage
Money carried: 18 gold; 6 platinum
Items carried: Potion of Extra Healing (3); Ring of Fire Resistance; Shield +1;
Plate Mail +2; Javelin of Lightning; Long Sword +2
Experience for defeating: 600 + 12 per hit point (1800) + 48 for money (1848) +
4000 for items (5848)
\#051 6TH LVL THIEF
Chaotic Neutral Human Thief
Hit Dice : 7 Character Levels : Thief 7
Hit Points: 28 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 12
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 18 Petrification or Polymorph 12
Constitution 10 Breath Weapon 15
Charisma Spell 10 13
THACO: 19 Armor Class: 4 (from behind: 10)
Physical attack: 1 for 1d8 damage
Thief skills: Pick Pocket 70%; Open Locks 67%; Find/Remove Traps 55%; Move
Silently 65%; Hide in Shadows 53%; Hear Noise 25%; Climb Walls 94%
Money carried: 6 gold
Items carried: Leather Armor; Long Sword
Experience for defeating: 225 + 8 per hit point (449) + 6 for money (455)

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\#053 AIDES
Lawful Evil Human Fighter
Hit Dice : 3 Character Levels : Fighter 3
Hit Points: 18 Movement: 12 Size: Small/Medium
Strength 16 Base saving throws versus:
Intelligence 14 Paralyzation, Poison, or Death 13
Wisdom 14 Rod, Staff, or Wand 14
Dexterity 14 Petrification or Polymorph 15
Constitution 14 Breath Weapon 16
Charisma 10 Spell 16
THACO: 18 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 1d8+1 damage
Money carried: 5 silver
Items carried: Arrow (20); Long Bow; Chain Mail; Long Sword
Experience for defeating: 35 + 3 per hit point (89)
\#054 CORPORAL
Lawful Evil Human Fighter
Hit Dice : 2 Character Levels : Fighter 2
Hit Points: 13 Movement: 12 Size: Small/Medium
Strength 16 Base saving throws versus:
Intelligence 14 Paralyzation, Poison, or Death 14
Wisdom 14 Rod, Staff, or Wand 15
Dexterity 14 Petrification or Polymorph 16
Constitution 14 Breath Weapon 17
Charisma Spell 10 17
THACO: 20 Armor Class: 6 (from behind: 8)
Physical attack: 1 for 1d8 damage
Money carried: 1 silver
Experience for defeating: 20 + 2 per hit point (46)
\#055 HILL GIANT
Chaotic Evil Giant Monster Fighter
Hit Dice : 9 Character Levels : Fighter 9
Hit Points: 41 Movement: 12 Size: Large or larger
Strength 19 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 8
Wisdom 10 Rod, Staff, or Wand 9
Dexterity 0 Petrification or Polymorph 10
Constitution 10 Breath Weapon 9
Charisma Spell 10 11
THACO: 12 Armor Class: 4 (from behind: 6)
Physical attack: 1 for 2d8 damage
Special Abilities: boulder evasion (50% chance of avoiding thrown boulders)
Money carried: 2 copper; 4 silver; 3 electrum; 2000 gold
Items carried: Boulder; Boulder
Experience for defeating: 1400 + 12 per hit point (1892) + 2001 for money
(3893)
Footnote: Boulders may be thrown for 1d8+8 damage.

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\#056 FIRE GIANT
Lawful Evil Giant Monster Fighter
Hit Dice : 12 Character Levels : Fighter 12
Hit Points: 59 Movement: 12 Size: Large or larger
Strength 22 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 7
Wisdom 10 Rod, Staff, or Wand 8
Dexterity 10 Petrification or Polymorph 9
Constitution 10 Breath Weapon 8
Charisma 10 Spell 10
THACO: 9 Armor Class: 3 (from behind: 5)
Physical attack: 1 for 5d6 damage
Special Abilities: boulder evasion (50% chance of avoiding thrown boulders);
immunity to fire
Money carried: 2000 copper; 1000 silver; 4000 gold
Experience for defeating: 2700 + 16 per hit point (3644) + 4060 for money
(7704)
\#057 LIZARDMAN
True Neutral Monster Fighter
Hit Dice : 3 Character Levels : Fighter 3
Hit Points: }11\mathrm{ Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 14
Dexterity 10 Petrification or Polymorph 15
Constitution 10 Breath Weapon 16
Charisma 10 Spell 16
THACO: 16 Armor Class: 4 (from behind: 6)
Primary physical attack: 1 for 1d8 damage
Secondary physical attack: 2 for 1d2 damage
Experience for defeating: 65 + 3 per hit point (98)
\#058 MUTANT LIZ-MAN
True Neutral Monster Fighter
Hit Dice : 4 Character Levels : Fighter 4
Hit Points: }18\mathrm{ Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 14
Dexterity 10 Petrification or Polymorph 15
Constitution 10 Breath Weapon 16
Charisma 10 Spell 16
THACO: 14 Armor Class: 3 (from behind: 5)
Primary physical attack: 1 for 1d10 damage
Secondary physical attack: 2 for 1d4 damage
Experience for defeating: 60 + 4 per hit point (132)

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\#059 GIANT LIZARD
True Neutral Monster Fighter
Hit Dice : 4 Character Levels : Fighter 4
Hit Points: 16 Movement: 15 Size: Large or larger
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 14
Dexterity 10 Petrification or Polymorph 15
Constitution 10 Breath Weapon 16
Charisma 10 Spell 16
THACO: 16 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 1d8 damage
Experience for defeating: 60 + 4 per hit point (124)
\#060 GIANT SNAKE
True Neutral Snake Monster Fighter
Hit Dice : 5 Character Levels : Fighter 5
Hit Points: }25\mathrm{ Movement: 12 Size: Large or larger
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma Spell 10 14
THACO: 15 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 3d6+2 damage
Special Abilities: save vs. poison on melee hit or die
Experience for defeating: 135 + 5 per hit point (260)
\#061 STIRGE
True Neutral Monster Fighter
Hit Dice : 2 Character Levels : Fighter 2
Hit Points: }5\mathrm{ Movement: 18 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma 10 Spell 17
THACO: 15 Armor Class: 8 (from behind: 10)
Physical attack: 1 for 1d3 damage
Special Abilities: blood draining attack (ld4 damage per round after melee hit,
12 damage maximum)
Experience for defeating: 36 + 2 per hit point (46)
\#062 MINOTAUR
Chaotic Evil Monster Fighter
Hit Dice : 7 Character Levels : Fighter 7
Hit Points: }33\mathrm{ Movement: 12 Size: Large or larger
Strength 18(50) Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma 10 Spell 14
THACO: 13 Armor Class: 6 (from behind: 8)
Primary physical attack: 1 for 1d3 damage
Secondary physical attack: 1 for 2d4 damage
Experience for defeating: 400 + 8 per hit point (664)

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\#063 BUGBEAR

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\#065 AHNKHEG
True Neutral Monster Fighter
Hit Dice : 8 Character Levels : Fighter 8
Hit Points: }40\mathrm{ Movement: 12 Size: Large or larger
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 10
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 12
Constitution 10 Breath Weapon 12
Charisma Spell 10 13
THACO: 12 Armor Class: 2 (from behind: 4)
Physical attack: 1 for 3d6 damage
Special Abilities: ld4 additional acid damage on melee hit; acid squirt attack
(range 3, 8d4 damage, save vs. breath weapon for half damage)
Experience for defeating: 390 + 1 per hit point (430)
\#066 TYRANTHRAXUS
Lawful Good Monster Fighter
Hit Dice : 10 Character Levels : Fighter 10
Hit Points: 80 Movement: 24 Size: Large or larger
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 7
Wisdom 10 Rod, Staff, or Wand 8
Dexterity 19 Petrification or Polymorph 9
Constitution 10 Breath Weapon 8
Charisma Spell 10 10
THACO: 5 Armor Class: -4 (from behind: 2)
Primary physical attack: 2 for 1d6 damage
Secondary physical attack: 1 for 4d6 damage
Special Abilities: see invisibility; 100% magic resistance; 2d10 additional
fire damage on melee hit; dragon fear aura (opponents with 3 or fewer HD must
save vs. magic or be paralyzed for 4d6 turns); displaced (first melee attack
always misses); dragon electrical attack (range 10, 100% chance in first
round, 50% chance thereafter, area of effect as lightning bolt, max HP
damage, save vs. breath weapon for half damage)
Experience for defeating: 2550 + 14 per hit point (3670)
Differences from tabletop: lacks repulsion breath

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\#067 CENTAUR
Chaotic Good Monster Fighter
Hit Dice : 4 Character Levels : Fighter 4
Hit Points: 20 Movement: 18 Size: Large or larger
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma 10 Spell 14
THACO: 15 Armor Class: 5 (from behind: 7)
Physical attack: 2 for 1d6 damage
Money carried: 6 gold; 2 gems
Experience for defeating: 85 + 4 per hit point (165) + 506 for money (671)
\#068 DISPLACER BEAST
Lawful Good Monster Fighter
Hit Dice : 6 Character Levels : Fighter 6
Hit Points: }30\mathrm{ Movement: 15 Size: Large or larger
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 9
Wisdom 10 Rod, Staff, or Wand 10
Dexterity 10 Petrification or Polymorph 11
Constitution 10 Breath Weapon 11
Charisma Spell 10 12
THACO: 13 Armor Class: 2 (from behind: 4)
Physical attack: 2 for 2d4 damage
Experience for defeating: 475 + 8 per hit point (715)
Differences from tabletop: not displaced
\#069 DRIDER
Chaotic Evil Elf Fighter/Magic-User/Thief
Hit Dice : 7 Character Levels : Fighter 7; Magic-User 7
Hit Points: }36\mathrm{ Movement: 12 Size: Large or larger
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 9
Constitution 10 Breath Weapon 13
Charisma Spell 10 10
THACO: 13 Armor Class: 2 (from behind: 5)
Physical attack: 1 for 1d4 damage
Special Abilities: save vs. paralyzation at a -2 penalty on melee hit or be
paralyzed for 1d2 turns (10-20 minutes)
Spells memorized: M1 Magic Missile; M1 Sleep (2); M2 Detect Invisibility; M2
Ray of Enfeeblement; M2 Stinking Cloud; M3 Blink; M3 Fireball (2); M3 Haste
Money carried: 7 platinum; 3 gems
Items carried: Shield; Arrow (4); Composite Long Bow
Experience for defeating: 875 + 8 per hit point (1163) + 785 for money (1948)
Differences from tabletop: lacks 15% magic resistance

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\#070 EFREETI
True Neutral Monster Fighter
Hit Dice : 10 Character Levels : Fighter 10
Hit Points: 55 Movement: 24 Size: Large or larger
Strength 19 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 8
Wisdom 10 Rod, Staff, or Wand 9
Dexterity 10 Petrification or Polymorph 9
Constitution 10 Breath Weapon 9
Charisma 10 Spell 10
THACO: 10 Armor Class: 2 (from behind: 4)
Physical attack: 1 for 3d8 damage
Special Abilities: efreeti fire resistance (-1 damage per die of fire damage)
Money carried: 6 gold
Experience for defeating: 1950 + 14 per hit point (2720) + 6 for money (2726)
Differences from tabletop: lacks Enlarge and Invisibility spells
\#071 ETTIN
Chaotic Evil Monster Fighter
Hit Dice : 10 Character Levels : Fighter 10
Hit Points: 50 Movement: 12 Size: Large or larger
Strength 19 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 8
Wisdom 10 Rod, Staff, or Wand 9
Dexterity 10 Petrification or Polymorph 10
Constitution 10 Breath Weapon 9
Charisma Spell 10 11
THACO: 10 Armor Class: 3 (from behind: 5)
Primary physical attack: 1 for 2d8 damage
Secondary physical attack: 1 for 3d6 damage
Experience for defeating: 1950 + 14 per hit point (2650)
\#072 GHOUL
Chaotic Evil Undead Monster Fighter
Clerics turn using this line on table: Ghoul
Hit Dice : 2 Character Levels : Fighter 2
Hit Points: 10 Movement: 9 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma Spell 10 17
THACO: 16 Armor Class: 6 (from behind: 8)
Primary physical attack: 2 for 1d3 damage
Secondary physical attack: 1 for 1d6 damage
Special Abilities: immunity to sleep and charm spells; save vs. paralyzation on
melee hit or be paralyzed for 1d6+2 rounds (does not affect elves)
Experience for defeating: 65 + 2 per hit point (85)

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\#073 GNOLL

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\#076 7TH LVL DW FIGH
True Neutral Dwarf Fighter
Hit Dice : 7 Character Levels : Fighter 7
Hit Points: 50 Movement: 12 Size: Small/Medium
Strength 17 Base saving throws versus:
Intelligence 12 Paralyzation, Poison, or Death 10
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 12
Constitution 10 Breath Weapon 12
Charisma Spell 14 13
THACO: 13 Armor Class: 4 (from behind: 6)
Physical attack: 1 for 2d4+2 damage
Money carried: 3 gold
Items carried: Lucern Hammer +1
Experience for defeating: 225 + 8 per hit point (625) + 3 for money (628) + 400
for items (1028)
\#077 7TH LVL THIEF
Chaotic Neutral Human Thief
Hit Dice : 7 Character Levels : Thief 7
Hit Points: 28 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 12
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 18 Petrification or Polymorph 12
Constitution 10 Breath Weapon 15
Charisma Spell 10 13
THACO: 19 Armor Class: 4 (from behind: 10)
Physical attack: 1 for 1d6 damage
Thief skills: Pick Pocket 70%; Open Locks 67%; Find/Remove Traps 55%; Move
Silently 65%; Hide in Shadows 53%; Hear Noise 25%; Climb Walls 94%
Money carried: 6 gold
Items carried: Leather Armor; Wand of Magic Missiles (23 charges)
Experience for defeating: 225 + 8 per hit point (449) + 6 for money (455) +
4000 for items (4455)
\#078 2ND LVL CLERIC
Neutral Good Monster Cleric
Hit Dice : 2 Character Levels : Cleric 2
Hit Points: }8\mathrm{ Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 10
Wisdom 14 Rod, Staff, or Wand 13
Dexterity 10 Petrification or Polymorph 14
Constitution 10 Breath Weapon 16
Charisma 10 Spell 15
THACO: 20 Armor Class: 10 (from behind: 12)
Physical attack: 1 for 1d4 damage
Money carried: 4 silver
Experience for defeating: 20 + 2 per hit point (36)

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\#079 DIANE
True Neutral Human Magic-User
Hit Dice : 5 Character Levels : Magic-User 5
Hit Points: 20 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 15 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 13
Dexterity 10 Petrification or Polymorph 11
Constitution 10 Breath Weapon 15
Charisma 10 Spell 12
THACO: 20 Armor Class: 9 (from behind: 11)
Physical attack: 1 for 1d4 damage
Spells memorized: M1 Magic Missile (7)
Money carried: 20 copper
Items carried: Dagger
Experience for defeating: 90 + 5 per hit point (190)
\#080 7TH LVL FIGHTER
True Neutral Dwarf Fighter
Hit Dice : 7 Character Levels : Fighter 7
Hit Points: 50 Movement: 12 Size: Small/Medium
Strength 17 Base saving throws versus:
Intelligence 12 Paralyzation, Poison, or Death 10
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 12
Constitution 10 Breath Weapon 12
Charisma Spell 14 13
THACO: 14 Armor Class: 3 (from behind: 5)
Physical attack: 1 for 1d10+1 damage
Money carried: 3 gold
Items carried: Plate Armor; Two-Handed Sword
Experience for defeating: 225 + 8 per hit point (625) + 3 for money (628)
\#081 YARASH
Lawful Evil Human Magic-User
Hit Dice : 9 Character Levels : Magic-User 9
Hit Points: }27\mathrm{ Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 18 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 9
Constitution 10 Breath Weapon 13
Charisma 10 Spell 10
THACO: 19 Armor Class: 4 (from behind: 6)
Physical attack: 1 for 1d4+2 damage
Spells memorized: M1 Magic Missile (3); M1 Shield; M2 Mirror Image; M2 Stinking
Cloud (2); M3 Blink; M3 Fireball; M3 Protection from Normal Missiles
Money carried: 8 platinum
Items carried: Potion of Speed; Wand of Paralyzation (23 charges); Potion of
Healing (2); Bracers AC 4
Experience for defeating: 600 + 12 per hit point (924) + 40 for money (964) +
4000 for items (4964)

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\#082 LEVEL 6 MU
True Neutral Human Magic-User
Hit Dice : 6 Character Levels : Magic-User 6
Hit Points: 23 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 15 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 9
Constitution 10 Breath Weapon 13
Charisma Spell 10 10
THACO: 17 Armor Class: 6 (from behind: 8)
Physical attack: 1 for 1d4+2 damage
Spells memorized: M1 Magic Missile (2); M1 Sleep (2); M2 Mirror Image; M2
Stinking Cloud; M3 Fireball (2)
Money carried: 20 copper; 15 silver
Items carried: Magic-User Scroll (Fireball, Blink, Blink); Dagger +2; Ring of
Protection +3; Cloak of Displacement; Wand of Lightning (67 charges)
Experience for defeating: 150 + 6 per hit point (288) + 9600 for items (9888)
Footnote: This monster does not actually appear anywhere.
\#083 7TH LVL CLERIC
Lawful Evil Human Cleric
Hit Dice : 7 Character Levels : Cleric 7
Hit Points: 42 Movement: 12 Size: Small/Medium
Strength 15 Base saving throws versus:
Intelligence 14 Paralyzation, Poison, or Death 7
Wisdom 18 Rod, Staff, or Wand 10
Dexterity 14 Petrification or Polymorph 11
Constitution 14 Breath Weapon 13
Charisma Spell 10 12
THACO: 14 Armor Class: 2 (from behind: 4)
Physical attack: 1 for 1d6+3 damage
Spells memorized: C1 Curse (4); C2 Hold Person (3); C2 Silence, 15' Radius; C3
Prayer; C3 Bestow Curse (2)
Money carried: 15 gold
Items carried: Potion of Healing; Banded Armor +2; Mace +2
Experience for defeating: 350 + 8 per hit point (686) + 15 for money (701) +
2000 for items (2701)
\#084 6TH LVL FIGHTER
True Neutral Human Fighter
Hit Dice : 6 Character Levels : Fighter 6
Hit Points: 45 Movement: 12 Size: Small/Medium
Strength 17 Base saving throws versus:
Intelligence 12 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma Spell 14 14
THACO: 11 Armor Class: 2 (from behind: 4)
Physical attack: 1 for 1dl0+3 damage
Money carried: 15 copper
Items carried: Javelin of Lightning; Two-Handed Sword +2; Chain Mail +1
Experience for defeating: 150 + 6 per hit point (420) + 1600 for items (2020)

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\#085 8TH LVL FIGHTER
True Neutral Human Fighter
Hit Dice : 8 Character Levels : Fighter 8
Hit Points: }87\mathrm{ Movement: 12 Size: Small/Medium
Strength 18(51) Base saving throws versus:
Intelligence 12 Paralyzation, Poison, or Death 10
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 12
Constitution 18 Breath Weapon 12
Charisma 14 Spell 13
THACO: 12 Armor Class: 1 (from behind: 3)
Physical attack: 1.5 for 1d10+5 damage
Money carried: 5 platinum
Items carried: Ring of Protection +3; Two-Handed Sword +2; Plate Mail +2
Experience for defeating: 500 + 10 per hit point (1370) + 25 for money (1395) +
2800 for items (4195)
\#086 AL-HYAM DAZID
Lawful Evil Human Magic-User
Hit Dice : 7 Character Levels : Magic-User 7
Hit Points: 22 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 18 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 9
Constitution 10 Breath Weapon 13
Charisma 10 Spell 10
THACO: 19 Armor Class: 3 (from behind: 5)
Physical attack: 1 for 1d4+2 damage
Spells memorized: M1 Reduce; M1 Magic Missile (2); M1 Shield; M2 Mirror Image;
M2 Stinking Cloud; M3 Fireball (2)
Money carried: 15 gold
Items carried: Wand of Lightning (20 charges); Ring of Fire Resistance; Bracers
AC 3
Experience for defeating: 350 + 8 per hit point (526) + 15 for money (541) +
8000 for items (8541)
\#087 ENVOY
True Neutral Human Cleric/Fighter/Magic-User
Hit Dice : 6 Character Levels : Fighter 6; Magic-User 6
Hit Points: }45\mathrm{ Movement: 12 Size: Small/Medium
Strength 18(51) Base saving throws versus:
Intelligence 18 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 11
Constitution 17 Breath Weapon 13
Charisma Spell 14 12
THACO: 11 Armor Class: 2 (from behind: 4)
Physical attack: 1 for 1d10+5 damage
Spells memorized: M1 Magic Missile (2); M1 Sleep (2); M2 Mirror Image; M2
Stinking Cloud; M3 Fireball
Money carried: 5 gold
Items carried: Two-Handed Sword +2; Plate
Experience for defeating: 225 + 6 per hit point (495) + 5 for money (500) + 800
for items (1300)

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\#088 GENHEERIS
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Lawful Evil Human Magic-User
Hit Dice : 7 Character Levels : Magic-User 7
Hit Points: }22\mathrm{ Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 18 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 9
Constitution 10 Breath Weapon 13
Charisma Spell 10 10
THACO: 19 Armor Class: 9 (from behind: 11)
Physical attack: 1 for 1d4+2 damage
Spells known: M1 Burning Hands; M1 Charm Person; M1 Magic Missile; M1 Shield;
M1 Sleep; M2 Invisibility; M2 Mirror Image; M2 Ray of Enfeeblement; M2
Stinking Cloud; M3 Fireball; M3 Haste; M3 Lightning Bolt; M3 Protection from
Normal Missiles
Spells memorized: M1 Magic Missile (3); M1 Sleep; M2 Stinking Cloud (2); M3
Fireball (2)
Money carried: 15 gold
Items carried: Wand of Lightning (56 charges)
Experience for defeating: 350 + 8 per hit point (526) + 15 for money (541) +
4000 for items (4541)
\#089 5TH LVL MU
True Neutral Human Magic-User
Hit Dice : 5 Character Levels : Magic-User 5
Hit Points: 20 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 15 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 13
Dexterity 10 Petrification or Polymorph 11
Constitution 10 Breath Weapon 15
Charisma Spell 10 12
THACO: 20 Armor Class: 9 (from behind: 11)
Physical attack: 1 for 1d4 damage
Spells memorized: M1 Charm Person (2); M1 Magic Missile (2); M2 Mirror Image;
M2 Stinking Cloud; M3 Hold Person
Money carried: 20 copper
Items carried: Dagger
Experience for defeating: 90 + 5 per hit point (190)
\#090 1ST LVL CLERIC
Neutral Good Monster Cleric
Hit Dice : 1 Character Levels : Cleric 1
Hit Points: }8\mathrm{ Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 10
Wisdom 14 Rod, Staff, or Wand 13
Dexterity 10 Petrification or Polymorph 14
Constitution 10 Breath Weapon 16
Charisma Spell 10 15
THACO: 20 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 1d6+1 damage
Spells memorized: C1 Bless; C1 Detect Magic; M1 Reduce
Money carried: 4 silver
Items carried: Mace; Chain Mail
Experience for defeating: 10 + 1 per hit point (18)

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\#091 LEVEL 5 CLERIC
Neutral Good Monster Cleric
Hit Dice : 5 Character Levels : Cleric 5
Hit Points: }29\mathrm{ Movement: 12 Size: Small/Medium
Strength 14 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 9
Wisdom 18 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 14 Breath Weapon 15
Charisma Spell 10 14
THACO: 15 Armor Class: 2 (from behind: 4)
Physical attack: 1 for 1d6+4 damage
Spells memorized: C1 Bless (2); C1 Cure Light Wounds (3); C2 Hold Person (5);
C3 Cause Blindness
Money carried: 4 silver
Items carried: Necklace of Missiles (6 charges); Mace +3; Plate Mail +1
Experience for defeating: 130 + 5 per hit point (275) + 2400 for items (2675)
\#092 TYRANTHRAXUS
Chaotic Neutral Human Thief
Hit Dice : 8 Character Levels : Thief 8
Hit Points: 40 Movement: 12 Size: Small/Medium
Strength 17 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 12
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 18 Petrification or Polymorph 12
Constitution 10 Breath Weapon 15
Charisma Spell 10 13
THACO: 14 Armor Class: 3 (from behind: 9)
Physical attack: 1 for 1d8+6 damage
Thief skills: Pick Pocket 75%; Open Locks 72%; Find/Remove Traps 60%; Move
Silently 72%; Hide in Shadows 59%; Hear Noise 25%; Climb Walls 96%; Read
Languages 40%
Money carried: 4 gold
Items carried: Gauntlets of Ogre Power; Ring of Protection +3; Long Sword +5
Experience for defeating: 375 + 8 per hit point (695) + 4 for money (699) +
4400 for items (5099)
\#093 6TH LVL THIEF
Chaotic Neutral Human Thief
Hit Dice : 7 Character Levels : Thief 7
Hit Points: 28 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 12
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 18 Petrification or Polymorph 12
Constitution 10 Breath Weapon 15
Charisma Spell 10 13
THACO: 19 Armor Class: 6 (from behind: 12)
Physical attack: 1 for 1d6 damage
Special Abilities: camouflaged (95% effective invisibility)
Thief skills: Pick Pocket 70%; Open Locks 67%; Find/Remove Traps 55%; Move
Silently 65%; Hide in Shadows 53%; Hear Noise 25%; Climb Walls 94%
Money carried: 6 gold
Experience for defeating: 225 + 8 per hit point (449) + 6 for money (455)

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\#094 LEVEL 3 MU
True Neutral Human Magic-User
Hit Dice : 3 Character Levels : Magic-User 3
Hit Points: }9\mathrm{ Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 15 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 13
Dexterity 10 Petrification or Polymorph 11
Constitution 10 Breath Weapon 15
Charisma 10 Spell 12
THACO: 20 Armor Class: 9 (from behind: 11)
Physical attack: 1 for 1d4+2 damage
Spells memorized: M1 Magic Missile; M1 Sleep; M2 Stinking Cloud
Money carried: 20 copper
Items carried: Wand of Magic Missiles (67 charges)
Experience for defeating: 50 + 3 per hit point (77) + 4000 for items (4077)
\#095 DRYTHH
True Neutral Monster Fighter
Hit Dice : 4 Character Levels : Fighter 4
Hit Points: 18 Movement: 6 Size: Small/Medium
Strength 18(00) Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 14
Dexterity 10 Petrification or Polymorph 15
Constitution 10 Breath Weapon 16
Charisma Spell 10 16
THACO: 14 Armor Class: 3 (from behind: 5)
Primary physical attack: 1 for 1d10 damage
Secondary physical attack: 2 for 1d4 damage
Experience for defeating: 60 + 4 per hit point (132)
\#096 GUARD
True Neutral Human Fighter
Hit Dice : 0
Hit Points: 4 Movement: 12 Size: Small/Medium
Strength 16 Base saving throws versus:
Intelligence 14 Paralyzation, Poison, or Death 14
Wisdom 14 Rod, Staff, or Wand 15
Dexterity 14 Petrification or Polymorph 16
Constitution 14 Breath Weapon 17
Charisma Spell 10 17
THACO: 20 Armor Class: 8 (from behind: 10)
Physical attack: 1 for 1d8+1 damage
Money carried: 5 copper
Items carried: Long Sword; Leather Armor; Quarrel; Light Crossbow
Experience for defeating: 10 + 1 per hit point (14)

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\#097 BANDIT
True Neutral Human Fighter
Hit Dice : 0
Hit Points: }6\mathrm{ Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma 10 Spell 17
THACO: 19 Armor Class: 5 (from behind: 8)
Physical attack: 1 for 1d6 damage
Money carried: 15 copper
Items carried: Arrow (20); Long Bow; Short Sword; Shield; Leather Armor
Experience for defeating: 10 + 1 per hit point (16)
\#098 MERCHANT
True Neutral Human Fighter
Hit Dice : 0
Hit Points: 6 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 15
Dexterity 10 Petrification or Polymorph 16
Constitution 10 Breath Weapon 17
Charisma Spell 10 17
THACO: 19 Armor Class: 5 (from behind: 8)
Physical attack: 1 for 1d6 damage
Money carried: 15 copper
Items carried: Arrow (20); Long Bow; Short Sword; Shield; Leather Armor
Experience for defeating: 10 + 1 per hit point (16)
\#099 BUCCANEER
True Neutral Human Fighter
Hit Dice : 0
Hit Points: }4\mathrm{ Movement: 12 Size: Small/Medium
Strength 16 Base saving throws versus:
Intelligence 14 Paralyzation, Poison, or Death 14
Wisdom 14 Rod, Staff, or Wand 15
Dexterity 14 Petrification or Polymorph 16
Constitution 14 Breath Weapon 17
Charisma Spell 10 17
THACO: 20 Armor Class: 10 (from behind: 12)
Physical attack: 1 for 1d8 damage
Money carried: 5 copper
Experience for defeating: 10 + 1 per hit point (14)

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\#100 3RD LVL FIGHTER
Lawful Evil Human Fighter
Hit Dice : 3 Character Levels : Fighter 3
Hit Points: }18\mathrm{ Movement: 12 Size: Small/Medium
Strength 16 Base saving throws versus:
Intelligence 14 Paralyzation, Poison, or Death 13
Wisdom 14 Rod, Staff, or Wand 14
Dexterity 14 Petrification or Polymorph 15
Constitution 14 Breath Weapon 16
Charisma 10 Spell 16
THACO: }18\mathrm{ Armor Class: 3 (from behind: 5)
Physical attack: 1 for 1d8+1 damage
Money carried: 5 silver
Items carried: Long Sword; Plate Armor; Quarrel (15); Heavy Crossbow
Experience for defeating: 35 + 3 per hit point (89)
\#101 5TH LVL FIGHTER
True Neutral Human Fighter
Hit Dice : 5 Character Levels : Fighter 5
Hit Points: }39\mathrm{ Movement: 12 Size: Small/Medium
Strength 17 Base saving throws versus:
Intelligence 14 Paralyzation, Poison, or Death 11
Wisdom 14 Rod, Staff, or Wand 12
Dexterity 15 Petrification or Polymorph 13
Constitution 14 Breath Weapon 13
Charisma Spell 10 14
THACO: 16 Armor Class: 9 (from behind: 12)
Physical attack: 1 for 1d8 damage
Money carried: 5 copper; 2 silver
Experience for defeating: 90 + 5 per hit point (285)
\#102 CAPTAIN
Lawful Evil Human Fighter
Hit Dice : 10 Character Levels : Fighter 10
Hit Points: 110 Movement: 9 Size: Small/Medium
Strength 18(51) Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 8
Wisdom 10 Rod, Staff, or Wand 9
Dexterity 17 Petrification or Polymorph 10
Constitution 17 Breath Weapon 9
Charisma Spell 14 11
THACO: 8 Armor Class: -6 (from behind: 2)
Physical attack: 1.5 for 1d8+7 damage
Money carried: 18 gold; 6 platinum
Items carried: Shield +2; Long Sword +4; Plate Mail +3; Quarrel (15); Light
Crossbow
Experience for defeating: 900 + 14 per hit point (2440) + 48 for money (2488) +
3600 for items (6088)

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\#103 WARRIOR
Lawful Evil Human Fighter
Hit Dice : 2 Character Levels : Fighter 2
Hit Points: }13\mathrm{ Movement: 9 Size: Small/Medium
Strength 16 Base saving throws versus:
Intelligence 14 Paralyzation, Poison, or Death 14
Wisdom 14 Rod, Staff, or Wand 15
Dexterity 14 Petrification or Polymorph 16
Constitution 14 Breath Weapon 17
Charisma 10 Spell 17
THACO: 19 Armor Class: 3 (from behind: 6)
Physical attack: 1 for 1d8+1 damage
Money carried: 1 silver
Items carried: Shield; Long Bow; Arrow (60); Silver Battle Axe; Banded Mail
Experience for defeating: 20 + 2 per hit point (46)
\#104 PRINCESS FATIMA
Lawful Good Human Fighter
Hit Dice : 4 Character Levels : Fighter 4
Hit Points: }33\mathrm{ Movement: 12 Size: Small/Medium
Strength 18(01) Base saving throws versus:
Intelligence 14 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 14
Dexterity 18 Petrification or Polymorph 15
Constitution 16 Breath Weapon 16
Charisma 15 Spell 16
THACO: 16 Armor Class: 3 (from behind: 10)
Physical attack: 1 for 1d6+3 damage
Items carried: Shield; Leather Armor; Short Sword
Experience for defeating: 90 + 5 per hit point (255)
\#105 VAMPIRE
Chaotic Evil Undead Monster Fighter
Clerics turn using this line on table: Vampire
Hit Dice : 9 Character Levels : Fighter 9
Hit Points: 15 Movement: 12 Size: Small/Medium
Strength 18(76) Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 8
Wisdom 10 Rod, Staff, or Wand 9
Dexterity 10 Petrification or Polymorph 10
Constitution 10 Breath Weapon 9
Charisma 10 Spell 11
THACO: 14 Armor Class: 1 (from behind: 3)
Physical attack: 1 for 1d6+4 damage
Special Abilities: half damage from cold; vulnerability to holy water; half
damage from electricity; charming gaze (free Charm Person every round; -2
penalty to save); immunity to sleep, charm, paralysis, and poison; immunity
to non-magical weapons; immunity to gaze attacks; regenerate 3 hit points per
round; level-draining melee attack (2 levels)
Experience for defeating: 3800 + 12 per hit point (3980)

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\#106 WOLF
True Neutral Monster Fighter
Hit Dice : 3 Character Levels : Fighter 3
Hit Points: 18 Movement: 18 Size: Large or larger (reversed)
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 14
Dexterity 10 Petrification or Polymorph 15
Constitution 10 Breath Weapon 16
Charisma 10 Spell 16
THACO: 16 Armor Class: 7 (from behind: 9)
Physical attack: 1 for 1d4+1 damage
Experience for defeating: 35 + 3 per hit point (89)
\#107 DIRTEN
Lawful Good Human Cleric
Hit Dice : 5 Character Levels : Cleric 5
Hit Points: 26 Movement: 9 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 15 Paralyzation, Poison, or Death 9
Wisdom 16 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 9 Breath Weapon 15
Charisma 15 Spell 14
THACO: 18 Armor Class: 5 (from behind: 7)
Physical attack: 1 for 1d6+1 damage
Spells known: All Cleric level 1 spells; All Cleric level 2 spells; All Cleric
level 3 spells
Spells memorized: C1 Bless (2); C1 Cure Light Wounds (3); C2 Find Traps; C2
Hold Person (2); C2 Slow Poison; C2 Spiritual Hammer; C3 Prayer
Money carried: 20 copper
Items carried: Wooden Holy Symbol; Mace; Chain Mail
Experience for defeating: 150 + 6 per hit point (306)
\#108 ACOLYTE
Neutral Good Monster Cleric
Hit Dice : 1 Character Levels : Cleric 1
Hit Points: }8\mathrm{ Movement: 9 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 10
Wisdom 14 Rod, Staff, or Wand 13
Dexterity 10 Petrification or Polymorph 14
Constitution 10 Breath Weapon 16
Charisma Spell 10 15
THACO: 20 Armor Class: 4 (from behind: 7)
Physical attack: 1 for 1d6+1 damage
Spells known: All Cleric level 1 spells
Spells memorized: C1 Bless; C1 Cure Light Wounds; C1 Detect Magic
Money carried: 4 silver
Items carried: Silver Holy Symbol of Sune; Holy Water Vial; Shield; Mace; Chain
Mail
Experience for defeating: 10 + 1 per hit point (18)

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\#109 HERO
Lawful Evil Human Fighter
Hit Dice : 4 Character Levels : Fighter 4
Hit Points: }35\mathrm{ Movement: 9 Size: Small/Medium
Strength 17 Base saving throws versus:
Intelligence 14 Paralyzation, Poison, or Death 13
Wisdom 14 Rod, Staff, or Wand 14
Dexterity 17 Petrification or Polymorph 15
Constitution 17 Breath Weapon 16
Charisma 10 Spell 16
THACO: 14 Armor Class: -1 (from behind: 4)
Physical attack: 1 for 1d10+2 damage
Money carried: 5 silver
Items carried: Long Bow; Arrow (60); Two-Handed Sword +1; Plate Mail +1
Experience for defeating: 60 + 4 per hit point (200) + 800 for items (1000)
\#110 THEURGIST
True Neutral Human Magic-User
Hit Dice : 4 Character Levels : Magic-User 4
Hit Points: 13 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 15 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 13
Dexterity 10 Petrification or Polymorph 11
Constitution 10 Breath Weapon 15
Charisma Spell 10 12
THACO: 20 Armor Class: 8 (from behind: 10)
Physical attack: 1 for 1d4 damage
Spells known: M1 Magic Missile; M1 Read Magic; M1 Sleep; M2 Knock; M2 Stinking
Cloud
Spells memorized: M1 Read Magic; M1 Sleep (2); M2 Knock; M2 Stinking Cloud
Money carried: 20 copper
Items carried: Dart (6); Dagger; Ring of Protection +1 (improves saving
throws)
Experience for defeating: 75 + 4 per hit point (127) + 400 for items (527)
\#111 ROBBER
Chaotic Neutral Human Thief
Hit Dice : 4 Character Levels : Thief 4
Hit Points: 16 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 18 Petrification or Polymorph 14
Constitution 10 Breath Weapon 16
Charisma Spell 10 15
THACO: 19 Armor Class: 3 (from behind: 9)
Physical attack: 1 for 1d6+1 damage
Thief skills: Pick Pocket 55%; Open Locks 62%; Find/Remove Traps 40%; Move
Silently 43%; Hide in Shadows 35%; Hear Noise 15%; Climb Walls 88%
Money carried: 5 silver
Items carried: Leather Armor +1; Short Sword +1
Experience for defeating: 90 + 5 per hit point (170) + 800 for items (970)

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\#112 CURATE
Lawful Good Human Cleric
Hit Dice : 4 Character Levels : Cleric 4
Hit Points: }26\mathrm{ Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 15 Paralyzation, Poison, or Death 9
Wisdom 16 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 9 Breath Weapon 15
Charisma 15 Spell 14
THACO: 18 Armor Class: 3 (from behind: 5)
Physical attack: 1 for 1d6+1 damage
Spells known: All Cleric level 1 spells; All Cleric level 2 spells
Spells memorized: C1 Bless (2); C1 Cure Light Wounds (3); C2 Hold Person (2);
C2 Slow Poison; C2 Spiritual Hammer
Money carried: 20 copper
Items carried: Mace; Plate Mail
Experience for defeating: 90 + 5 per hit point (220)
\#113 HIPPOGRIFF
True Neutral Monster Fighter
Hit Dice : 4
Hit Points: }18\mathrm{ Movement: 36 Size: Large or larger
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 14
Dexterity 10 Petrification or Polymorph 15
Constitution 10 Breath Weapon 16
Charisma Spell 10 16
THACO: 15 Armor Class: 5 (from behind: 7)
Primary physical attack: 2 for 1d6 damage
Secondary physical attack: 1 for 1d10 damage
Experience for defeating: 60 + 4 per hit point (132)
\#114 MUMMY
Lawful Evil Undead Human Fighter
Clerics turn using this line on table: Mummy
Hit Dice : 7 Character Levels : Fighter 7
Hit Points: }33\mathrm{ Movement: 6 Size: Small/Medium
Strength 18(51) Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 10
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 12
Constitution 10 Breath Weapon 13
Charisma Spell 10 13
THACO: 13 Armor Class: 3 (from behind: 5)
Physical attack: 1 for 1d12 damage
Special Abilities: vulnerability to holy water; vulnerability to fire (50%
extra damage); immunity to cold; immunity to sleep, charm, paralysis, and
poison; immunity to non-magical weapons; half damage from magical weapons;
disease melee attack; mummy fear aura (at start of combat, all opponents must
save or be paralyzed; humans save with a +2 bonus); vulnerability to
electricity (sometimes)
Experience for defeating: 1150 + 8 per hit point (1414)

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\#116 PHASE SPIDER
True Neutral Monster Fighter
Hit Dice : 6
Hit Points: }35\mathrm{ Movement: 6 Size: Large or larger (reversed)
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma 10 Spell 14
THACO: }13\mathrm{ Armor Class: 7 (from behind: 9)
Physical attack: 1 for 1d6 damage
Special Abilities: blinking; save vs. poison at a -2 penalty on melee hit or
die
Experience for defeating: 700 + 6 per hit point (910)
\#118 THRI-KREEN
Chaotic Neutral Monster Fighter
Hit Dice : 7 Character Levels : Fighter 7
Hit Points: }33\mathrm{ Movement: 18 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 10
Wisdom 10 Rod, Staff, or Wand 11
Dexterity 10 Petrification or Polymorph 12
Constitution 10 Breath Weapon 12
Charisma 10 Spell 13
THACO: 13 Armor Class: 5 (from behind: 7)
Primary physical attack: 4 for ld4 damage
Secondary physical attack: 1 for 1d4+1 damage
Special Abilities: missile evasion (60% chance of avoiding any missile attack);
save vs. paralyzation on melee hit or be paralyzed for 2d8 rounds
Money carried: 3 gems
Experience for defeating: 800 + 8 per hit point (1064) + 750 for money (1814)
\#119 TIGER
True Neutral Monster Fighter
Hit Dice : 6 Character Levels : Fighter 6
Hit Points: }38\mathrm{ Movement: 12 Size: Large or larger
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 11
Wisdom 10 Rod, Staff, or Wand 12
Dexterity 10 Petrification or Polymorph 13
Constitution 10 Breath Weapon 13
Charisma Spell 10 14
THACO: 13 Armor Class: 6 (from behind: 8)
Primary physical attack: 2 for 1d4+1 damage
Secondary physical attack: 1 for 1d10 damage
Special Abilities: rear claw rake (2 additional 2d4 attacks if 2 melee attacks
hit)
Experience for defeating: 225 + 6 per hit point (453)

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\#120 WILD BOAR
True Neutral Monster Fighter
Hit Dice : 4 Character Levels : Fighter 4
Hit Points: 18 Movement: 15 Size: Large or larger (reversed)
Strength 10 Base saving throws versus:
Intelligence 3 Paralyzation, Poison, or Death 13
Wisdom 10 Rod, Staff, or Wand 14
Dexterity 10 Petrification or Polymorph 15
Constitution 10 Breath Weapon 16
Charisma 10 Spell 16
THACO: 15 Armor Class: 7 (from behind: 9)
Physical attack: 1 for 3d4 damage
Special Abilities: can continue to fight for 1d4+1 additional rounds after
being reduced to 0 to -6 hit points
Experience for defeating: 85 + 4 per hit point (157)
\#121 WYVERN
Neutral Evil Monster Fighter
Hit Dice : 9 Character Levels : Fighter 9
Hit Points: 42 Movement: 24 Size: Large or larger
Strength 10 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 8
Wisdom 10 Rod, Staff, or Wand 9
Dexterity 10 Petrification or Polymorph 10
Constitution 10 Breath Weapon 9
Charisma Spell 10 11
THACO: 12 Armor Class: 3 (from behind: 5)
Primary physical attack: 1 for 2d8 damage
Secondary physical attack: 1 for 1d6 damage
Special Abilities: save vs. poison on melee hit or die
Experience for defeating: 925 + 10 per hit point (1345)
\#122 EVOKER
True Neutral Human Magic-User
Hit Dice : 2 Character Levels : Magic-User 2
Hit Points: 6 Movement: 12 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 15 Paralyzation, Poison, or Death 14
Wisdom 10 Rod, Staff, or Wand 13
Dexterity 10 Petrification or Polymorph 11
Constitution 9 Breath Weapon 15
Charisma 15 Spell 12
THACO: 20 Armor Class: 9 (from behind: 11)
Physical attack: 1 for 1d4 damage
Spells known: M1 Magic Missile; M1 Read Magic; M1 Sleep
Spells memorized: M1 Sleep (2)
Money carried: 20 copper
Items carried: Dart (6); Dagger
Experience for defeating: 35 + 3 per hit point (53)

```
```

\#123 KOBOLD
Lawful Evil Monster Fighter
Hit Dice : 0
Hit Points: }3\mathrm{ Movement: 6 Size: Small/Medium
Strength 10 Base saving throws versus:
Intelligence 6 Paralyzation, Poison, or Death 16
Wisdom 10 Rod, Staff, or Wand 17
Dexterity 10 Petrification or Polymorph 18
Constitution 10 Breath Weapon 20
Charisma 10 Spell 19
THACO: 21 Armor Class: 7 (from behind: 9)
Physical attack: 1 for 1d6 damage
Money carried: 16 copper
Items carried: Arrow (30); Short Bow; Short Sword
Experience for defeating: 5 + 1 per hit point (8)
\#124 EFREETI
True Neutral Monster Fighter
Hit Dice : 10 Character Levels : Fighter 10
Hit Points: 55 Movement: 24 Size: Large or larger
Strength 19 Base saving throws versus:
Intelligence 10 Paralyzation, Poison, or Death 8
Wisdom 10 Rod, Staff, or Wand 9
Dexterity 10 Petrification or Polymorph 9
Constitution 10 Breath Weapon 9
Charisma Spell 10 10
THACO: 10 Armor Class: 2 (from behind: 4)
Physical attack: 1 for 3d8 damage
Special Abilities: efreeti fire resistance (-1 damage per die of fire damage)
Money carried: 6 gold
Experience for defeating: 1950 + 14 per hit point (2720) + 6 for money (2726)
Differences from tabletop: lacks Enlarge and Invisibility spells
SECTION 11 - Hacking the Game
------
SECTION 11.1 - Hacking Overview
SECTION 11.1.1 - Useful Hacking Utilities
Gold Box Companion is not just useful for playing the game; it now includes
numerous utilities useful for hacking.
http://gbc.zorbus.net/
DAXDump and ECLDump can be used to unpack the *.DAX files. You may download
it from:
http://gbc.zorbus.net/daxdump.zip
Gold Box Explorer will allow you to investigate the contests of *.DAX and
*.ECL files. Its project page is at:
https://github.com/bsimser/Gold-Box-Explorer
The Curse of the Azure Bonds remake is for the sequel, but it was helpful for
figuring out Gold Box-specific mechanics:
http://simeonpilgrim.com/blog/2008/07/22/curse-of-the-azure-bonds-build-1013/
The executable is partially compressed. You can use UNP to decompress it

```
```

(which should not interfere with playing the game):

```
http://unp.bencastricum.nl/
```

SECTION 11.1.2 - DAX File Format

```
The DAX file format compresses multiple files in each DAX file, using a form of
run-length encoding.
Header:
    * 2 bytes: little-endian 16-bit length of the rest of the header
    * Series of 9 byte file descriptors:
            Hex
        Offset Function
            00 Number of this file (must be unique to this specific DAX)
            01-04 Little-endian 32 -bit offset of the beginning of the file
            05-06 Little-endian 16-bit length of the decompressed file
            07-08 Little-endian 16-bit length of the compressed data
File (offsets do not count the header):
    First byte is the run length:
    * If run length bit 128 not set:
        Copy the next (run length +1 ) bytes to the decompressed file as is.
    * If run length bit 128 set:
        Treat run length as signed 8-bit, then negate: repeat this number of the
        succeeding byte.
    If there are data left, the next byte is now the new run length.
```

SECTION 11.2 - Data Structures

```
SECTION 11.2.1 - Creature File Format

This is for both characters (*.SAV in a saved game, *.CHA outside the party)
and monsters (MON?CHA.DAX, must be dumped with one of the hacking utilities).
A * indicates fields values that are defined, but not supported, by the game.
For known spells ( \(0 \times 33\) to \(0 \times 69\) ), 0 means spell is not known, 1 means spell is
    known. The number of the spell description is used in memorized spells
    ( \(0 \times 17\) to \(0 x 2 B\) ).
        Hex
    Offset Function (offsets are in hexadecimal, values are in decimal)
        000 Length of name (valid values: 1-15)
001-00F Character name (standard ASCII encoding)
    010 Strength (current; does not include extraordinary strength)
    011 Intelligence (current)
    012 Wisdom (current)
    013 Dexterity (current)
    014 Constitution (current)
    015 Charisma (current)
    016 Extraordinary strength (current; only valid when offset \(0 \times 10=18\) )
017-02B Memorized spells (0 means no spell; anything else is a single spell)
        02C (always \(0 x 00\) for monsters)
        02D 60 minus base THACO
        02E Race:
            0 monster
            1 dwarf
            2 elf
```

    3 gnome
    4 half-elf
    5 halfling
    6* half-orc
    human
    0 3 4 ~ S p e l l ~ 2 : ~ C 1 ~ C u r s e ~
0 3 5 ~ S p e l l ~ 3 : ~ C 1 ~ C u r e ~ L i g h t ~ W o u n d s
0 3 6 ~ S p e l l ~ 4 : ~ C 1 ~ C a u s e ~ L i g h t ~ W o u n d s
0 3 7 Spell 5: C1 Detect Magic
0 3 8 ~ S p e l l ~ 6 : ~ C 1 ~ P r o t e c t i o n ~ f r o m ~ E v i l ~
039 Spell 7: C1 Protection from Good
03A Spell 8: C1 Resist Cold
03B Spell 9: M1 Burning Hands
03C Spell 10: M1 Charm Person
03D Spell 11: M1 Detect Magic
03E Spell 12: M1 Enlarge
03F Spell 13: M1 Reduce
040 Spell 14: M1 Friends
0 4 1 ~ S p e l l ~ 1 5 : ~ M 1 ~ M a g i c ~ M i s s i l e ~
0 4 2 ~ S p e l l ~ 1 6 : ~ M 1 ~ P r o t e c t i o n ~ f r o m ~ E v i l ~
0 4 3 ~ S p e l l ~ 1 7 : ~ M 1 ~ P r o t e c t i o n ~ f r o m ~ G o o d
044 Spell 18: M1 Read Magic
045 Spell 19: M1 Shield
046 Spell 20: M1 Shocking Grasp
047 Spell 21: M1 Sleep
048 Spell 22: C2 Find Traps
049 Spell 23: C2 Hold Person
04A Spell 24: C2 Resist Fire
04B Spell 25: C2 Silence, 15' Radius
04C Spell 26: C2 Slow Poison
04D Spell 27: C2 Snake Charm
04E Spell 28: C2 Spiritual Hammer
04F Spell 29: M2 Detect Invisibility
050 Spell 30: M2 Invisibility
051 Spell 31: M2 Knock
0 5 2 ~ S p e l l ~ 3 2 : ~ M 2 ~ M i r r o r ~ I m a g e ~
0 5 3 ~ S p e l l ~ 3 3 : ~ M 2 ~ R a y ~ o f ~ E n f e e b l e m e n t
0 5 4 ~ S p e l l ~ 3 4 : ~ M 2 ~ S t i n k i n g ~ C l o u d ,

```
```

    Spell 35: M2 Strength
    0 5 6 ~ S p e l l ~ 3 6 : ~ C 3 ~ A n i m a t e ~ D e a d ~
    0 5 7 ~ S p e l l ~ 3 7 : ~ C 3 ~ C u r e ~ B l i n d n e s s ~
    058 Spell 38: C3 Cause Blindness
    059 Spell 39: C3 Cure Disease
    05A Spell 40: C3 Cause Disease
    05B Spell 41: C3 Dispel Magic
    05C Spell 42: C3 Prayer
    05D Spell 43: C3 Remove Curse
    05E Spell 44: C3 Bestow Curse
    05F Spell 45: M3 Blink
    0 6 0 ~ S p e l l ~ 4 6 : ~ M 3 ~ D i s p e l ~ M a g i c
    061 Spell 47: M3 Fireball
    062 Spell 48: M3 Haste
    063 Spell 49: M3 Hold Person
    0 6 4 ~ S p e l l ~ 5 0 : ~ M 3 ~ I n v i s i b i l i t y , ~ 1 0 ' ~ R a d i u s
    0 6 5 ~ S p e l l ~ 5 1 : ~ M 3 ~ L i g h t n i n g ~ B o l t ~
    0 6 6 ~ S p e l l ~ 5 2 : ~ M 3 ~ P r o t e c t i o n ~ f r o m ~ E v i l , ~ 1 0 ' ~ R a d i u s ~
    0 6 7 \text { Spell 53: M3 Protection from Good, 10' Radius}
    0 6 8 ~ S p e l l ~ 5 4 : ~ M 3 ~ P r o t e c t i o n ~ f r o m ~ N o r m a l ~ M i s s i l e s ~
    069 Spell 55: M3 Slow
    06A Spell 56: C7 Restoration
    06B Highest level
    06C Lower 7 bits, icon size (1 = 1x1, 2 = 1x2, 3 = 2x1, 4 = 2x2)
    bit 128 = creature is Large or larger
    06D Base saving throw vs. paralyzation, poison or death
    06E Base saving throw vs. petrification or polymorph
    06F Base saving throw vs. rod, staff or wand
    0 7 0 \text { Base saving throw vs. breath weapon}
    0 7 1 ~ B a s e ~ s a v i n g ~ t h r o w ~ v s . ~ s p e l l
    0 7 2 \text { Base movement}
    0 7 3 ~ H i t ~ d i c e
    0 7 4 ~ D r a i n e d ~ l e v e l s ~
    0 7 5 \text { Drained hit points}
    0 7 6 ~ I f ~ n o n - z e r o , ~ c a n ~ b e ~ t u r n e d ~ ( n u m b e r ~ i n d i c a t e s ~ w h i c h ~ l i n e ~ o n ~ t a b l e )
    0 7 7 \text { Thief skill (includes all modifiers): Pick Pockets}
    0 7 8 ~ T h i e f ~ s k i l l ~ ( i n c l u d e s ~ a l l ~ m o d i f i e r s ) : ~ O p e n ~ L o c k s
    0 7 9 ~ T h i e f ~ s k i l l ~ ( i n c l u d e s ~ a l l ~ m o d i f i e r s ) : ~ F i n d / R e m o v e ~ T r a p s
    07A Thief skill (includes all modifiers): Move Silently
    07B Thief skill (includes all modifiers): Hide in Shadows
    07C Thief skill (includes all modifiers): Hear Noise
    07D Thief skill (includes all modifiers): Climb Walls
    07E Thief skill (includes all modifiers): Read Languages
    07F-082 Effects pointer
0 8 3 ~ ( a l w a y s ~ 0 x f f ~ f o r ~ m o n s t e r s )
0 8 4 ~ N P C ~ s t a t u s ~ ( a l w a y s ~ 0 x f f ~ f o r ~ m o n s t e r s )
0 8 5 ~ N P C ~ t r e a s u r e ~ s h a r e ~ ( l o o k s ~ l i k e ~ i t ' s ~ s u p p o s e d ~ t o ~ b e ~ l o w e r ~ 7 ~ b i t s ~ a s
share, bit 128 as item flag ... except this is 255 half the time)
086-087 (always 0x00 for monsters)
088-089 Copper coins (little-endian)
08A-08B Silver coins (little-endian)
08C-08D Electrum coins (little-endian)
08E-08F Gold coins (little-endian)
090-091 Platinum coins (little-endian)
092-093 Gems (little-endian)
094-095 Jewelry (little-endian)
096 Cleric level
097* Druid level
0 9 8 ~ F i g h t e r ~ l e v e l
099* Paladin level

```
```

    09A* Ranger level
    09B Magic-user level
    09C Thief level
    09D* Monk level
    09E Gender:
            0 male
            1 female
    09F Monster type (there are several miscategorized monsters):
            0 humanoid
            1 monstrous humanoid
            2 giant
            3 dragon
            4 undead
            7 \text { extra-dimensional}
            fire-based
            9 cold-based
            1 0 ~ r e g e n e r a t i n g ~
            1 1 ~ r e p t i l e
            12 avian
            1 4 ~ s n a k e
            1 5 \text { mammalian quadruped}
            16 creepy-crawly
            1 7 \text { generic monster}
    0A0 Alignment:
        O lawful good
        1 lawful neutral
        2 lawful evil
        3 neutral good
        4 ~ t r u e ~ n e u t r a l
        5 \text { neutral evil}
        6 chaotic good
        7 \text { chaotic neutral}
        chaotic evil
    0A1 Base number of primary attacks, multiplied by 2
    0A2 Base number of secondary attacks, multiplied by 2
    0A3 Base primary attack number of dice
    0A4 Base secondary attack number of dice
    0A5 Base primary attack dice sides
    0A6 Base secondary attack dice sides
    0A7 Base primary attack bonus damage (without modifiers)
    0A8 Base secondary attack bonus damage (without modifiers)
    0A9 60 minus base Armor Class
    0AA Strength bonus allowed
    OAB Combat icon
    0AC-0AF Experience (little-endian)
0BO Item usage flags
OB1 Hit points rolled
OB2 Cleric 1st level spell slots
OB3 Cleric 2nd level spell slots
OB4 Cleric 3rd level spell slots
0B5 Magic-user 1st level spell slots
0B6 Magic-user 2nd level spell slots
0B7 Magic-user 3rd level spell slots
0B8-0B9 Experience for defeating (little-endian)
OBA Bonus experience per HP for defeating
OBB Portrait head
OBC Portrait body
OBD Icon head
OBE Icon weapon
OBF (always 0x00 for monsters)

```
```

    OCO Icon size
    0C1-0C6 Icon colors
0C7 Special vulnerability flags
0C8-0CB Items pointer
OCC-OCF Equipped weapon pointer
0D0-0D3 Equipped shield pointer
0D4-0D7 Equipped body armor pointer
0D8-0DB Equipped gauntlets pointer
ODC-ODF Equipped helm pointer
0EO-0E3 Equipped belt pointer
OE4-0E7 Equipped robe pointer
OE8-OEB Equipped cloak pointer
OEC-OEF Equipped boots pointer
0FO-0F3 Equipped ring 1 pointer
0F4-0F7 Equipped ring 2 pointer
0F8-0FB Equipped arrow pointer
OFC-OFF Equipped bolt pointer
100 Hands used
101 Saving throw bonus
102-103 Encumbrance in coins (little-endian)
104-107 Next character pointer
108-10B Combat pointer
10C Status:
O okay
1 animated
2 tempgone
3 running
4 unconscious
dying
6 dead
7 stoned
8 gone
In combat
Hostility flag
Autocombat flag
60 minus current THACO
6 0 minus current Armor Class
6 0 minus current Armor Class for rear attacks
Primary attacks remaining, multiplied by 2
Secondary attacks remaining, multiplied by 2
Current primary attack number of dice
Current secondary attack number of dice
Current primary attack dice sides
Current secondary attack dice sides
Current primary attack bonus damage
11A Current secondary attack bonus damage
11B Current hit points
11C Current movement
SECTION 11.2.2 - Creature Effects List

```
----------------------------------------------

This for both characters and monsters, which both have effects files consisting of a series of 9-byte fields. These are named *.SPC for characters, and MON?SPC.BIN (inside MON?SPC.DAX) for monsters. The first byte indicates which effect:

Hex
Value Effect (specific spell effects are capitalized)
\(0 \times 01\) Bless
```

0x02 Curse
0x03 wielding Two-Handed Sword vs. Undead
0x04 studying Manual of Bodily Health
0x05 Detect Magic
0x06 wielding Flame Tongue sword (the actual Flame Tongue sword doesn't work)
0x07 training with Manual of Modily Health
0x08 Protection from Evil
0x09 Protection from Good
0x0A Resist Cold
0x0B charmed
0x0C Enlarge
0x0D Reduce
0x0E Friends
0x0F Slow Poison
0x10 Read Magic
0x11 Shield
0x12 gnome THACO bonus versus kobolds and goblins
0x13 Find Traps
0x14 Resist Fire
0x15 Silence, 15' Radius
0x16 Slow Poison worn off
0x17 Spiritual Hammer
0x18 see invisibility (works on 0x19 but not 0x47)
0x19 invisibility
0x1A dwarf THACO bonus versus half-orcs, goblins, hobgoblins, and orcs
0x1B feather falling
0x1C Mirror Image
0x1D Ray of Enfeeblement
0x1E nauseated
0x1F helpless
0x20 Animate Dead
0x21 blind
0x22 diseased (both Strength drain and hit point drain)
0x23 affected by allied Prayer
0x24 Bestow Curse
0x25 blinking
0x26 extra strength
0x27 hasted
0x28 in Stinking Cloud
0x29 Protection from Normal Missiles
0x2A slowed
0x2B diseased (Strength drain)
0x2C diseased (hit point drain)
0x2D Protection from Evil, 10' Radius
0x2E Protection from Good, 10' Radius
0x2F dwarf/gnome AC bonus versus ogres, trolls, ogre magi, giants, and titans
0x30 gnome AC bonus versus gnolls and bugbears
0x31 Prayer
0x32 mummy disease
0x33 Snake Charm
0x34 held
0x35 sleeping
0x36 repulsed (unimplemented bronze dragon attack)
0x37 poisoned
0x38 invisibility (from ring)
0x39 unknown
0x3A unknown
0x3B add effect 0x62
0x3C unknown
0x3D wearing Ring of Fire Resistance

```
```

0x3E regeneration from Constitution 20+
0x3F unknown
0x40 poison melee attack (unmodified saving throw)
0x41 poison melee attack (+4 bonus to saving throw)
0x42 poison melee attack (+2 bonus to saving throw)
0x43 paralysis melee attack (save or be paralyzed for 2d8 minutes)
0x44 paralysis melee attack (does not affect elves)
0x45 paralysis melee attack (-2 penalty to saving throw)
0x46 poison melee attack (-2 penalty to saving throw)
0x47 invisible (from dust; detect invisibility does not work on this)
0x48 camouflaged
0x49 rear claw rake (2 additional 2d4 attacks if 2 melee attacks hit)
0x4A unknown
0x4B unknown
0x4C blood draining attack (1d4 damage per round on melee hit, 12 dam total)
0x4D bite and hold attack (bite attack holds defender in place)
0x4E unknown
0x4F fire touch of Tyranthraxus (2d10 additional fire damage on melee hit)
0x50 anhkheg acid melee attack (1d4 additional acid damage on melee hit)
0x51 dragon fear aura (opponents with 3 or fewer HD must save or be paralyzed)
0x52 mummy fear aura (all opponents must save or be paralyzed; humans at +2)
0x53 petrifying gaze
0x54 charming gaze (free Charm Person every round; -2 penalty to save)
0x55 level-draining melee attack (1 level)
0x56 level-draining melee attack (2 levels)
0x57 disease melee attack
0x58 electrical breath attack (100% chance, then 50% after; max HP damage)
0x59 displaced
0x5A unknown
0x5B immunity to electricity
0x5C unknown
0x5D half damage from fire
0x5E half damage from blunt and piercing weapons
0x5F fighting on after being reduced to 0 to -6 hit points
0x60 immunity to weapons that aren't either silver or magical
0x61 dwarf/gnome/halfling spell/wand saving throw bonus
0x62 regenerate 3 hit points per round
0x63 keeps fighting after becoming unconscious (gain 1d4+1 minutes of 0x5F)
0x64 troll vulnerability to fire and acid
0x65 regenerate 3 hit points per round; can return from death in 3d6 rounds
0x66 unknown
0x67 immunity to non-magical weapons (distinction vs. 0x77 unknown)
0x68 thri-kreen missile evasion (60% chance of avoiding missile attacks)
0x69 unknown
0x6A 100% magic resistance
0x6B elven 90% resistance to sleep and charm spells
0x6C immunity to sleep and charm
0x6D immunity to paralysis (only Hold Person and wand)
0x6E immunity to cold
0x6F immunity to paralysis and poison
0x70 immunity to fire
0x71 efreeti fire resistance (-1 damage per fire damage die)
0x72 half damage from electricity
0x73 half damage from piercing and slashing weapons
0x74 half damage from magical weapons
0x75 vulnerability to holy water
0x76 half damage from cold
0x77 immunity to non-magical weapons (distinction vs. 0x67 unknown)
0x78 boulder evasion (50% chance of avoiding thrown boulders)
0x79 anhkheg acid squirt attack (range 3, 8d4 damage)

```
```

0x7A vulnerability to fire
0x7B immunity to weapons that aren't either silver (half damage) or magical
0x7C half-elven 30% resistance to sleep and charm spells
0x7D immunity to sleep, charm, paralysis, and poison
0x7E immunity to gaze attacks
0x7F reflectable gaze
The second and third bytes are the 16-bit little-endian number of minutes
remaining of the effect (except for 0x3E).
The fourth byte:
* 255 for a permanent effect
* otherwise, indicates strength of spell
* lower 4 bits are often the level of the caster, for Dispel Magic; known
exceptions:
* 0x0C (Enlarge): level of Strength granted
* 0x0E (Friends): Charisma bonus
* upper 4 bits:
* 0x1C Mirror Image: number of images remaining
SECTION 11.2.3 - Item File Format

```
----------------------------------------
This is for both characters (*.ITM), and placed treasures (ITEM?.DAX) and
monsters (MON?ITM.DAX). DAX files must be dumped with one of the hacking
utilities.
Each item entry is 63 bytes.
    Hex
Offset Function (offsets are in hexadecimal, values are in decimal)
    00 Display name length
01-2D Display name (in ASCII, lowercase OK, null-terminated)
    2E Type
    2F Identified name component 3
    30 Identified name component 2
    31 Identified name component 1
    32 Magical bonus (signed 8-bit)
    33 Saving throw bonus (signed 8-bit)
    34 Equipped (0 = unequipped, 1 = equipped)
    35 Unidentified name components bitmask
    36 Cursed ( \(0=\) uncursed, \(1=\) cursed)
37-38 Weight in coins (unsigned little-endian 16-bit)
    39 Quantity ( \(0=\) single item that does not stack)
3A-3B Item value in gold pieces (unsigned little-endian 16-bit)
3C-3E Properties:
    If item is scroll: 1-56 are spells (as in Creature File Format)
    If item is any other magical consumable:
            \(3 C=\) number of charges
            3D \(=\) effect:
                            3 Potion of Extra Healing
                            51 Wand of Lightning (Bolt)
                80 Potion of Speed
                81 Keoghtum's Ointment
                82 Potion of Giant Strength
                83 Javelin of Lightning
                84 Wand of Paralyzation
                85 Potion of Healing
                86 Dust of Disappearance
                87 Necklace of Missiles
```

            8 Wand of Magic Missiles
            9 0 ~ M a n u a l ~ o f ~ B o d i l y ~ H e a l t h ~
    Otherwise, check 3E (if not stated otherwise, confers any effect in
3D if it is not 0):
129 Ring of Fire Resistance
131 Gauntlets of Ogre Power
132 Aligned weapon; must have an alignment equal to the lower 4
bits of 3D, or take damage equal to the upper 4 bits of 3D
133 Cloak of Displacement
134 Cloak of Elvenkind
135 boulder
136 Undead slaying weapon; bonus against undead in 3D
137 Spiritual Hammer
139 Ring of Invisibility
Base items are in the file named ITEMS, which has a 2-byte header, followed by
a series of 16-byte item descriptors:
Hex
Offset Function (offsets are in hexadecimal, values are in decimal)
00 Slot: 0 = main hand, 1 = off hand, 2 = body armor, 3 = gauntlets, 4 =
helm, 5 = belt, 6 = robe, 7 = cloak, 8 = boots, 9 = ring, 10=
ammunition
0 1 ~ H a n d s ~ r e q u i r e d ~ t o ~ u s e
02 Damage vs. large, dice number
0 3 Damage vs. large, dice sides
0 4 ~ D a m a g e ~ v s . ~ l a r g e , ~ b o n u s
0 5 ~ R a t e ~ o f ~ f i r e ~ f o r ~ r a n g e d ~ w e a p o n s ~ ( m u l t i p l i e d ~ b y ~ 2 )
0 6 ~ A C ~ a d j u s t m e n t : ~ I f ~ 1 7 8 ~ o r ~ h i g h e r , ~ b o d y ~ a r m o r ~ o r ~ b r a c e r s ~ b o n u s ~ e q u a l ~ t o
the excess. If not, but is }128\mathrm{ or higher, other AC bonus equal to
the excess.
0 7 Weapon type: 0 = slashing, 1 = piercing, 128 = bashing
0 8 ~ u n k n o w n
0 9 Damage vs. small/medium, dice number
OA Damage vs. small/medium, dice sides
OB Damage vs. small/medium, bonus
OC If non-zero, range of ranged weapon
OD Class usability bitmask:
bit 1 magic-user
bit 2 cleric
bit 4 thief
bit 8 fighter
bit 16* druid
bit 32* monk
bit 64* paladin or ranger
0E Ammunition: 10 = doesn't require ammo, 11 = arrows, 15 = arrows with
Strength bonus, 20= non-stacking thrown, 26 = stacking thrown,
138 = bolts
0F unknown (always 0)
SECTION 11.2.4 - Spell Table Format
-----------------------------------------
Hex
Offset Meaning (values are in decimal)
00 Spell type:
O clerical
1 magic-user
2 item
0 1 ~ L e v e l ~ o f ~ s p e l l
02 If 255, requires an attack roll; otherwise fixed range

```
```

    Variable range (multiply by spellcasting level)
    Fixed duration
    Variable duration (multiply by spellcasting level)
    Area of effect:
        0 caster
        4 1 target
        5 up to 2 targets
        6 \mp@code { u p ~ t o ~ 3 ~ t a r g e t s }
        7 up to 4 targets
        8 any tile within line of sight
        9 special handling
        1 0 \text { diameter 5}
        1 1 \text { diameter 7}
        2 4 0 ~ n o ~ l i m i t ~ t o ~ a r e a ; ~ s c a l e s ~ t o ~ c a s t e r ~ l e v e l
    0 7 \text { Target:}
        0 combat
        1 caster
        2 any party member
        4 whole party
    0 8 \text { Saving throw effect:}
        O no save allowed
        1 negate
        2 half damage
    0 9 \text { Saving throw used:}
        O paralyzation, poison or death
        1 petrification or polymorph
        2 \text { rod, staff or wand}
        3 breath weapon
        4 spell
    0A Effect added by spell (0 for none)
    OB When spell can be cast:
        0 non-combat only
        1 combat only
        2 either
    Spellcasting time
    OD AI priority (higher means more likely)
    OE 1 if the spell is offensive, O otherwise
    OF minimum number of targets required for the AI to cast spell
    SECTION 11.2.5 - Statistics Minima and Maxima Table Format
-------------------------------------------------------------

| Hex |  |
| ---: | :--- |
| Offset | Meaning |
| 00 | Strength minimum, male |
| 01 | Strength minimum, female |
| 02 | Strength maximum, male |
| 03 | Strength maximum, female |
| 04 | Extraordinary Strength maximum, male |
| 05 | Extraordinary Strength maximum, female |
| 06 | Intelligence minimum |
| 07 | Intelligence maximum |
| 08 | Wisdom minimum |
| 09 | Wisdom maximum |
| OA | Dexterity minimum |
| OB | Dexterity maximum |
| OC | Constitution minimum |
| OD | Constitution maximum |
| OE | Charisma minimum |
| OF | Charisma maximum |

```
```

SECTION 11.2.6 - Experience and Spells Table Format
----------------------------------------------------------
Each entry is 56 bytes. Entries are arranged first by level, beginning at
level 2, then by class.

* First 32 bytes:
8 signed 32-bit integers, for experience required (-1 means disallowed)
* Last 24 bytes:
8 arrays of 3 unsigned 8-bit integers, for total spells per level
SECTION 11.3 - Script File Format
----------------------------------
SECTION 11.3.1 - Script Overview
The Gold Box games use an internal scripting language to drive events. This
language is sophisticated enough to be Turing-complete; it's the earliest
computer role-playing game example I'm aware of. (Games of the era typically
hardcode events in 6502 assembly.) Infocom's Z-machine is also Turing-
complete, but Zork I probably doesn't count as a CRPG, even though it has a
combat engine.
The game scripts, written in Gold Box bytecode that changes a little from game
to game, are in the ECL?.DAX files, where ? is the disk number.
The DAX files are compressed files that can be analyzed with any of Gold Box
Companion, Gold Box Explorer, DaxDump, or EclDump.
You can modify individual scripts and put them back in the game files.
The scripts are numbered as follows:
O Civilized Area (Main)
1 Buccaneer Base
2 Cadorna Textile House
3 Caljevo Castle (Northwest and Southeast)
4 Valjevo Castle (Northeast)
5 Valjevo Castle Hedge Maze
6 Valjevo Castle (Southwest)
7 Valjevo Castle (Inner Tower)
8 Civilized Area (Council)
9 Stojanow Gate
1 0 Valhingen Graveyard
1 1 ~ C i v i l i z e d ~ A r e a ~ ( T r a i n i n g ~ H a l l ) ~
1 3 Kobold Caves
1 4 ~ K o v e l ~ M a n s i o n
5 Mendor's Library
6 Lizardman Keep (and Lizardman Keep Catacombs)
Nomad Camp
Podol Plaza
Silver Dragon Lair
Slums
1 Sokal Keep
Yarash's Pyramid Level 1
Yarash's Pyramid Level }2\mathrm{ and Level 3
W Wealthy Area (and Temple of Bane)
Western Wilderness and Lairs
Central Wilderness and Lairs
7 Eastern Wilderness and Lairs

```
```

28 Zhentil Keep Outpost
2 9 ~ K u t o ' s ~ W e l l ~ ( a n d ~ K u t o ' s ~ W e l l ~ C a t a c o m b s )
There are some scripts that cover multiple maps; these are the extra maps
covered:
30 Lizardman Keep Catacombs
3 1 ~ T e m p l e ~ o f ~ B a n e
3 2 ~ K u t o ' s ~ W e l l ~ C a t a c o m b s
SECTION 11.3.2 - Script Variable Types
---------------------------------------
All script commands that take a variable must explicitly declare its type.
0x00 8-bit integer value
This is usually unsigned, and underflows below 0 or overflows above 255
appropriately.
The Gold Box games have multiple ways of handling signed 8-bit integers:
* THACO and Armor Class are stored as (60 - number).
* Sometimes, }128\mathrm{ is treated as 0.
* Sometimes, the standard C logic for signed 8-bit integers is used.
These are often stored as 16-bit, which is why the save files have a lot
of flags interleaved with 0x00.
0x01 16-bit little-endian address pointing to 8-bit integer value
0x02 16-bit unsigned integer value, little-endian
0x80 String value
* The first byte has the number of subsequent encoded bytes.
* The subsequent bytes hold 6-bit values as follows:
encoded bits: abcdefgh | ijklmnop | qrstuvwx
decoded bits: abcdef | ghijkl | mnopqr | stuvwx
* O is not a null terminator; it is ignored.
* 1 to 26 represent the letters A-Z (ASCII code minus 64).
* 32 to 63 use the standard ASCII encoding.
A comparison of a string value will decompress and decode it.
0x81 String reference
Unlike string values, this points to a standard C string (ASCII-encoded
and null-terminated).
SECTION 11.3.3 - Script Commands
All ECL script commands are a single byte. The names for the commands are the same given by debug mode.
A <var> can be either a value or an address; for the latter, the value stored there will be retrieved (dereferenced).
0x00 EXIT
Stops execution and returns control to the player.
0x01 GOTO <address>
Continues execution at <address>.
0x02 GOSUB <address>

```

Continues execution at <address>, and pushes the current bytecode address to the stack.
```

0x03 COMPARE <var1> <var2>
Compares <var1> and <var2> for a subsequent IF command.
0x04 ADD <var1> <var2> <address>
The result <var1> + <var2> is placed in <address>.
0x05 SUBTRACT <var1> <var2> <address>
The result of <var2> - <var1> is placed in <address>. Yes, the
subtrahend comes first.
0x06 DIVIDE <var1> <var2> <address>
The result of <var1> / <var2> is placed in <address>. This is integer
division, with the dividend coming first. I don't think the remainder is
stored anywhere, unlike in later Gold Box games.
0x07 MULTIPLY <var1> <var2> <address>
Stores <var1> * <var2> in <address>.
0x08 RANDOM <var> <address>
Generates a random integer from 0 to <var>, inclusive, and stores it in
<address>. The random number generator isn't robust.
0x09 SAVE <var> <address>
Stores <var> in <address>.
0x0A LOAD CHARACTER <var>
* If <var> is less than 128:
Loads the statistics for the indicated character, where 0 is first in
the marching order, and (party size - 1) is the last. If <var> is at
least equal to party size, monsters from LOAD MONSTER are loaded.
References to \$6B00 to \$6C1B are now references for the appropriate
statistics. As a reference and not a copy, SAVE or SAVE TABLE actually
change the character or monster.
* If <var> is 128 or more:
Monster (<var> - 128) will be physically placed on the party's side in
the next combat. If \$6B00 and \$6C00 are subsequently set to 0, this
instead removes the monster; Pool of Radiance doesn't have the DUMP
command all other Gold Box games have.
0xOB LOAD MONSTER <monsterID> <count> <graphicID>
Adds <count> copies of monster <monsterID> to the monster list.
<graphicID>, taken from CPIC?.DAX, is often equal to <monsterID>.
0x0C SETUP MONSTER <monsterID> <distance> <graphicID>
Starts a monster encounter with the primary monster <monsterID>,
<distance> (which can be 0-2) squares away in the first-person view.
0xOD APPROACH
The monsters from SETUP MONSTER close distance by 1 square. If distance
is 0, this does nothing.
0x0E PICTURE <pictureID>
* If <pictureID> is 255:
Ends the graphical display and resumes the normal first-person view.
* If <pictureID> is defined in BODY?.DAX:
Displays a composite head and body graphic, using \$6DE1 as the head in
HEAD?.DAX and <pictureID> as the body in BODY?.DAX.

```
* Otherwise:

Displays the specified picture from PIC?.DAX in the first-person view. If there is more than one such picture, this displays an animation cycling through all such pictures.

0x0F INPUT NUMBER <maxDigits> <address>
Asks the player to input a number with <maxDigits> maximum digits, and places it in <address>.

0x10 INPUT STRING <maxLength> <address>
Asks the player to input a string with <maxLength> maximum characters, and places it at <address>.
\(0 x 11\) PRINT <string>
Prints <string> to the text box.
0x12 PRINTCLEAR <string>
As above, but clears the text box first.
\(0 \times 13\) RETURN
Returns from a GOSUB, with the next command after the most recent GOSUB pushed to the stack being executed.

0x14 COMPARE AND <var1> <var2> <var3> <var4>
Compares <var1> to <var2> and <var3> to <var4> for a subsequent IF command.
\(0 x 15\) VERTICAL MENU <address> <message> <count> <stringVarargs>
Displays <message> as a prompt in the text box, with the player able to select from the <count> options listed as <stringVarargs>. The chosen option is placed in <address>, with 0 the first option and (<count> - 1) the last.
\(0 \times 16\) IF \(=\)
\(0 \times 17\) IF <>
\(0 \times 18\) IF <
\(0 \times 19\) IF >
\(0 x 1\) A \(I F<=\)
\(0 x 1 B\) IF >=
All six IF commands will skip the next command unless the most recent:
* COMPARE has a true comparison
* COMPARE AND has both comparisons true
* GETTABLE has a true comparison to 0
* AND has a true comparison to 0
* FIND ITEM found a character carrying the appropriate item This means bit flags are checked with AND followed by an IF <>.

0x1C CLEARMONSTERS
Removes all monsters from the LOAD MONSTER list.

0x1D PARTYSTRENGTH <address>
Calculates Party Strength using the calculation given in the Party Strength section, and places it in <address>.

0x1E CHECKPARTY <attributeAddress> <effectID> <unknown> <address1> <unknown> <address2>
* If attributeAddress is not 0 and effectID is 0: Checks all characters for the values in <attributeAddress> (\$6B00 to \$6C1B). Then <address1> will hold the highest value and <address2> will hold the lowest.
* If attributeAddress is 0 and effectID is not 0 : Checks all characters for the given <effectID>. Then <address2> will hold 0 if no characters have the effect, or 1 if at least one character does.
\(0 \times 1 F\) undefined
\(0 \times 20\) NEWECL <script>
Loads the indicated ECL script.
0x21 LOAD FILES <mapID> <unknown> <unknown>
0x22 PARTY SURPRISE <address1> <address2>
Initializes <address1> and <address2> for a subsequent SURPRISE command. <address1> is the roll on a d6 for the monsters to surprise the party. <address2> is the roll on a d6 for the party to surprise the monsters. These are both initialized to 2, the standard values; rolls must be equal to or less than this to succeed. If different values are wanted for the party, they can be modified before the SURPRISE command.

0x23 SURPRISE <address1> <address2> <var1> <var2>
Rolls for surprise, with the addresses expected to be initialized by the PARTY SURPRISE command.
<varl> is the monsters' modifier to surprise added to <address1>.
<var2> is the monsters' modifier to be surprised subtracted from
<address2>.
The end result is placed in \$6DCB:
0 Neither side surprised
1 Monsters surprise party
2 Party surprises monsters
3 Monsters and party surprise each other
\(0 \times 24\) COMBAT
* Usually:

Starts combat with the list of monsters from LOAD MONSTER.
Combat can be modified by the following:
* All monsters have Morale of \(\$ 6 \mathrm{DC} 6\).
* If \(\$ 6 \mathrm{DCB}\) is 1 or 2 , the surprising side may get surprise actions.
* If \(\$ 6 \mathrm{E} 70\) is not 0 , it acts as a signed 8-bit bonus to all monsters' THACO.
* If \(\$ 6 \mathrm{E} 71\) is not 0 , it acts as a signed 8-bit bonus to all characters' THACO and damage.
* If \(\$ 6 \mathrm{E} 72\) is not 0 , it acts as a signed 8-bit bonus to characters' movement if they are humans, half-elves, or elves.
* The TREASURE command will load additional items that will show up as loot if the party wins.
* If \(\$ 6 \mathrm{DE} 3\) is 1 , the monsters will not drop the items they are carrying.

After combat:
* \(\$ 6 \mathrm{DC7}\) is set to 0 if the party won, or 129 if it ran away.
* \(\$ 6\) DC8 is set to the number of monsters the party killed.
* \(\$ 6 \mathrm{E} 33\) is set to 1 if the party attacked allies during the fight.
* \$6DCB, \$6DE3, \$6E70, \$6E71, and \$6E72 are all reset to 0.
* If \(\$ 6 \mathrm{DE} 2\) is \(1:\)

The party instead enters a temple. \(\$ 6 \mathrm{DE} 2\) is set back to 0 when done.
* If \(\$ 6 \mathrm{E} 6 \mathrm{C}\) is \(1:\)

The party instead enters a shop. \$6E6C is set back to 0 when done. Available items for sale are what was loaded with the TREASURE command. Purchase prices are multiplied by (\$6E6D / 16). Prices are unsigned \(16-b i t\) integers and will overflow if they exceed 65535.

0x25 ON GOTO <var> <count> <addressVarargs>
* If <var> is less than <count>, this acts as a GOTO command with the corresponding address from <addressVarargs>.
* If <var> is equal to or greater than <count>, execution falls through to the next statement.

0x26 ON GOSUB <var> <count> <addressVarargs>
Same as ON GOTO, except a GOSUB is executed.
0x27 TREASURE <copper> <silver> <electrum> <gold> <platinum> <gems> <jewelry> <treasureID>
This adds all the indicated treasure for the next COMBAT. If treasure ID is:
* 0 to 127: all the treasure from that list is added.
* 128 to 254: <treasureID> minus 128 random magical items are added.
* 255: no items are added.

0x28 ROB <isWholeParty> <percentMoney> <itemChance> Takes money and items away.
* If <isWholeParty> is 0 , affects only the chosen character;
* If <isWholeParty> is 1 , affects all characters.

All affected characters always lose <percentMoney>\% money.
For <itemChance>, consider every item:
* If item is less than 2.5 pounds, <itemChance>\% chance of loss
* If item is 2.5 to 25.5 pounds, (<itemChance> - 50) \% chance of loss
* If item is more than 25.5 pounds, (<itemChance> - 90) \% chance of loss You can't lose a medium item if <itemChance> is below 50, and you can't lose a heavy item if <itemChance> is below 90.
\(0 \times 29\) ENCOUNTER MENU <monsterID> <distance> <pictureID> <address> <combat> <wait> <flee> <advance> <parley>
<message0> <message1> <message2>
<movement1> <movement2>
Starts an encounter with the monster with <monsterID> and <pictureID>, starting <distance> squares away. The messages displayed in the text box are for the given distance from the party; if no message is defined, the message for lower distance is used.
<combat>, <wait>, <flee>, <advance>, <parley> all define what happens if you choose that action:

0 combat
1 do whatever you chose
2 monsters flee (unless you attacked them)
3 monsters advance
4 parley
Your party does not "F"lee unless you choose to do so; success depends on the movement of your slowest party member compared to <movementl> and <movement2>. (Those are usually identical; I'm not sure what the difference is.)

If the party successfully advanced, the menu is repeated.
The resolution is placed in <address>:
```

        0 monsters flee
    1 ~ c o m b a t ~ b e g i n s
    2 \text { party flees}
    p parley
    0x2A GETTABLE <address1> <var> <address2>
Retrieves the value from address <addressl + var> and places it in
<address2>. Equivalent to retrieving a value from an array.
0x2B HORIZONTAL MENU <address> <count> <stringVarargs>
Similar to VERTICAL MENU, but the message to the player must be printed
beforehand, and the string choices are displayed on the bottom menu bar.
The player can additionally select an option with the first letter of the
string.
Scripted "Press <enter>/<return> to continue" prompts use this in earlier
Gold Box games. "P" will work for these prompts; an address must still be
supplied, which can cause bugs.
0x2C PARLAY [sic] <haughty> <sly> <nice> <meek> <abusive> <address>
Gives the player the option to choose a parley attitude; the value
defined for the chosen option is placed in <address>.
0x2D CALL <address>
Executes and returns from the machine code (not bytecode) at the indicated
address.
0x2E DAMAGE <var1> <dice> <sides> <bonus> <var2>
This does damage equal to <dice>d<sides> + <bonus>.
If <var1> is from 1 to 127:
This executes <varl> physical attacks on random characters, with a
THACO of (60 - <var2>).
If <varl> is 128 or higher:
Who gets damaged depends on <varl> bit 64:
* If set, the entire party takes damage.
* If not set, but bit 1 is, a random character takes damage.
* Otherwise, the currently chosen character takes damage.
The saving throw depends on <var1> bit 32:
* If set, the damage always hits.
* If not set, damage can be avoided with a saving throw defined in the
lower }7\mathrm{ bits of <var2>:
O saving throw vs. paralyzation, poison or death
1 saving throw vs. petrification or polymorph
2 saving throw vs. rod, staff or wand
3 saving throw vs. breath weapon
4 saving throw vs. spell
0x2F AND <var1> <var2> <address>
The result of a bitwise AND on <var1> and <var2> is placed in <address>.
This is used to read bit flags.
0x30 OR <var1> <var2> <address>
The result of a bitwise OR on <varl> and <var2> is placed in <address>.
This is used to set bit flags, though ADD is also used.
0x31 SPRITE OFF
0x32 FIND ITEM <itemID>
This checks all party members for an item with the given <itemID> for a

```
subsequent IF.
```

0x33 PRINT RETURN
Prints a single blank line to the text box.
0x34 ECL CLOCK <var> <timeunit>
Not used in Pool of Radiance.
0x35 SAVE TABLE <var1> <address> <var2>
Reverse of GETTABLE; places <var1> in <address + var2>. Equivalent to
storing a value in an array.
0x36 ADD NPC <monsterID> <morale>
Adds the given monster to your party, with the indicated <morale>.
0x37 LOAD PIECES <walldefID> <unknown> <unknown>
0x38 PROGRAM <program>
Runs a special routine depending on <program>:
0 training hall (using the class bitmask in \$6DA8)
8 win game
9 camp
0x39 WHO <message>
Shows <message> and has the player select a party member, who also gets
LOAD CHARACTER executed.
0x3A DELAY
0x3B SPELL <spellID> <address1> <address2>
Searches for a character with the given spell:
* if no such character exists: <address1> will hold 255;
* if such a character does exist:
<address1> will hold the index of the spell slot;
<address2> will hold the index of the character;
also, a LOAD CHARACTER <address2> command is executed.
0x3C PROTECTION <address>
Prints a runic phrase from <address>.
0x3D CLEAR BOX
SECTION 11.4 - Script Address Locations

```
SECTION 11.4.1 - Script Flag List


The game scripts use 256 16-bit flags (\$4A00 to \$4AFF in the game scripts) to hold most non-character game state. They are almost always treated as unsigned 8-bit integers, even though they can hold 16-bit integers and are effectively bytes with 16 bits.
\$4A00 to \(\$ 4 A 1 F\) are reset to 0 every time a new script is loaded.
\(\$ 4 A 20\) to \(\$ 4 A F F\) are not automatically reset; sometimes the game scripts do.
In the save file (SAVGAM?.DAT; ? is the letter of the save), \$4A00 corresponds to \(0 x 201\) in the save file. So to convert the below addresses to save file addresses:
(1) subtract \(0 \times 4 A 00\)
```

        (2) multiply by 2
    (3) add 0x201
    \$4A00 Shared flag:
Slums: 255 got message from entering map
Sokal Keep 1: 255 destroyed elf skeleton
Mendor's Library 2: 1 philosophy section entered
Kovel Mansion T3: 1 trap encountered
Yarash's Pyramid Level 1 13: 1 found book
Stojanow Gate 9: 1 encountered man with wagon
Valjevo Castle Inner Tower 7: 1 Genheeris's office entered
\$4A01 Shared flag:
Civilized Area 2: 1 party now allowed to board boat
Podal Plaza: number of base monsters in random encounter
Mendor's Library 3: 1 mathematics section entered
Kovel Mansion T4: 1 trap encountered
Kobold Caves 1: 1 dealt with pit
Buccaneer Base: 1 saw heir to Bivant
Valhingen Graveyard: count of new random skeletons for current visit
Stojanow Gate:
bit 1 location 1 entered
bit 2 location 2 entered
\$4A02 Shared flag:
Podal Plaza: random encounter base monster ID
Mendor's Library 4: 1 history section entered
Kovel Mansion T5: 1 trap encountered
Temple of Bane 7: 1 destroyed altar to Bane
Cadorna Textile House 5: 255 hobgoblins defeated
Kobold Caves 2: 1 found kobold's drawing
Valhingen Graveyard: count of new random zombies for current visit
\$4A03 Shared flag:
Sokal Keep: random encounter counter
Podal Plaza: random encounter number of monster leaders
Mendor's Library 5: 1 rhetoric section entered
Kovel Mansion T6: 1 trap encountered
Kobold Caves 3:
1 kobold escorts party
2 deadfall trap disarmed
Buccaneer Base 6: }255\mathrm{ purchased pass
Valhingen Graveyard: number of wights in next random encounter
\$4A04 Shared flag:
Slums 3 Ohlo's quest:
2 5 0 agreed to retrieve potion
255 returned potion
Podal Plaza: random encounter index
Mendor's Location 8:
1 entered
2 found jar under floorboards
Kovel Mansion T7: 1 trap encountered
Kobold Caves 4: 1 dealt with net trap
Buccaneer Base 10: 255 animals released
\$4A05 Shared flag:
Civilized Area 14: 1 met arena master during this visit
Sokal Keep 11: 1 chapel entered
Mendor's Library:
bit 1 location 6 entered
bit 2 location }7\mathrm{ entered
Cadorna Textile House 13: 255 destroyed body of hobgoblin
Kovel Mansion T8: 1 trap encountered
Kobold Caves 5: 1 dealt with spike trap

```
```

    Buccaneer Base 10: timer for releasing animals (counts up to 60)
    Valhingen Graveyard: count of new skeletons for current visit
    \$4A06 Shared flag:
Sokal Keep 6: 1 blacksmith entered
Mendor's Library 9: 1 entered
Cadorna Textile House 3: 255 entered
Valhingen Graveyard: count of new zombies for current visit
\$4A07 Shared flag:
Civilized Area: 1 fought city hall guards
Sokal Keep 5: 1 fungus room entered
Mendor's Library 10: 1 entered
Kovel Mansion: backstab switch
\$4A08 Shared flag:
Slums 5: 250 got message
Sokal Keep 10: 1 entered
Mendor's Library 12: 1 study entered
Podal Plaza: random encounter monster movement
Cadorna Textile House 14: 255 entered
Valhingen Graveyard 15: 1 spectre can appear in current visit
\$4A09 Shared flag:
Sokal Keep 13: 1 entered
Mendor's Library 14: 1 entered
Cadorna Textile House 16: 255 entered
Valhingen Graveyard: count of new random wights for current visit
\$4A0A Shared flag:
Mendor's Library 15: 1 entered
Podal Plaza: random encounter monster morale
Valhingen Graveyard 18: 1 spectre can appear in current visit
\$4A0B Shared flag:
Slums 8: 255 killed gypsy
Sokal Keep 8: 255 huge scorpions defeated
Mendor's Library 16: 1 entered
Valhingen Graveyard 22: 1 spectre can appear in current visit
\$4A0C Shared flag:
Mendor's Library 18: 1 entered
Cadorna Textile House 4: 255 entered
\$4A0D Shared flag:
Sokal Keep 4: 1 stable entered
Valhingen Graveyard 18: 1 zombie-generating spectre defeated
\$4A0E Shared flag:
Sokal Keep 6: 255 poisonous frogs defeated
Wealthy Area/Temple of Bane: 1 encountering special 4-orc patrol
Kobold Caves 13: 1 found crude map (Journal Entry 28)
Zhentil Keep Outpost 3: 1 attacked guards outside room before dinner
Valhingen Graveyard 3: 1 skeletons defeated
\$4A0F Shared flag:
Slums 11: 255 entered
Kuto's Well Catacombs 13:
2 5 0 ~ t r e a s u r e ~ a v a i l a b l e ~ ( N o r r i s ~ t h e ~ G r a y ~ d e f e a t e d )
255 treasure found
Cadorna Textile House 23: 1 diary page found
Temple of Bane:
1 orc guards defeated
2 leaving temple
Kobold Caves 15: 1 entered
Zhentil Keep Outpost: 1 dwarf fighter defeated
\$4A10 Shared flag:
Kuto's Well/Kuto's Well Catacombs: 1 in catacombs
Buccaneer Base 5: 1 purchased heir to Bivant
Zhentil Keep Outpost 3: 1 night after dinner

```

Valhingen Graveyard 19: 1 mummies defeated
\$4A11 Shared flag:
Civilized Area 20: 1 currently in tavern
Buccaneer Base 11: slave pen guards defeated
Kobold Caves 19: 1 entered
\$4A12 Shared flag:
Kuto's Well Catacombs 9: 255 arrows fired by kobolds
Kobold Caves 21: 1 entered
Valhingen Graveyard 14: 1 took noxious fumes damage
\$4A13 Shared flag:
Sokal Keep 12: 255 encountered Ferran Martinez
Kuto's Well Catacombs 10: 255 arrows fired by kobolds
Kovel Mansion trap:
0 trap set off
1 nothing done with trap
2 trap disarmed
Kobold Caves 22: 1 entered
Buccaneer Base E: 1 main gate guards defeated
Zhentil Keep Outpost 6: 1 dinner over
Valhingen Graveyard 15: 1 skeleton-generating spectre defeated
\$4A14 Shared flag:
Slums 16: 255 entered
Kuto's Well Catacombs 11: 255 arrows fired by kobolds
Zhentil Keep Outpost 3: count of guards defeated after first wave
Valhingen Graveyard 22: 1 wight-generating spectre defeated
\$4A15 Shared flag:
Kovel Mansion: 14 trap disarmed
Wilderness: 1 resting
Valhingen Graveyard 28: 1 vampire defeated 1st time
\$4A16 Shared flag:
Slums: adjustable monster morale
Kovel Mansion 15: 255 pair of thieves encountered
\$4A17 Shared flag:
Slums: 255 Old Rope Guild entered
Cadorna Textile House 24: 1 treasure opened
Zhentil Keep Outpost: alarm counter
\$4A18 Shared flag
Wealthy Area/Temple of Bane: number of regular monsters
Zhentil Keep Outpost: 128 escorted inside
Valhingen Graveyard 23: spectres defeated
\$4A19 Shared flag:
Slums 19: 255 merchant is gone
Sokal Keep: 1 gave password to undead patrol
Kuto's Well 20: 255 encountered kobolds
Podal Plaza: orc priest timer
Kovel Mansion 16: 1 thief ambush defeated
Zhentil Keep Outpost 6: 1 discussed Bishop Braccio
\$4A1A Shared flag:
Kuto's Well: 200 rest interrupted
Buccaneer Base: random combat counter
Zhentil Keep Outpost 6: 1 discussed Tyranthraxus
\$4A1B Shared flag:
Wealthy Area/Temple of Bane: number of monster leaders
Buccaneer Base: 1 killed captain
Zhentil Keep Outpost 6: 1 discussed Pool of Radiance
Valhingen Graveyard: used to calculate number of skeletons/zombies/wights
\$4A1C Shared flag:
Zhentil Keep Outpost 6: 1 discussed Ulrich Eberhard
Valhingen Graveyard 21: 1 took stinging damage
\$4A1D Shared flag:
```

    Slums 19: 1 attacked merchant
    Zhentil Keep Outpost 6 discussion counter
    \$4A1E 1 Zhentil Keep Outpost E1: attacked by guards in commotion
\$4A1F 255 Kuto's Well Catacombs 6 found secret door
\$4A20 unused
\$4A21 255 Sokal Keep 17 treasure taken
\$4A22 1-10 Kuto's Well random encounter counter
255 Kuto's Well cleared (set to this if this value reaches 10)
\$4A23 bit 1 Kuto's Well kobolds guarding well defeated
bit 2 Kuto's Well }22\mathrm{ hag gave advice
bit 4 Kuto's Well 22 treasure taken
bit 8 Kuto's Well 21 lizardman and giant lizards defeated
bit }16\mathrm{ Kuto's Well 21 door forced open
\$4A24 255 Norris the Gray encountered
\$4A25 unknown (checked in Sokal Keep, but never set anywhere)
\$4A26 255 Sokal Keep 12 dealt with Ferran Martinez
\$4A27 255 Sokal Keep diary location known
\$4A28 255 Sokal Keep 15 treasure found
\$4A29 255 Sokal Keep 16 treasure taken
\$4A2A 1 Wealthy Area/Temple of Bane encountered and did not fight 4-orc patrol
\$4A2B unused
\$4A2C unused
\$4A2D bit 1 Temple of Bane 1 treasure taken
bit 2 Temple of Bane 2 treasure taken
bit 4 Temple of Bane 3 treasure taken
\$4A2E bit 1 Wealthy Area 1 treasure taken
bit 2 Wealthy Area 2 treasure taken
bit 4 Wealthy Area 3 treasure taken
bit 8 Wealthy Area 4 treasure taken
bit 16 Wealthy Area 6 ogre and orcs defeated
bit 32 Wealthy Area 7 entered
\$4A2F bit 1 Mendor's Library 2 found Fyerdeth's Discourses on Power
bit 2 Mendor's Library 2 found Urgund's Description of Darkness
bit 4 Mendor's Library 4 found Lex Geographica
bit }8\mathrm{ Mendor's Library 4 found The History of the North
bit 16 Mendor's Library 4 found The Grand Historian's Records of the Arts
of War
bit 32 Mendor's Library 8 found potions of extra healing
bit 64 Mendor's Library 13 found manual of bodily health
bit 128 Mendor's Library 2 found at least one nearly worthless book
\$4A30 Mendor's Library 2 nearly worthless book discovery counter (max 5)
\$4A31 bit 1 Mendor's Library 11 mad man encountered
bit 2 Mendor's Library }11\mathrm{ mad man joined
bit 4 Mendor's Library }14\mathrm{ eastern gold sheets found
bit 8 Mendor's Library }14\mathrm{ western gold sheets found
bit 16 Mendor's Library 14 southern gold sheets found
bit 32 Mendor's Library E3 spectre defeated
bit 64 Mendor's Library 5 basilisk defeated
bit }128\mathrm{ Mendor's Library 18 kobolds encountered
\$4A32 Mendor's Library 1 green slime counter
\$4A33 unused
\$4A34 1-10 Podal Plaza random encounter counter (not incremented if >=64)
bit 64: Podal Plaza entered while on mission
\$4A35 Podal Plaza mission tracker:
0 not yet begun
1 chose "Disguise Party as Monsters"
2 chose "Sneak, Remaining Unseen"
254 auction ended
2 5 5 chose "Stride Boldly Forward" or lost stealth; or mission done
\$4A36 Podal Plaza rumor counter (max 4)

```
```

\$4A37 Podal Plaza 2 tavern tracker:
1 killed buccaneer
2 fought tavern patrons
3 tavern abandoned
\$4A38 Podal Plaza 6 orc priest of Bane tracker:
1 talked to orc priest
2 fought orc priest
\$4A39 Valhingen Graveyard Skeleton Kill Score
\$4A3A Valhingen Graveyard Zombie Kill Score
\$4A3B Valhingen Graveyard Wight Kill Score
\$4A3C Valhingen Graveyard Spectre Kill Score
\$4A3D 1 Valhingen Graveyard 8 juju zombie defeated
\$4A3E 1 Valhingen Graveyard 5 giant skeleton defeated
\$4A3F 1 Valhingen Graveyard 12 wraith defeated
\$4A40 unused
\$4A41 250 Valhingen Graveyard 28 vampire defeated 1st time
2 5 5 Valhingen Graveyard 25 vampire defeated 2nd time
\$4A42 bit 1 if <= 3 Valhingen Graveyard 22 spectre defeated at least once
bit 2 if <= 3 Valhingen Graveyard 23 spectres defeated at least once
2 5 0 ~ V a l h i n g e n ~ G r a v e y a r d ~ 2 6 ~ m a g e ~ j o i n e d ~
2 5 5 Valhingen Graveyard mage or vampire defeated
\$4A43 251 Valhingen Graveyard 25 coffin sanctified
\$4A44 bit 1 Wealthy Area 9 orcs defeated
bit 2 Wealthy Area 10 orcs defeated
\$4A45 Kovel Mansion count of thieves killed
\$4A46 bit 1 Kovel Mansion 13 casket A opened
bit 2 Kovel Mansion 13 casket B opened
bit 4 Kovel Mansion 13 casket C opened
bit 8 Kovel Mansion 13 casket D opened
\$4A47 bit 1 Kovel Mansion 9 treasure found
bit 4 Kovel Mansion 11 treasure found
bit 8 Kovel Mansion 12 treasure found
bit 32 Kovel Mansion 14 treasure found
\$4A48 bit 1 Kovel Mansion 17 entered
bit 2 Kovel Mansion 18 thieves defeated
bit 4 Kovel Mansion 19 entered
bit 8 Kovel Mansion 20 entered
\$4A49 255 Valhingen Graveyard 5 treasure taken
\$4A4A 255 Valhingen Graveyard 28 treasure taken
\$4A4B bit 128 Yarash's Pyramid Level 1 12 hole created in wall
\$4A4C bit 1 Yarash's Pyramid Level 1 south wandering stirges defeated
bit 2 Yarash's Pyramid Level 1 south wandering driders defeated
bit 4 Yarash's Pyramid Level 1 south wandering minotaurs defeated
bit }8\mathrm{ Yarash's Pyramid Level 1 south wandering elves defeated
bit 16 Yarash's Pyramid Level 1 south wandering kobolds defeated
bit 32 Yarash's Pyramid Level 1 south wandering human fighters defeated
\$4A4D Yarash's Pyramid bit flags for rocks thrown through teleporters
\$4A4E bit 1 Yarash's Pyramid Level 1 north wandering human fighters defeated
bit 2 Yarash's Pyramid Level 1 north wandering displacer beasts defeated
bit 4 Yarash's Pyramid Level 1 north wandering dwarf fighters defeated
bit 8 Yarash's Pyramid Level 1 north wandering lizardmen defeated
bit 16 Yarash's Pyramid Level 1 north wandering thieves defeated
bit 32 Yarash's Pyramid Level 1 north wandering driders defeated
\$4A4F Yarash's Pyramid Levels 2 and 3 bit flags for secret doors
\$4A50 Yarash's Pyramid Level 3 26 dial setting:
O blue
1 ~ c o p p e r
2 ~ s i l v e r
3 gold
\$4A51 bit 1 Yarash's Pyramid Level 2 6 lizardmen encountered

```
```

    bit 2 Yarash's Pyramid Level 2 8 entered
    bit 4 Yarash's Pyramid Level 2 10 entered
    bit 8 Yarash's Pyramid Level 2 17 mutant lizardmen defeated
    bit 16 Yarash's Pyramid Level 2 1 entered
    bit 32 Yarash's Pyramid Level 2 18 found notebook
    bit 64 Yarash's Pyramid Level 3 22 passed horrible monster
    bit 128 Yarash's Pyramid Level 3 23 machinery destroyed
    \$4A52 bit 1 Yarash's Pyramid Level 3 24 friendly resolution with lizardmen
bit 2 Yarash's Pyramid Level 3 24 hostile resolution with lizardmen
bit 4 Yarash's Pyramid Level 3 25 Yarash defeated
bit 8 Yarash's Pyramid Level 3 19 treasure found
bit 16 Yarash's Pyramid Level 3 20 treasure found
bit 32 Yarash's Pyramid Level 3 21 treasure found
bit 64 Yarash's Pyramid Level 3 27 entered
bit 128 Yarash's Pyramid Level 3 27 searched
\$4A53 to \$4A58 unused
\$4A59 unknown (set in Zhentil Keep Outpost, but never checked anywhere)
\$4A5A 1 Zhentil Keep Outpost 5 defeated
\$4A5B unused
\$4A5C unused
\$4A5D Lizardman Keep lizardman kill counter (max 50)
\$4A5E bit 1 Lizardman Keep Catacombs P1 treasure found
bit 2 Lizardman Keep Catacombs P2 treasure found
bit 4 Lizardman Keep Catacombs P3 treasure found
bit 8 Lizardman Keep Catacombs P4 treasure found
bit 16 Lizardman Keep Catacombs P5 treasure found
bit 32 Lizardman Keep Catacombs P6 treasure found
bit 64 Lizardman Keep Catacombs P7 treasure found
bit 128 Lizardman Keep Catacombs P8 treasure found
\$4A5F Lizardman Keep giant lizard kill counter (doesn't work right)
\$4A60 bit 1 Lizardman Keep 16 treasure found
bit 2 Lizardman Keep 1 lizardmen and giant lizard defeated
bit 4 Lizardman Keep 10 lizardmen and giant lizards defeated
bit 8 Lizardman Keep 3 giant lizards defeated
\$4A61 bit 1 Lizardman Keep P first time visiting any pool
bit 2 Lizardman Keep 1 storeroom entered
bit 4 Lizardman Keep 10 central keep entered
bit 8 Lizardman Keep 3 servants' quarters entered
\$4A62 Valjevo Castle hour that alarm started to ring
\$4A63 Valjevo Castle minute that alarm started to ring
\$4A64 Valjevo Castle hour that alarm will stop ringing (0 if none, 24 for 0)
\$4A65 bit 1 Valjevo Castle 1 party successfully disguised
bit 2 Valjevo Castle 20 mess hall entered
bit 4 Valjevo Castle 17 dealt with hill giants
bit 8 Valjevo Castle 18 treasure found
bit 16 Valjevo Castle 16 fire giants defeated
bit 32 Valjevo Castle 14 long sword +2 flame tongue taken
bit 64 Valjevo Castle Hedge Maze 5 false Tyranthraxus gone
bit }128\mathrm{ Valjevo Castle 7 hill giants defeated
\$4A66 bit 2 Valjevo Castle 13 Cadorna following party
bit 4 Valjevo Castle Hedge Maze 1 Al-Hyam Dazid gone
bit 8 Valjevo Castle 9 fighter defeated
bit 16 Valjevo Castle 21 fire giants defeated
bit 32 Valjevo Castle 22 read paper with passwords
bit 64 Valjevo Castle Hedge Maze 6 trolls defeated
bit }128\mathrm{ Valjevo Castle 24 gnoll killed
\$4A67 bit 1 Valjevo Castle 1 talked to gnoll
bit 2 Valjevo Castle 26 officers defeated
bit 4 Valjevo Castle 26 entered at night
bit 8 Valjevo Castle 26 read Cadorna report

```
```

    bit 16 Valjevo Castle 26 read flaming aura report
    bit }32\mathrm{ Valjevo Castle 26 read barbarian report
    bit 64 Valjevo Castle 21 got passwords from fire giants
    \$4A68 Valjevo Castle 25 report reading counter
\$4A69 bit 1 Valjevo Castle 1 washerwomen killed
bit 2 Valjevo Castle 1 got disguise from washerwomen
bit 4 Valjevo Castle 2 treasure taken
bit 8 Valjevo Castle 2 smith and fire giants defeated
bit 16 Valjevo Castle 3 coal storeroom entered
bit 32 Valjevo Castle Hedge Maze 3 hill giants defeated
bit 64 Valjevo Castle 4 smokehouse entered
bit 128 Valjevo Castle 10 clerics of Bane defeated
\$4A6A bit 1 Valjevo Castle 11 altar of Bane took silver
bit 2 Valjevo Castle 11 altar of Bane took swords
bit 4 Valjevo Castle 10 temple of Bane discovered as impostor
bit 8 Valjevo Castle 10 temple of Bane conversation flag
bit 16 Valjevo Castle 27 deserted building entered
bit 32 Valjevo Castle 12 building with ceiling cave-in entered
bit 64 Valjevo Castle E6 (Northwest) guards suspicious
bit 128 Valjevo Castle E6 (Southeast) guards suspicious
\$4A6B bit 1 Valjevo Castle 5a hill giants defeated
bit 2 Valjevo Castle 5b hill giants defeated
bit 4 Valjevo Castle 5c hill giants defeated
bit 8 completed commission \#13 (Zhentil Keep Outpost)
bit 16 Valjevo Castle 13 Cadorna released
bit 32 Valjevo Castle 13 Cadorna killed
bit }64\mathrm{ Valjevo Castle 15 defeated
bit }128\mathrm{ Valjevo Castle Hedge Maze 2 fire giants defeated
\$4A6C bit 1 Valjevo Castle 6a gold found
bit 2 Valjevo Castle 6b gold found
bit 4 Valjevo Castle 6c gold found
bit 8 Valjevo Castle Inner Tower secret door flag
bit 16 Valjevo Castle Inner Tower 5 medusa defeated
bit }32\mathrm{ Valjevo Castle Inner Tower 6 messenger defeated
bit 64 Valjevo Castle Inner Tower 6 messenger called away
\$4A6D bit 1 Valjevo Castle Inner Tower 7 Genheeris joined
bit 2 Valjevo Castle Inner Tower 7 Genheeris killed
bit 4 Valjevo Castle Inner Tower 8 level 8 fighters defeated
bit 8 Valjevo Castle Inner Tower 8 entered
bit 16 Valjevo Castle Inner Tower 8 Tyranthraxus defeated
\$4A6E to \$4A71 unused
\$4A72 unused (mistakenly set in Valjevo Castle Inner Tower; never checked)
\$4A73 128 Cadorna Textile House 17 Skullcrusher freed
2 5 5 Cadorna Textile House 17 Skullcrusher no longer here
\$4A74 1 Cadorna Textile House 1 circumvented or defeated
2 Cadorna Textile House 18 Grishnak defeated
\$4A75 255 Cadorna Textile House 21 ogre leading hobgoblins defeated
\$4A76 unused
\$4A77 bit 1 Stojanow Gate 12 entered facing south
bit 2 Stojanow Gate 13 entered facing south
bit 4 Stojanow Gate 1 western guard tower defeated
bit }8\mathrm{ Stojanow Gate 2 eastern guard tower defeated
bit 16 Stojanow Gate bugbears defeated
bit 32 Stojanow Gate 4 entered
bit 64 Stojanow Gate 9 acquired wagon
\$4A78 Stojanow Gate bugbear attitude:
0 not suspicious
less suspicious
more suspicious
3 hostile

```
```

\$4A79 to \$4A7B unused
\$4A7C bit 1 Nomad Camp accepted offer of hospitality, quest is ongoing
bit 2 Nomad Camp fighting nomads
bit 4 Nomad Camp defeated Hassad or the kobolds
bit 8 Nomad Camp received Hassad's treasure
\$4A7D Nomad Camp feast tracker:
1 awaiting feast
2 feast ongoing
feast over
\$4A7E Nomad Camp kobold encounter counter (max 3)
\$4A7F Nomad Camp nomad encounter counter (max 3)
\$4A80 Slums random encounter and gypsy counter (apparently manipulated outside
of scripts)
\$4A81 Slums Ohlo quest tracker:
250 merchant gave potion
255 took potion back to Ohlo
\$4A82 unused
\$4A83 255 Slums 16 treasure found
\$4A84 unused
\$4A85 255 Slums 6 defeated
\$4A86 unused
\$4A87 bit 1 Diogenes asks you to retrieve the efreeti bottle
bit 2 Diogenes sees the efreeti bottle
bit }128\mathrm{ Diogenes upset because you tried to attack him
\$4A88 255 Valhingen Graveyard 8 treasure taken
\$4A89 255 Valhingen Graveyard 12 treasure taken
\$4A8A unused
\$4A8B 128 Buccaneer Base heir to Bivant abandoned
2 5 5 Buccaneer Base base captured
\$4A8C 255 Received heir to Bivant commission
\$4A8D 1 Kobold Caves 9 wave 1 defeated
2 Kobold Caves 9 reached wave 2
3 Kobold Caves }9\mathrm{ reached wave 3
4 Kobold Caves 9 wave 3 defeated
5 Kobold Caves }20\mathrm{ kobold king guards defeated
6 Kobold Caves }11\mathrm{ found dead kobold king
7 Kobold Caves 27 treasure found
\$4A8E 1 Kobold Caves }17\mathrm{ wyvern defeated
2 Kobold Caves 26 treasure found
\$4A8F to \$4A95 Valhingen Graveyard undead kill reward trackers
\$4A96 255 Valhingen Graveyard mission accepted
\$4A97 254 Asked to talk to Cadorna about Cadorna Textile House mission
255 Cadorna Textile House mission received
\$4A98 254 Asked to talk to Cadorna about Zhentil Keep diplomatic mission
255 Zhentil Keep diplomatic mission received
\$4A99 254 Asked to talk to Werner von Urslingen
255 Stojanow Gate mission received
\$4A9A 254 Asked to talk to entire council
255 Valjevo Castle mission received
\$4A9B 254 Asked to talk to Bishop Braccio
\$4A9C 128 Temple of Bane mission received
255 Dirten joined the party
\$4A9D unused
\$4A9E 255 Wilderness entered lair
\$4A9F 1 Wilderness found Nomad Camp
\$4AA0 bit 1 Wilderness found Lizardman Keep
bit 2 Wilderness found Kobold Caves
\$4AA1 1 Wilderness saw Diogenes from afar
255 Wilderness saw Diogenes fly into cave
\$4AA2 255 Wilderness left Yarash's Pyramid after clearing it

```
\$4AA3 to \$4AA5 unused
\$4AA6 254 Norris the Gray defeated
255 Norris the Gray defeat rewarded
\$4AA7 254 Sokal Keep 12 dealt with Ferran Martinez
255 Sokal Keep mission rewarded for success
\$4AA8 254 Wealthy Area cleared
255 Wealthy Area clear rewarded
\$4AA9 Buccaneer Base heir to Bivant mission tracker:
1 heir to Bivant purchased
128 mission failed
254 heir to Bivant stolen
255 mission ended
\$4AAA 254 found Fyerdeth's Discourses on Power 255 rewarded for finding Fyerdeth's Discourses on Power
\$4AAB 254 found Urgund's Description of Darkness 255 rewarded for finding Urgund's Description of Darkness
\$4AAC 254 found Lex Geographica
255 rewarded for finding Lex Geographica
\$4AAD 254 found The History of the North
255 rewarded for finding The History of the North
\$4AAE 254 found The Grand Historian's Records of the Arts of War
255 rewarded for finding The Grand Historian's Records of the Arts of War
\$4AAF 254 found one of the other nearly worthless books in Mendor's Library
255 rewarded for finding one of the other nearly worthless books
\$4AB0 1 Podal Plaza mission received
254 Podal Plaza mission successful
255 Podal Plaza mission rewarded for success
\$4AB1 254 Valhingen Graveyard mission successful
255 Valhingen Graveyard mission rewarded for success
\$4AB2 254 Kovel Mansion mission successful (set if \$4A45 >= 21)
255 Kovel Mansion mission rewarded for success
\$4AB3 254 Yarash mission successful
255 Yarash mission rewarded for success
\$4AB4 1 Zhentil Keep Outpost defeated commandant
253 Left Zhentil Keep Outpost after defeating commandant
254 Returned from Zhentil Keep Outpost mission
255 Set to this after council tells you about 254
\$4AB5 254 Lizardman mission successful
255 Lizardman mission rewarded for success
\$4AB6 254 Kobold mission successful
255 Kobold mission rewarded for success
\$4AB7 254 Nomad mission successful
255 Nomad mission rewarded for success
\$4AB8 254 Cadorna treasure returned
255 Cadorna treasure mission ended
\$4AB9 254 Stojanow Gate mission successful
255 Stojanow Gate mission rewarded for success
\$4ABA 254 Tyranthraxus defeated
255 Tyranthraxus defeat rewarded
\$4ABB 1-25 Counter for Slums random and set encounters
254 Slums mission successful (set to this if this value reaches 25)
255 Slums mission rewarded for success
\$4ABC unused
\$4ABD 254 Temple of Bane mission successful
255 Temple of Bane mission rewarded for success
\$4ABE 254 Zhentil Keep Outpost mission success, or Cadorna proved as traitor
255 Zhentil Keep Outpost mission rewarded for success
\$4ABF 254 Porphyrys Cadorna killed
255 Porphyrys Cadorna killed acknowledged
\$4AC0 1 angered Phlan
```

\$4AC1 Council reward quest tracker (maximum 10, only some quests count)
\$4AC2 255 Mendor's Library mission rewarded for success
\$4AC3 unused
\$4AC4 Civilized Area boat trip destination:
O Sokal Keep
1 East Wilderness (35,29)
2 West Wilderness (20,29)
3 Bay (26,27)
4 none
\$4AC5 1 Civilized Area met Rolf
\$4AC6 unknown (set in Civilized Area, but never checked anywhere)
\$4AC7 2 Kobold Caves 6 killed kobold
255 Kobold Caves used large entrance to enter
\$4AC8 1 Cadorna treasure acquired (seal intact)
128 Cadorna treasure acquired (seal broken)
2 5 5 Cadorna treasure returned or Civilized Area 27 encountered
\$4AC9 unused
\$4ACA 255 Slums 1 orcs defeated
\$4ACB 255 Slums 2 goblin leader and goblin guards defeated
\$4ACC 255 Slums 5 treasure found
\$4ACD 255 Slums 9 orc leaders and orcs defeated
\$4ACE 250 Slums 10 hobgoblins defeated
255 Slums 10 treasure found
\$4ACF 255 Slums 13 orc leaders and orcs defeated
\$4AD0 255 Slums 14 ogre, gnolls, and hobgoblin leaders defeated
\$4AD1 unused
\$4AD2 1 Nomad Camp left nomads prematurely
\$4AD3 1 Kobold Caves 12 encountered efreeti
\$4AD4 1 Kobold Caves 14 Princess Fatima no longer present
\$4AD5 255 Valhingen Graveyard assisted by efreeti
\$4AD6 255 Slums 12 treasure found
\$4AD7 255 Sokal Keep 9 orcs and hobgoblins defeated
\$4AD8 255 Slums 15 goblin leaders and goblin guards defeated
\$4AD9 255 Slums 20 ogres and trolls defeated
\$4ADA unused
\$4ADB Kuto's Well well status
\$4ADC to \$4ADF unused
\$4AEO 1 running "game won" script
\$4AE1 255 Cadorna Textile House 2 hobgoblins defeated
\$4AE2 255 Cadorna Textile House 6 entered
\$4AE3 255 Cadorna Textile House 8 hobgoblins defeated
\$4AE4 Cadorna Textile House random combat counter (maximum 10)
\$4AE5 1 Kobold Caves 18 found kobold
\$4AE6 254 Cadorna Textile House cleared
255 Cadorna Textile House clear rewarded
\$4AE7 254 Podal Plaza cleared
255 Podal Plaza clear rewarded
\$4AE8 unused
\$4AE9 unused
\$4AEA Kovel Mansion 10 cabinet A:
1 opened
2 failed to pick lock
3 left
\$4AEB Kovel Mansion 10 cabinet B: as \$4AEA
\$4AEC Kovel Mansion 10 cabinet C: as \$4AEA
\$4AED Kovel Mansion 12: as \$4AEA
\$4AEE Kovel Mansion 13 casket A: as \$4AEA
\$4AEF Kovel Mansion 13 casket B: as \$4AEA
\$4AFO Kovel Mansion 13 casket C: as \$4AEA
\$4AF1 Kovel Mansion 13 casket D: as \$4AEA

```
```

\$4AF2 1 Valhingen Graveyard 13 skeletons defeated
1 1 ~ V a l h i n g e n ~ G r a v e y a r d ~ 5 ~ g i a n t ~ s k e l e t o n ~ d e f e a t e d
\$4AF3 1 Valhingen Graveyard 16 zombies defeated
1 1 ~ V a l h i n g e n ~ G r a v e y a r d ~ 8 ~ j u j u ~ z o m b i e ~ d e f e a t e d
\$4AF4 1 Valhingen Graveyard 10 wights defeated
1 0 ~ V a l h i n g e n ~ G r a v e y a r d ~ 1 2 ~ w r a i t h ~ d e f e a t e d
\$4AF5 1 Valhingen Graveyard 13 skeletons defeated
\$4AF6 1 Valhingen Graveyard 16 zombies defeated
\$4AF7 1 Valhingen Graveyard 20 wights defeated
\$4AF8 1 Valhingen Graveyard 24 treasure found
\$4AF9 to \$4AFF unused
SECTION 11.4.2 - Other Script Addresses
-----------------------------------------
These addresses are also referenced in the ECL scripts.
A "character" is a specific character that is either currently selected in the UI, or is chosen by the LOAD CHARACTER, WHO, or SPELL ECL commands.

```
```

\$2C90 (calling this redraws the first-person view; often used to reset it)

```
$2C90 (calling this redraws the first-person view; often used to reset it)
$49C3 X-coordinate (outdoors)
$49C3 X-coordinate (outdoors)
$49C4 Y-coordinate (outdoors)
$49C4 Y-coordinate (outdoors)
$49C5 Map ID
$49C5 Map ID
$49C7 Minute of the turn (minutes ones digit)
$49C7 Minute of the turn (minutes ones digit)
$49C8 Turn of the hour (minutes tens digit)
$49C8 Turn of the hour (minutes tens digit)
$49C9 Hour of the day
$49C9 Hour of the day
$49CA Day of the month
$49CA Day of the month
$49CB Month of the year
$49CB Month of the year
$49CC Elapsed years
$49CC Elapsed years
$49E6 0 indoors
$49E6 0 indoors
    1 outdoors
    1 outdoors
$49F0 X-coordinate (previous)
$49F0 X-coordinate (previous)
$49F1 Y-coordinate (previous)
$49F1 Y-coordinate (previous)
$49F2 Previous script ID
$49F2 Previous script ID
$49FB 1 Automap will not work
$49FB 1 Automap will not work
$49FC Game speed
$49FC Game speed
$49FD Color of sky (standard 16-color palette: 11 = sky blue, etc.)
$49FD Color of sky (standard 16-color palette: 11 = sky blue, etc.)
$49FE Color of ceiling (standard 16-color palette)
$49FE Color of ceiling (standard 16-color palette)
$6B00 Character name
$6B00 Character name
$6B15 Character Intelligence
$6B15 Character Intelligence
$6B16 Character Wisdom
$6B16 Character Wisdom
$6B17 Character Dexterity
$6B17 Character Dexterity
$6B18 Character Constitution
$6B18 Character Constitution
$6B19 Character Charisma
$6B19 Character Charisma
$6B20 Character memorized spell table
$6B20 Character memorized spell table
$6B72 Character race
$6B72 Character race
$6B73 Character class
$6B73 Character class
$6B76 Character maximum hit points
$6B76 Character maximum hit points
$6B9A Character saving throw vs. paralyzation, poison or death
$6B9A Character saving throw vs. paralyzation, poison or death
$6B9B Character saving throw vs. petrification or polymorph
$6B9B Character saving throw vs. petrification or polymorph
$6B9C Character saving throw vs. rod, staff or wand
$6B9C Character saving throw vs. rod, staff or wand
$6B9D Character saving throw vs. breath weapon
$6B9D Character saving throw vs. breath weapon
$6B9E Character saving throw vs. spell
$6B9E Character saving throw vs. spell
$6BA5 Character thief skill: Pick Pocket
$6BA5 Character thief skill: Pick Pocket
$6BA6 Character thief skill: Open Locks
$6BA6 Character thief skill: Open Locks
$6BA7 Character thief skill: Find/Remove Traps
$6BA7 Character thief skill: Find/Remove Traps
$6BA8 Character thief skill: Move Silently
$6BA8 Character thief skill: Move Silently
$6BA9 Character thief skill: Hide in Shadows
$6BA9 Character thief skill: Hide in Shadows
$6BAA Character thief skill: Hear Noise
```

\$6BAA Character thief skill: Hear Noise

```
```

\$6BAB Character thief skill: Climb Walls
\$6BAC Character thief skill: Read Languages
\$6BB8 Morale and NPC status:
lower 7 bits: morale
bit 128: set if NPC
\$6BBB Character copper
\$6BBD Character silver
\$6BBF Character electrum
\$6BC1 Character gold
\$6BC3 Character platinum
\$6BC5 Character gems
\$6BC7 Character jewelry
\$6BC9 Character magic-user levels
\$6BCA Character cleric levels
\$6BCB Character thief levels
\$6BCC Character fighter levels
\$6BCD Character druid levels
\$6BCE Character monk levels
\$6BCF Character paladin levels
\$6BD0 Character ranger levels
\$6BD6 Character sex
\$6BD8 Character alignment
\$6C00 Character status:
O Character does not exist or is unconscious
1 Character is okay
128+status Character has status effect
\$6C0C Character combat behavior:
0 Allied, Controlled
128 Allied, Uncontrolled
129 Enemy
\$6C19 Character current hit points
\$6C1B Character movement
\$6DA8 Bitmask for classes trainable in a training hall
\$6DB1 Currently selected character
\$6DC1 Monster distance
\$6DC6 Morale threshold (monsters start checking morale once this % of their
strength is gone; 100 means monsters always fight to the death)
\$6DC7 Last combat result:
O Victory
129 Ran away
\$6DC8 Last combat number of monsters killed
\$6DC9 255 Party cannot change X or Y coordinates by moving forward
\$6DCA 1 Search mode on
\$6DCB Surprise for next combat:
O Neither side surprised
1 Monsters surprise party
2 Party surprises monsters
3 Monsters and party surprise each other
\$6DCF Charisma bonus of party spokesperson (from Statistic: Charisma table)
\$6DD2 Time you may be able to rest uninterrupted (in minutes, divided by 5)
O means you cannot be interrupted
\$6DD3 % chance rest is interrupted
\$6DD5 1 Party to leave current map
\$6DE1 Picture loading (255 means none)
\$6DE2 1 Party about to enter temple
\$6DE3 1 Next combat does not provide any items
\$6E12 Disk number
\$6E33 1 Party attacked allies during the last fight
\$6E3E Party size
\$6E6C 1 Party about to enter shop

```
```

\$6E6D Shop buying price multiplier (16 is standard)
\$6E70 signed 8-bit ad hoc combat bonus to monster THAC0 in next combat
\$6E71 signed 8-bit ad hoc combat bonus to party THAC0 and damage in next combat
\$6E72 signed 8-bit ad hoc combat modifier to party movement in next combat
\$6EF6 Unknown shop modifier (1 is standard)
\$8000 (calling this starts a character-vs-character duel)
\$8001 (calling this starts a character-vs-monster duel)
\$C04B X-coordinate (current)
\$C04C Y-coordinate (current)
\$C04D Party facing:
0 north
1 east
2 south
3 west
\$C04E Door/wall of current square
\$C04F Event number of current square (upper 1-3 bits are often flags)

```
SECTION 11.5 - Code Overview
SECTION 11.5.1 - Executable Structure

This assumes you are using version 1.3. The following is nowhere near comprehensive.
* EXE offs: hexadecimal offset in the *decompressed* START.EXE
* DS offs : hexadecimal location in the data segment (DS)
* len : decimal length

More complicated data structures are provided in the Data Structures section.

A "Pascal-encoded" string has the length as the first byte, and is followed by the actual string, with any remaining bytes padded with null (which are not null terminators).
```

    EXE DS
    offs offs len
0D1BA 011A 410 Temple spell name array, 41 bytes each, Pascal-encoded.
0DDD8 0D38 459 Class name array, 27 bytes each, Pascal-encoded.
0DFA3 0F03 80 Race name array, 10 bytes each, Pascal-encoded.
ODFF3 0F53 153 Alignment name array, }17\mathrm{ bytes each, Pascal-encoded.
0EO8C OFEC 14 Sex name array, }7\mathrm{ bytes each, Pascal-encoded.
0E09A 0FFA }77\mathrm{ Money name array, 11 bytes each, Pascal-encoded.
OEOE7 1047 117 Status condition name array, 13 bytes each, Pascal-encoded.
0E15C 10BC 5355 Item name component array, 21 bytes each, Pascal-encoded.
0F647 25A7 1 unknown (probably byte alignment)
0F648 25A8 24 Compass direction name array, 3 bytes each, Pascal-encoded.
0F9B2 2912 2296 Spell name array, 41 bytes each, Pascal-encoded.
102AA 320A 1072 Spell table, 16 bytes each. The first 56 entries are same
spells as given in Creature File Format; the next 11 represent
magical effects 80-90 in Item File Format.
106DA 363A 14 unknown
10D1C 3C7C 88 THAC0 table by level, 11 bytes each (levels 0 to 10).
THACO is represented by (60 - THACO).
10D74 3CD4 40 unknown
10D9C 3CFC 72 Thief ability table by level, }8\mathrm{ bytes each.
10DE4 3D44 56 Thief ability adjustment table by race, 8 bytes each (monster
race not included).
10E1C 3D7C 55 Thief ability adjustment table by Dexterity, 5 bytes each.

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    Begins at Dexterity 9 and ends at Dexterity 19.
    10E53 3DB3 112 Minimum/maximum statistics by race, 16 bytes each (monster race
not included).
10EC3 3E23
10F17 3E77
10FDB 3F3B
11021 3F81
11087 3FE7
111314091
11143 40A3
113034263
113134273 360 Saving throw table, 5 bytes each. Arranged first by level
(1 to 9), then by class.
SECTION 11.5.2 - Code Hacking

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Spellcasting delay is more than three times that of tabletop version. If you want to change spellcasting time to be more true to the original rules (this will significantly affect game balance):
1. Open GAME.OVR, look for this hex string: 30 E4 99 B9 0300 F7 F1
2. Change the 03 (should be offset \(0 \times 14 \mathrm{CC} 9\) ) to 01 . That modifies this: B9 \(0300 \mathrm{mov} \mathrm{cx}, 3\) F7 F1 div cx

SECTION 11.6 - Bug List

SECTION 11.6.1 - Technical Bugs

There's not necessarily a sharp line between a "technical" bug and an "adaptational" bug, but I did want to split up the list somehow.
* You can manually lower statistics below their defined minimums.
* The passage of time does not actually age your characters.
* Single-target damage spells should not be able to raise the dead.
* Hit points granted on level-up are not divided by number of classes (this computation is performed correctly in later games).
* Genheeris is unable to memorize spells.
* Thieving abilities are recalculated only when you train (so a 1st-level character won't have correct thieving abilities).
* Mirror Image does not work as often as it should. (Fixed in Secret of the Silver Blades.)
* A Bag of Holding won't cleanly allow you to pick up all the weight you can.
* A Flame Tongue sword has no special effect. (Fixed in Curse of the Azure

Bonds.)
* Keoghtum's Ointment should not convert poisoned characters to dead.
* A Wand of Paralyzation should not bypass magic resistance.
* ACOLYTE (\#108) has a race of Monster, and has 0 XP, which allows the NPC to be Modified, which causes array-out-of-bounds errors.

SECTION 11.6.2 - Scripting Bugs

This doesn't include spelling or grammar errors, which are numerous.
* Civilized Area: you may rest in an inn, even if you have angered Phlan and you are told you aren't allowed to.
* Civilized Area: the shop door at \((9,14)\) works at night.
* Slums: the game doesn't properly check the random encounter counter while resting, but credits you with a clear point for defeating monsters that appear when disturbed, allowing you to clear the block without dealing with all set encounters.
* Slums: for set encounters, the game doesn't first check to see if you ran away from combat before crediting you with victory. (This is a common scripting error in the Gold Box games.)
* Kuto's Well: if rest is interrupted by monsters, they will be surprised.
* Podal Plaza: there is supposed to be a difference in resting between being on mission and not clearing the block, but the latter immediately clobbers the former, so it doesn't actually happen.
* Podal Plaza: in a random encounter, running away is only checked for after you have been credited with victory.
* Podal Plaza: you can defeat the buccaneer and take his treasure twice.
* Cadorna Textile House: in a random encounter, running away is only checked for after you have been credited with victory.
* Cadorna Textile House: rest can be disturbed even if it is safe.
* Cadorna Textile House: the Ring of Feather Falling does not prevent fall damage in the well.
* Cadorna Textile House: Restal can open the Cadorna family treasure more than once.
* Kovel Mansion: the number of thieves in the location 14 ambush is not properly calculated.
* Wealthy Area: you have only one chance to find the treasure at location 4.
* Yarash's Pyramid: completing and leaving the pyramid can incorrectly flag the endgame scripts.
* Nomad Camp: The Shaman carries a "Bracers AC 2" that is actually AC 4.
* Lizardman Keep: if you give an incorrect friend-word, the combats at locations 3 and 10 aren't correct.
* Lizardman Keep: the count of giant lizards doesn't work correctly.
* Buccaneer Base: you can get the heir to Bivant even if you already have him.
* Zhentil Keep Outpost: you can have dinner with the commandant even if you've already fought some of the guards.
* Zhentil Keep Outpost: you aren't supposed to be able to leave the outpost from your room before dinner without encountering the commandant.
* Zhentil Keep Outpost: you aren't supposed to fight Al-Hyam Dazid here.
* Valhingen Graveyard: the treasure of locations 12 and 24 are transposed.
* Stojanow Gate: the bugbears become outright hostile if you refuse to pass through the gate (they should probably just become more suspicious).
* Stojanow Gate: the bugbears should always become hostile if they believe you to be impostors.
* Stojanow Gate: setting off the alarm here should start random encounters and alert the tower guards, but it doesn't.
* Stojanow Gate: confronting the tower guards after defeating the bugbear patrol has you fight both sets of tower guards, even if you have killed one set.
* Stojanow Gate: fleeing the bugbear patrol after fighting the tower guards crashes the game.
* Valjevo Castle Hedge Maze: at the false Tyranthraxus, the logic for "P"arleying with an "A"busive attitude is backwards.
* Valjevo Castle Inner Tower: the game script does not properly flag Tyranthraxus as defeated.

SECTION 11.6.3 - Adaptational Bugs

This only considers adaptational errors that would be relatively easy to fix. The game does correctly enforce some rather obscure rules; even so, I'm excluding many difficult to enforce rules from the below.
* Minimum statistics required for a class are not fully enforced. (For example, for classes available in any Gold Box game, Charisma 6 should be required.)
* No Intelligence roll is required to learn a magic-user spell.
* No clerical spell failure for Wisdom below 13.
* Dexterity 10 Pick Pocket adjustment should be \(-10 \%\), not \(-19 \%\).
* Dexterity 16 Open Locks adjustment should be \(+5 \%\), not \(-5 \%\).
* In cases where you lose a Dexterity bonus to Armor Class, you lose even penalties.
* Clerics should not be allowed to be True Neutral.
* Thieves are not required to refrain from using shields to act as a thief.
* Being blind should cause you to treat all creatures as invisible.
* Elves get a to-hit bonus with crossbows they shouldn't get. (Fixed in Curse of the Azure Bonds.)
* Launchers add their plus to damage as well as to hit. (Fixed in Secret of the Silver Blades.)
* Hold Person should require a saving throw vs. paralyzation, not vs. spell.
* Animate Dead is far more powerful than it is supposed to be; it animates the dead with full hit points at significant range.
* Enlarge should grant slightly lower Strength at level 1 and 2.
* Reduce should do more than just dispel Enlarge.
* Haste and Slow do not affect initiative as they should.
* Protection from Normal Missiles should also mitigate damage from magical thrown and launched weaponry.
* Raise Dead in a temple should not work on elves.
* A bec de corbin should either bash or pierce, not slash.
* A military fork, ranseur, or trident should pierce, not slash.
* A Cloak of Displacement should also grant a saving throw bonus.
* Magical armor never provides a saving throw bonus.
* A Ring of Protection rarely adds its bonus to saving throws.
* A Wand of Paralyzation should force a save vs. rod/staff/wand, not paralyzation.
* A monster equipping an item should receive any effects it grants.
* A monster equipping armor should have its movement restricted appropriately.
* LARGE SCORPION (\#18) and HUGE SCORPION (\#39) should not be snakes.
* TROLL (\#31) should not be able to regenerate after taking fire damage. (Fixed in Curse of the Azure Bonds.)
* DISPLACER BEAST (\#68) should be displaced.
* DISPLACER BEAST (\#68) should not be lawful good.
* EFREETI (\#70 and \#124) does not know how to cast Enlarge or Invisibility.
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SECTION 12 - Fluff

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SECTION 12.1 - Journal Entries
Here is a list of Journal Entries actually referenced by the game, with where
to find them (along with what you need to do to get it if it is not automatic).
Note that information in these entries is not guaranteed to be true.
3 - Sokal Keep 16 (speak correctly to the keep's spectral defenders)
7 - Mendor's Library 2 (search Philosophy section)
8 - Mendor's Library 4 (search History section)
10 - Mendor's Library 18 (accept kobolds' surrender)
11 - Cadorna Textile House 23
14 - Kovel Mansion 10 (open Cabinet A)
16 - Kobold Caves 14
19 - Mendor's Library 2 (search Philosophy section)
20 - Kobold Caves 18 (give water to crippled kobold)
21 - Mendor's Library 4 (search History section)
23 - Kovel Mansion 10 (open cabinet A)
25 - Temple of Bane (defeat Mace)
26 - Yarash's Pyramid Level 113 (search remains)
27 - Yarash's Pyramid Level 327 (search Yarash's desk)
28 - Kobold Caves 13
29 - Kovel Mansion 20
30 - Valjevo Castle Hedge Maze 1 (threaten Al-Hyam Dazid until he offers notes)
31 - Lizardman Keep (give proper tribal friend-word to old lizardman)
33 - Yarash's Pyramid Level 327 (search Yarash's desk)
35 - Yarash's Pyramid Level 324 (befriend and free enslaved lizardmen)
37 - Mendor's Library 4 (search History section)
38 - Kovel Mansion 17
40 - Yarash's Pyramid Level 327 (search Yarash's desk)
41 - Kovel Mansion 19
42 - Kobold Caves 2 (search mine tailings)
43 - Valhingen Graveyard 25 (read scroll)
46 - Zhentil Keep Outpost 6 (over dinner, discuss "M"agic -> "M"ention Pool)
47 - Cadorna Textile House 17
48 - Kovel Mansion 18 (defeat thieves)
49 - Yarash's Pyramid Level 327 (search Yarash's desk)
50 - Kuto's Well Catacombs 12 (defeat Norris the Gray)
51 - Kovel Mansion 17
53 - Wealthy Area 6 (defeat ogre/orc guards)
55 - Nomad Camp (accept nomads' invitation)
56 - Yarash's Pyramid Level 327 (search Yarash's desk)
57 - Sokal Keep 9 (defeat the orc/hobgoblin ambush)

Entries 4 (map to the silver dragon's cave) and 15 (a not-quite-precise map of the southeastern Valjevo Castle Hedge Maze) are useful, but are not referenced anywhere in the game that \(I\) know of.

SECTION 12.2 - Novelization

The party that undertakes the quest in the novel is:
Shal (human female fighter/magic-user)
Tarl (human male fighter/cleric)
Ren (human male ranger/thief)

They are multi-classed and equipped with very powerful magical items for low level characters to make up for the fact that there are only ever three of them. Yes, that's the same Shal that later shows up in Pools of Darkness, the game. The three are also the main characters in Pools of Darkness, the novelization.

Tavern brawls are even deadlier in the novel than in the Gold Box games!
Only the following quests are depicted: Sokal Keep; Cadorna Textile House; Yarash's Pyramid; Valhingen Graveyard; Valjevo Castle Hedge Maze and Inner Tower.

The Gold Box version, the tabletop version, and the novelization are all independent of each other. This is not true for Curse of the Azure Bonds or Pools of Darkness.

SECTION 12.3 - Historical Accuracy
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Yes, I know, no one is seriously going to think this game is realistic, but I like to talk about this.
* Standard 1st Edition \(A D \& D\) has a technology level of \(A D 1400\) plus or minus 15 years, without the gunpowder weapons that existed at the time. Even 1420 starts to have technology beyond what is supposed to exist; 1440 is right out, as that's about when Gutenberg introduced his printing press (though these do exist far away from the Moonsea region). Gunpowder (which doesn't work in the Forgotten Realms) also starts to have a significant effect as the 15th century progresses: cannon played a significant role in the siege of Orleans (late 1420s), and a decisive one in the fall of Constantinople (1453).

Later AD\&D editions tend not to care about historical accuracy as much as 1st Edition. The reason for this is partly the last point on this list, and partly because most people would perceive a realistic treatment as unrealistic -- they actually expect a fake version of history, as the standard fantasy setting contains numerous elements from the modern era.
* Werner von Urslingen was an actual historical character, known for leading a fearsome mercenary army in the \(14 t h\) century.
* Melee weapons are far lighter in real life than they are in \(A D \& D\), and many other games copied AD\&D's super-heavy weapon model. A standard 1st Edition AD\&D long sword weighs 6 pounds. It's not practical to use a one-handed weapon heavier than about 5 pounds at most, and an actual long sword weighs about 3 pounds (which is the 5th Edition value). For comparison, a modern baseball bat is definitely a two-handed weapon, but it weighs only about 2 pounds.

In the other direction, a long sword weighs 13.0 pounds in Angband and 19.6 pounds in Ultima VI. Even those don't touch the absurdity of Robert Baratheon's warhammer, which Eddard Stark (not a cripple) can barely even lift.
* Broad swords actually are from the early modern era, about the mid-1500s at the earliest. They were intended to accompany firearms.
* Real swords are often blunter than people think. This is actually deliberate; late medieval and early modern European long swords were designed so that they could be held two-handed with one hand on the blade (this
technique is called "half-swording"), specifically to change the weapon from a slashing one to a thrusting or bashing one -- slashing is virtually useless against a well-armored opponent, but thrusting and bashing still remain useful. (Swordmaking in Japan placed an emphasis on sharpness partly because good armor was significantly rarer there than in Europe.)

Yes, you aren't supposed to slash at a heavily-armored opponent. Aside from half-swording, you can also grapple or overbear such an opponent, wield a weapon (e.g., a warhammer) effective against good armor, go after the more numerous lightly-armored opponents, or aim at the horse the well-armored opponent is often riding.
* Those flails your cleric wields are of dubious historical authenticity. There is a notable lack of references to them in older literature, and it's suspected that the handful of examples in museums are fraudulent.
* Crossbows are supposed to be much easier to use than regular bows; that's why they had such an impact in real life. This does happen to some extent in later editions of \(A D \& D\), just not 1 st or 2 nd. (For a skilled hero, a bow would be better because it has a higher rate of fire; reloading a medieval European crossbow takes a long time.)
* Assuming the skill is not a problem (not a reasonable assumption for actual armies, but fine for a handful of heroes), bows are actually powerful enough that they aren't fully superseded by firearms until the appearance of massproduced rifles in the mid-19th century. On the other hand, bows are not as good at punching through plate mail/armor as commonly believed; the reason the English won a crushing victory at Agincourt in 1415 wasn't because longbows work like wands of magic missiles.
* Slings are actually much deadlier than people (and AD\&D rules) generally think. People tend to think of slingshots when slings are mentioned; those are genuinely weak. Slings are extremely difficult to actually aim well, though; it's entirely possible to accidentally hurl a sling stone backwards, which is unlikely with a bow or gun no matter how much of a new user you are. (That means David taking out Goliath is more a matter of superior skill than of being a fortunate underdog.)
* It's commonly said that real plate mail isn't nearly as limiting as CRPGs and standard fantasy worlds portray them. That isn't really the case in 1st/2nd Edition AD\&D, though, which make a distinction between "plate mail" and "plate armor". (Yes, that's weird, but the rules explicitly state it.) "Plate armor" is usually what people mean when they say "plate mail", and it's "plate armor" that is easy to move around in, very protective, and supremely expensive. "Plate armor" protects the entire body with very few gaps, using interlocking overlapping plates to do so, and distributing the weight so it's not as encumbering. It's also, according to the 1st Edition DMG, too technologically advanced to exist in a standard AD\&D game world. It was invented later (about 1420) than gunpowder weaponry, being developed partly to counter it. Only in the 17 th century, during the Thirty Years' War, did gunpowder weapons finally become powerful enough to make plate armor not worthwhile in combat.

If you want to look up the formal modern academic terms for plate armor, start with "white armor" and "Gothic plate armor"; the difference between these is more important than knowing the difference between a glaive and a glaive-guisarme.
* In modern usage, "mail" is only supposed to describe armor made of linked rings. So "chain mail" is still a valid term, but "plate mail" is not. This
is modern enough that \(I\) think its widespread usage is newer than \(A D \& D\).
* It's doubtful whether "ring mail" and "banded mail" even ever existed at all, historically. Even the 2nd Edition PHB reports this, but by then people had already been throwing around the 1st Edition terms for years. Gygax cites a source from 1909.
* Leather armor did exist, but it wasn't actually used often, because it doesn't work well in practice. This is partly because cloth/padded armor actually works better than most people think.
* Shields really ought to protect you better in combat than they do here. A 5\% reduction in hit chance really is not much compared to how much it actually helped. This is less true if you have the more technologically advanced plate armor around; once armor that good started appearing, elite fighters relied less and less upon shields -- but armor that good isn't supposed to exist in AD\&D.
* It's stated in the sourcebooks (e.g., the Wilderness Survival Guide) that lower-level lightning spells aren't as deadly as the real thing. The reverse is actually the case, since in real life, a direct lightning bolt strike only kills the victim about \(10 \%\) of the time. In \(A D \& D\), a Lightning Bolt that does 5d6 damage will outright kill a person with 10 hit points (more than the median soldier) more often than that.
* While pin-and-tumbler locks predate the entire medieval era, they were rather exotic items until the invention and spread of the mass-produced Yale lock in the mid-19th century. Their presence is sensible here if they're protecting something valuable, but in many CRPGs, including this one, they often protect things of little or even no value. In such cases, it may actually make economic sense to steal the lock itself.
* Even major cities in the Forgotten Realms have low populations; there are few cities with a population of more than 50,000 . The same is true of most other \(A D \& D\) settings. Real life and typical fantasy settings both have their largest cities with populations in the hundreds of thousands.

In 1400, Paris was the largest western European city, with a population of about 250,000. The next largest cities would have all been in what is now northern Italy. This is all despite a severe famine that started in 1315 (roughly the same time the Little Ice Age began and reduced crop yields), the Hundred Years' War which started in 1337, and the Black Death which started in 1348.

I suspect the low populations of the typical \(A D \& D\) setting reflects its more direct inheritance from Tolkien compared to most other fantasy fiction. Middle-earth in the late Third Age is similarly depopulated, just with clearer reasons for it.
* People these days tend to assume the literacy rate was very low before the invention of the printing press. It was still around \(15 \%\) to \(20 \%\).
* The level of trade depicted in the Gold Box games is more typical of the Renaissance or early modern age than the actual late medieval period.
* Inns were also not significant in the medieval era, because there weren't enough travelers to justify very many of them. Travelers tended to rely upon one of two alternatives. (1) Travelers often just relied upon individual hospitality; this is partly why sacred hospitality used to be such a big deal. (2) Many travelers in the medieval era were actually religious
pilgrims, and often stayed at monasteries. Gygax was aware of this (the 1st Edition MM/DMG random encounter tables have you encounter pilgrims fairly often), but most of his imitators are not.

This is related to the above point, because trade results in more travelers. The same also applies to a significant extent to taverns. Not that inns or taverns didn't exist at all -- they're a notable element of the Canterbury Tales, which date to 1386 -- but they were not common. (You'll probably realize that this statement also depends on exactly when you define the medieval era ending.)
* While you don't see it too much in Pool of Radiance, Forgotten Realms political entities like Cormyr or Sembia behave an awful lot like modern-day Westphalian nation-states, which shouldn't happen in a pre-modern culture without good reason. (Though that is not necessarily unrealistic -- the Roman Empire behaved in many ways like a modern nation-state. It just isn't anything like medieval Europe.)
* Similar to the above, those political entities also tend to have significant standing armies -- very much like the Romans did, and very much unlike actual European medieval powers; very much like most other standard fantasy nations, and very much unlike Westeros.
* If you've read a lot of printed fantasy, you may notice there isn't much reference to feudalism in AD\&D. This actually accurately reflects the time period; western European feudalism started to break down as early as the 12th century, and that decline accelerated in the 14 th century. There are multiple reasons for this that historians debate furiously, even including "feudalism never existed", but probably the most important is the centralization of power in kings, which itself happened for all kinds of reasons. The main practical problems with feudalism are the lack of a good way to stop two major vassals from fighting each other, and that vassals tended to prefer being taxed to the mandatory military service standard for feudalism.

The Black Death in the mid-14th century particularly sped up the decay of western European feudalism: many workers died, but capital was preserved; thus demand for labor vastly outstripped supply, leading surviving commoners to demand, and often actually get, better living conditions. This in turn helped eventually lead to commoners having enough wealth to actually justify the numerous inns and taverns found in the standard fantasy setting.

Feudalism is actually more visible in Tolkien (who kept it muted, because he was actually an anarcho-monarchist ... yes, Tolkien actually considered himself an anarchist), and in Martin (in Westeros, society typically works on an early medieval societal model, despite the latest technology often being early modern or even 19th century), than it is in almost all CRPGs.
* Castles stopped being built for military purposes when cannons got good enough; cannons became influential in warfare well before firearms displaced AD\&D-style weaponry. Dragons, earth elementals, and teleportation should also count towards this, really. (A lot of real castles were actually built for aesthetic purposes, because "late medieval is awesome!" has been popular for a long time -- Neuschwanstein is probably the best example of this. That's the castle the one in Disneyland is based upon.)
* Food supplies are generally not an issue in the standard fantasy world; when it does become a problem, it's usually because of a war. In real life, they were a problem even for peacetime affluent societies all the way up to the 19th century. There were massive volcanic eruptions in 1783 and 1815, either
more significant than any since, that caused global cooling significant enough to cause crop failures in the following years. This was one of the driving forces behind westward expansion in the United States; farmland in marginal areas was abandoned at the time. (Those forests in New England that are now famous for changing colors in the fall? Those were mostly farmland when the United States declared independence.)

In the real medieval period, you could expect crop failures resulting in famine every several years; a single crop failure generally didn't result in a severe famine, but two or more in a row was another matter.
* In the Gold Box games, wolves generally have a bad reputation, as they do in much of standard fantasy. They generally have a much better reputation these days, with much of that because they are the sigil of the Starks of Westeros. This is likely inspired by real-life western Europe having problems with wolves terrorizing urban citizens all the way up to about the 18 th century.
* Any magical society with a sufficiently advanced level of magic is going to use it as we do technology; you will start to get things like crystal ball telecommunications networks and social teleportation services. This DOES happen in Eberron and Harry Potter; the Forgotten Realms also have a high magic level and should thus behave in many un-medieval ways. There's a reason why Tolkien, Martin, etc. mostly create low-magic worlds; powerful magic like continents sinking into the ocean and 700-foot-high 300-mile-long enchanted ice walls should be decidedly exceptional, or it will make your world behave untraditionally.

This is also a reason why Greyhawk is typically the standard AD\&D game setting: Dark Sun, Eberron, Planescape, and Ravenloft are all deliberately un-medieval in many ways, and Dragonlance has its own idiosyncratic mythology.
* A "buccaneer" is supposed to be specific to the Caribbean and its age of piracy. "Pirate" is a better culture- and era-independent term. The Tampa Bay Buccaneers are in the right general area, at least. The ones in this game ... not so much.
* Finally, the very concept of not having anachronisms in fiction is itself a modern one. You won't find much like it in Shakespeare, for instance. It only starts to be significant around the time of the popularity of Ivanhoe, published in 1819. Tolkien didn't care much; his societies actually most resemble 6th-century England, so many of the things we take for granted in fantasy fiction would fit there about as much as express trains, cruise missiles, or armored personnel carriers would in AD\&D -- and all three of those actually DO exist in Middle-earth, incidentally. (Tolkien was always cheerful about anachronisms.) And when you get to computer games, you have battery-powered brass lanterns in the original Adventure, plastic explosives in Zork, space fighter combat in Ultima, blaster guns in Might and Magic, elevators in Wizardry, tinker gnomes in Krynn, the church of Gond Wonderbringer in the Forbidden Realms ... and even if you insist on historical accuracy, which relatively few non-modern games even try to do, it's very hard to prevent technology from centuries later getting through somewhere. (For instance, doorknobs were only invented less than 150 years ago -- but almost the first thing mentioned in The Hobbit is the knob on the door to Bag End.)

SECTION 13.1 - References

Here are some other sources you can consult about the game.
AD\&D Pool of Radiance Clue Book, ISBN not known (I suspect there isn't one), 64 pp. This has a complete set of maps, is reasonably comprehensive, and is the classic reference for the game. Physical copies are of some interest to collectors. Despite being published by SSI, this isn't actually all that accurate, though it is still far more accurate than the average Prima strategy guide. Its details appear to better reflect the Apple II or Commodore 64 versions of the game.

These three books are the core \(A D \& D\) books that have many of the basic rules:
AD\&D Player's Handbook (1st Edition), ISBN 0-935696-01-6. (PHB)
AD\&D Dungeon Master's Guide (1st Edition), ISBN 0-935696-02-4. (DMG) AD\&D Monster Manual (1st Edition), ISBN 0-935696-00-8. (MM)
Note that many other sources apply the 2nd Edition rules to the Gold Box games. The 2nd Edition rules are relatively similar to 1st Edition rules, but significant differences still exist. At the time of Pool of Radiance's release, lst Edition \(A D \& D\) was the only existing edition. Later Gold Box games still use mostly 1st Edition rules even though 2nd Edition was then the latest and greatest in the tabletop world.

AD\&D Unearthed Arcana (1st Edition), ISBN 088038-084-5. (UA) These optional rules released later in 1st Edition's lifecycle are mostly not used in the Gold Box games, though there are a few exceptions, primarily magical items.

AD\&D Monster Manual II (1st Edition), ISBN 0-88038-031-4. (MM2) This has several relevant monsters not described in the original Monster Manual, and also the rules for statistics of 19 and higher.

AD\&D Field Folio (1st Edition), ISBN 0-935696-21-0. (FF) While all the other Gold Box games draw some inspiration from here, and some monsters featured in other CRPGs made their debut here, nothing from this book is in Pool of Radiance.

AD\&D Forgotten Realms Campaign Set (1st Edition), ISBN 0-88038-472-7. This has the original campaign information for the Forgotten Realms.

AD\&D Forgotten Realms Ruins of Adventure Official Game Adventure, ISBN 0-88038-588-X. (RoA) This is the official tabletop game adaptation of the computer game. It follows the same rough overall plot, but there are many differences in detail. It has a reputation for being nowhere near as good as the computer game, mostly because it doesn't take advantage of the additional interaction a human DM can provide. It is also generally easier than the Gold Box version in principle, perhaps because the computer version has the potent magic of "quit and load saved game".

Pool of Radiance, by James M. Ward and Jane Cooper Hong, ISBN 0-88038-735-1, 316 pp . This is the official novelization of the computer game. Like the adventure module, its reputation is nowhere near as good as the computer game.

Quest for Clues II, ed. Shay Addams, ISBN 0-929373-01-04 (same as for QfC III which is odd), 181 pp . This is the Quest for Clues book with a Pool of Radiance walkthrough, on pages 83-93. As with all Questbusters walkthroughs,
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    it isn't particularly detailed.
    Computer Gaming World references:
\#49 (Aug 1988) p. 20-21: Sneak preview.
\#54 (Dec 1988) p. 28, 60-62: Two reviews, by Ken St. Andre and Tracie Forman
Hines; many criticisms, both positive and negative, look strange thirty
years later. Scorpia never gave a full-length review.
\#55 (Jan 1989) p. 33: early sales reports.
\#64 (Oct 1989) p. 41: nominee for 1989 RPG of the Year.
\#72 (Jun 1990) p. 18: yes, it really was that slow on an original IBM PC.
\#76 (Nov 1990) p. 70: yes, the AI really was that bad in earlier versions.
\#85 (Aug 1991) p. 51: Scorpia gives a hint about Tyranthraxus.
\#87 (Oct 1991) p. 20: Scorpia gives a brief review in her RPG survey.
CGW's reader ratings initially were high, though not as high as Magic Candle,
Ultima V, or Wasteland. (You should play all of those, too!)
Minor mentions (including ads):
\#38 (Jul-Aug 1987) p. 42
\#42 (Dec 1987) p. 23
\#44 (Feb 1988) p. }3
\#45 (Mar 1988) p. 17
\#48 (Jun 1988) p. 57
\#49 (Aug 1988) p. 10
\#50 (Sep 1988) p. 22, p. 46
\#52 (Oct 1988) p. 38
\#53 (Nov 1988) p. }5
\#56 (Feb 1989) p. }6
\#60 (Jun 1989) p. 8-9
\#61 (Jul 1989) p. 40-41
\#62 (Aug 1989) p. 8-9
\#66 (Dec 1989) p. }6
\#67 (Jan 1990) p. }8
\#68 (Feb 1990) p. }6
\#77 (Dec 1990) p. }12
http://gbc.zorbus.net/index.html
Gold Box Companion home page. The most useful tool in its own right, this
page also has links to most other Gold Box Web pages worth mentioning.
http://www.gamebanshee.com/poolofradiance/
Polished and reasonably comprehensive Web-based walkthrough.
http://www.gamefaqs.com/
nes/587518-advanced-dungeons-and-dragons-pool-of-radiance/faqs/51292
This is the best walkthrough I know of for the NES version.
https://rpgcodex.net/forums/threads/
lets-play-pool-of-radiance-with-one-character.129308/
Null Null's single-character playthrough. (Yes, this is possible.)
http://crpgaddict.blogspot.com/
CRPG Addict has extensive coverage of Pool of Radiance (significantly more
than what he has tagged).
For more technical references, see Hacking Overview.
SECTION 13.2 - FAQ Version History

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v1. 50 (2021-11-07)
* Changed quotes to be more like how the game works (single for in-game quotations, double for game descriptive text).
* Changed location numbering to more closely match both the game's internal numbering and Gold Box Companion.
* Added more game text.
* Added more notes on the game not properly registering fleeing.
* The game's Constitution hit point table actually does not go above 20. (All subsequent games have the table go up to 25.) Anything above that causes
array-out-of-bounds shenanigans.
* Slow does not either stack cumulatively with itself, or affect allies, unlike the tabletop version.
* A Wand of Paralyzation actually requires a save vs. paralyzation, not the correct rod/staff/wand.
* Added link to Null Null's single-character Let's Play.
* Added link to CRPG Addict.
* Added list of ECL scripts and maps.
* Moved spell table format to data structure section.
* Executable structure format rearranged.
* The Acolyte NPC can be modified with strange results.
* Some script flag additions and corrections.
* Sokal Keep: the three words on the parchment do have real-life meanings.
* Kuto's Well: random monsters only sometimes attack with high morale.
* Kuto's Well Catacombs: Norris the Gray's treasure may disappear if you fail to claim it promptly.
* Mendor's Library: the maximum number of green slime encounters is 7, not 8.
* Cadorna Textiile House: there are different destinations if you flee from hobgoblins.
* Wilderness: consoliated advice on the most dangerous monsters.
* Yarash's Pyramid Level 1: a couple of the maze random encounters have surprise roll bonuses.
* Yarash's Pyramid Level 2 and 3: corrected teleporter details.
* Yarash's Pyramid Level 3: added mechanics for destroying the machinery.
* Valjevo Castle Inner Tower: noted scripting bug that never fully marks Tyranthraxus as defeated.
v1.40 (2020-11-22)
* Overhauled location numbers to mostly match those actually used by the game, and by Gold Box Companion and Gold Box Explorer. (I hadn't known about any of these before I wrote the original version.) There are still places where I don't use the internal numbering, to keep things simpler. This all makes this version incompatible with all previous versions, if going into that level of detail.
* Split each map section into an overview section and a details section.
* Added more game text.
* Added coordinates to map annotations, if not ambiguous.
* Added full section on Wilderness Lairs.
* Added formalized list of bugs. (This is not comprehensive by any means.)
* Added detail on how to successfully backstab.
* Added yet another reason not to use NPCs: they make random combats larger.
* Added strategy for using Animate Dead.
* You can in fact fight Ogre Leaders, in the Wealthy Area or Temple of Bane. It requires a high Party Strength to have any chance of happening (at least 66) and is unlikely even then.
* Snake Charm and Animate Dead scale to caster level, not caster hit points.
* Dust of Disappearance will work even against enemies that see invisible, and is supposed to.
* Magical armor never actually provides a saving throw bonus.
* Rings of Protection rarely actually provide a saving throw bonus. The only one I know of where that actually works is the one carried by the THEURGIST
(\#110). (Another case where I was led astray by that working more reliably in the sequels.)
* The Wand of Paralyzation can bypass Tyranthraxus's magic resistance.
* Added more executable offsets: classes allowed by race, statistics by class.
* Civilized Area: more detail on available NPCs.
* Civilized Area: clarified that you must explicitly receive the commission for Podal Plaza to both perform and be rewarded for it.
* Slums: the script doesn't check if you ran away before crediting you with victory against a set combat.
* Slums: add description of bug that allows you to clear the area without fighting any set combats.
* Sokal Keep: searching for the diary only works reliably if you were told about it by the spectral defenders.
* Mendor's Library: more detail, including mechanics for green slime in the garden.
* Podal Plaza: parley mechanics expanded and corrected.
* Cadorna Textile House: you can't ever get all the random encounters without defeating the ogre.
* Cadorna Textile House: added exploit which allows you to open the Cadorna family treasure repeatedly.
* Wealthy Area: random encounter probability corrected.
* Wealthy Area: added detail on how random encounters are constructed and resolved.
* Wealthy Area: the four-orc patrol counts as encountered as long as you do anything other than fight them.
* Nomad Camp: the Shaman's Bracers AC 2 is actually AC 4.
* Yarash's Pyramid: now split into two separate sections, both for clarity and because that's how the game handles it internally.
* Buccaneer Base: resting is disturbed by the next random encounter, if active.
* Valhingen Graveyard: the two-handed sword vs. undead isn't actually a good choice here.
* Stojanow Gate: more detail and accuracy.
v1.32 (2020-06-07)
* Added effect of transfer to Hillsfar.
v1.31 (2020-05-19)
* Added this version history (retroactive to all previous versions).
* Moved references/acknowledgments to the end; it was taking up too much space at the beginning.
* Added note that the best way to reach me is by e-mail. (I belatedly realized that there were lots of comments in places I wasn't checking regularly.)
* Charm Person works on the magic-user in Valhingen Graveyard to convert him to a fully friendly NPC.
v1.30 (2020-05-10)
* I overhauled the script that generates monster statistics. There is more information, and most of the mistakes from the days when \(I\) added statistics by hand should be gone. (The AI I wrote was a little bit too intelligent -the real Pool of Radiance AI favors studded leather armor over Bracers AC 6 for ... reasons.)
* There is more accurate information on how much XP money and items give. That's also now part of the monster statistic generator script.
* All placed magically charged treasure now mentions how many charges it starts with.
* The spellcasting delay adjustment is actually division by 3, not 2. That makes spellcasting significantly more powerful than it is in the tabletop game. (So even though Stinking Cloud has a tabletop game delay of 2 ... that gets divided by 3, then rounded down to 0 , so it actually has no delay in the Gold Box games.)
* There are now instructions on how to modify spellcasting delay, in case you want something closer to the actual tabletop rules. (It'll significantly alter game balance, of course.)
* Added how AI spellcasting priority works.
* With both spellcasting delay and AI priority not obvious and not in the manual, added a table.
* Clarification of area of effect spells: it wasn't clear before what "diameter 3/5/7" meant.
* You can raise the dead by casting a targeted spell like Cause Light Wounds or Burning Hands in combat. (This bug is gone starting in Secret of the Silver Blades.)
* More detail on how Animate Dead works.
* Correction for the Sleep spell. (Yet again. I think I really do have it right this time.)
* The Stinking Cloud AC penalty is larger than I thought.
* Mirror Image is not as effective as it should be, or as in later games. (Also fixed in Secret of the Silver Blades.)
* Haste and Slow do not actually affect initiative.
* Strength: for Open Doors, easy vs. hard is in fact implemented, so \(I\) put that in the table.
* Dexterity: actual adjustments to thief skills. There are a couple wrong numbers in the game's table.
* For avoiding attacks, being third-from-the-bottom is better than being \#5 in the order.
* A "small/medium" target for a weapon is only so if it BOTH has that size in the game files AND has a l-tile icon.
* For some reason, I thought you couldn't backstab Large opponents in the 1st Edition tabletop game. There's no such rule. (There *is* a rule much like that in 2nd Edition.)
* Added the actual THACO table used by the game. It's a hybrid of 1 st/2nd edition rules (as you might expect), and it also changes by specific Gold Box game.
* More information on binary format.
* Added Computer Gaming World references.
* Added Acknowledgments.
v1.22 (2019-07-11)
* Fixed up a lot of technical details I had added.
v1.21 (2019-07-10)
* "Porphyrys Cadorna" actually had a "y" in it I missed.
* Mention of the not-implemented tabletop rule about firing missiles into a melee.
v1.20 (2019-07-07)
* THACO in the bestiary corrected for how the game actually calculates it.
* Added Morale mechanic section, and specific monster morale in most cases.
* Added Party Strength calculation.
* Added distance that monsters start at, and what Distance 1 and 2 mean.
* Added more detail on how random encounters are generated and resolved.
* Added more detail everywhere on how safe resting is.
* Added detail on where "F"leeing will move the party.
* Added detail on damage the party can take outside of combat.
* Added temple spell casting section.
* Added surprise rules (which only Pool of Radiance fully supports).
* Added detail on how the game handles time.
* Added range for throwable melee weapons.
* Added many more technical notes.
* Correction for the Sleep spell. (Again.)
* Thrown weapons do not get a Strength bonus. (That's a 2nd Edition rule.)
* Valhingen Graveyard commission moved to its own subsection, because the game special-cases it in so many ways, and added a lot more detail on it.
* Warning about items randomly disappearing -- it's not actually a bug as people sometimes think. You probably got pickpocketed in Phlan's taverns.
* It does not generally actually help to lower statistics for the sake of gaming Party Strength.
* Added note that the game doesn't bother to implement the proper rules about recovering from being knocked unconscious.
* Civilized Area: much more information about how visiting a tavern works. (That was way back when \(I\) was first starting to write this ...)
* Civilized Area: more information about hirable NPCs.
* Civilized Area: added triggers for the proclamations changing.
* Slums: you must deal with Ohlo one way or the other to clear the block.
* Podal Plaza: in version 1.3, if you do not screw up the mission, the block should always be clearable.
* Kovel Mansion: even more precision on how number of thief kills works.
* Kobold Caves: more details on traps.
* Lizardman Keep: more precision on how number of lizard man kills works.
* Valhingen Graveyard: more detail on how monsters can regenerate.
* Valhingen Graveyard: discovered conditions under which sanctification works.
* Stojanow Gate: added how the roll for bluffing the bugbears works.
* Valjevo Castle: more detail on how talking with the washerwomen works.
* Extended warning about hit point overflow if you are hacking.
* Monsters \#9 and \#82 are thought not to actually appear anywhere.
v1.10 (2019-04-07)
* Added advice for starting stats rolled normally.
* Added section on restarting the game. (It gets asked fairly often.)
* Added section on transferring characters to Curse. (Asked even more often.)
* Added experience value table for gold/platinum/gems/jewelry.
* Added first version of the Flag List.
* Correction for the Sleep spell.
* Civilized Area: two ways to learn that Porphyrys Cadorna is a traitor.
* Kovel Mansion: more precision on how number of thief kills works.
* Valhingen Graveyard: Skeleton/Zombie/Wight zones now marked (because that last one is dangerous).
* Moved my primary e-mail address after decades.
* Gold Box Companion moved to a new Web page.
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v1.02 (2016-10-05)

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* Corrected error on statistics transferring to Curse of the Azure Bonds.
* Added how to crack version 1.3.
* Added link to FRUA fan remake.
v1.01 (2016-10-04)
* More notes on the Necklace of Missiles.
v1.00 (2016-10-03)
* Original release.
SECTION 13.3 - Acknowledgments

Acknowledgments (not comprehensive):
* Joonas Hirvonen (author of Gold Box Companion)
* Simeon Pilgrim (author of the modernized Curse of the Azure Bonds)
* CondorMan (discoverer of many bugs only present in earlier games)
* Alpha3KV (for information on transferring characters)

SECTION 13.4 - Things I Want

Things I'd like (please e-mail me if you have any of the below):
(1) a complete, original physical copy of the IBM version 1.0 or 1.1
(2) what are the actual defensive bonuses conferred by combat terrain features you can step on?```

