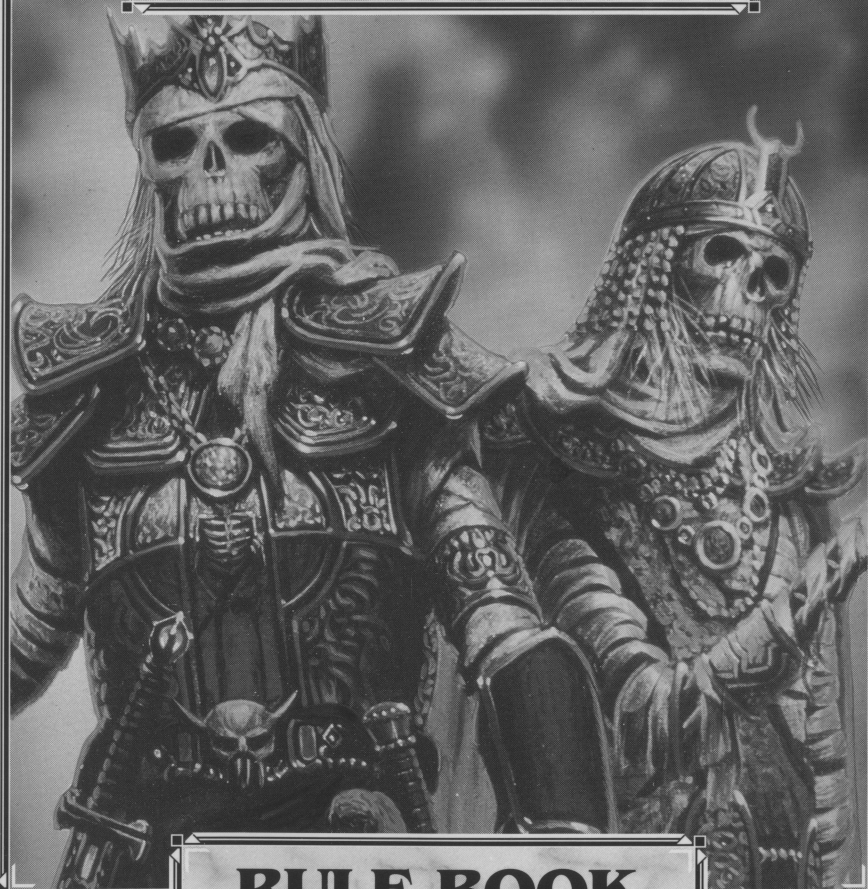


OFFICIAL
**Advanced
Dungeons & Dragons**[®]
COMPUTER PRODUCT

EYE OF THE BEHOLDER III
ASSAULT ON MYTH DRANNOR



RULE BOOK



STRATEGIC SIMULATIONS, INC.[®]

TABLE OF CONTENTS

<i>MOONRISE OVER MYTH DRANNOR</i>	1
INTRODUCTION	27
EYE OF THE BEHOLDER III	
World	27
What Comes with This Game?	27
Copy Protection	27
Getting Started Quickly	27
Clicking with Your Mouse	27
CREATING A NEW PARTY	28
Generating Characters	28
Modifying and Keeping Characters	30
Deleting Characters	30
When the Party is Complete	30
Characters that Join the Party	30
MORE ABOUT YOUR PARTY	31
Character Basics	32
Creating Strong Characters	38
Creating a Strong Party	39
HOW TO PLAY	41
Crash Course in Combat	41
Crash Course in Spellcasting	42
Adventuring	44
Equipment	48
Character Information	50
Camp	51
SPELLS	53
Mage Spells	53
Cleric Spells	62
Strategies for Using Spells	68
ADVENTURING STRATEGY	71
Attacking Opponents	71
Hints	73
BESTIARY	75
Creatures in and around Myth Drannor	75
Detailed Descriptions of New Monsters	83
TABLES	88
Experience Levels	88
Ability Scores	90
Weapons	92
Armor	92
INDEX OF SPELLS	93

QUESTIONS OR PROBLEMS?

Our main business number is (408) 737-6800. **If you encounter disk or system related problems you can call our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, holidays excluded.** NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER. You can write to us for hints at: Hints, Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086 (include a stamped self-addressed envelope for reply).

IBM COMPATIBLE COMPUTER INFORMATION:

Many of our games will work on IBM compatible computers. If you own an IBM compatible computer we suggest that you consult with our **Technical Support Staff at (408) 737-6850** between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, (holidays excluded) to see if an SSI game you're considering purchasing is compatible with your computer. If we have insufficient data to determine compatibility, you may wish to purchase the game and test for compatibility yourself. If the game proves to be incompatible, you may return it within 14 days with your dated receipt and we will refund your money. Or, if you return the game within 30 days, you may exchange the game for another.



MOONRISE OVER MYTH DRANNOR

by Ed Greenwood

I. The Day of the Drawn Sword

It was hot enough to fry a knight in armor. Delmair began to despair of ever reaching the dale, as he trudged along in the sun-dappled roadside shade, and the day grew old around him. He walked and walked along the winding road through the woods, hoping at each bend to see thinning trees ahead, and some sign of his goal. At each bend, the road disappointed him.

Delmair's feet ached, even in the good boots he wore. His pace fell to a crawl. The deep woods on either side of the road began to seem somehow sinister, as if they were awaiting the night, when he'd have to sleep among them and take his chances. He walked more slowly, even as he told himself he must hurry on.

Hurry? He could barely walk. Delmair sighed, and came to a halt by the side of the road. And then he heard it.

A thudding, a low, broken drumming sound barely audible above his own weary breathing. He leaned his head to one side. Yes. Hoofbeats, many of them, coming towards him on the unseen road ahead. He stepped up onto a high bank beside the road, staring all the while at the next bend, as the hooves came nearer.

The din grew suddenly louder. Delmair threw up a hand, clearing his throat, as low branches at the bend suddenly danced and shed leaves. "Pray excuse me!" he called, his voice high and loud in his ears. "Excuse me — can you tell me the way to Shadowdale? I seek the sage Elminster!"

In the next moment, the first riders of a proud company of knights in full, gleaming plate armor thundered into view. As the first whipped past, whirling his words away into nothingness in the fury and hubbub of a hard gallop, Delmair saw in the huge, grim-faced warrior's ready-gauntleted hands a china teacup and saucer. The warrior held the one daintily above the other as he charged by, raising clouds of dust.

Delmair turned to stare after him, astonished. The second rider thundered past, and a third. They, too, held teacups. "Excuse me!" he shouted desperately as another group of knights came into view. "Excuse me!" he bellowed again as loudly as he could, amid the tumult of snorting mounts and crashing hooves. "Pray pardon, but could you possibly spare me —?"

Then they were past and gone, leaving him amid the rolling dust, the drumming of hooves dying away amid the trees. Delmair sighed, standing in the road and

looking after them — and then hastily turned and leaped out of the way as a fresh thundering announced the arrival of yet another rider.

Delmair had time for one glimpse of a beautiful, frowning, sharp-eyed maid in full armor galloping towards him as though the Realms themselves hung in the balance, long hair flowing free about her shoulders. He opened his mouth to speak — and she bent in a flashing of curved armor.

Then she was gone, and Delmair found himself holding an empty teacup, delicately balanced on its saucer. . . .



“Where have they gone? Off to save the Realms again, of course. Know ye *nothing* about the Knights of Myth Drannor? Recall from time to time that ye’re one of them, lad!” The old man fixed Mourngrym with a clear, blue-grey stare, wagged his head in mock despair, and vanished up the chimney in a puff of smoke. Mourngrym groaned. The disaster was complete. Tomorrow was definitely *not* going to be a good day.



The sun sank low as Delmair trudged along. A thought came to him: what am I still holding this teacup for? In sudden irritation, he dashed it to the ground.

The teacup started earthward, and then bobbed in midair like a cork upon water, and came up by itself to float silently beside and just ahead of him, in midair. Delmair stared at it, dumbfounded.

Then he looked wildly at the trees all around. Nothing unusual. Behind him, down the road — and, by the gods, there hung a line of teacups in empty air, floating slowly towards him. Delmair turned and ran, cursing.

He was gasping for breath and stumbling in weariness by the time he noticed a sort of glow from beside him, a pale white light. He spared a glance — and nearly fell. The teacup he’d thrown was keeping pace with him, floating serenely along as he ran. Panting, Delmair came to a despairing stop and looked back. Sure enough, the line of teacups was there, all of them glowing faintly as twilight stole up in the trees around him. Shaking his head, Delmair walked on into the gathering darkness, towards Shadowdale. The cups would give him light to see by, whatever source their magic came from. Not for the first time, he wondered why he’d ever ignored the wilder stories about the dale, close by the haunted ruins of Myth Drannor. Late at night in taverns, people had whispered about the skeletal dragons and scaled, spiked things that were rumored to lurk in Myth Drannor. It was a city of riches no one dared to take — because the price was one’s life.

Still, the men of Shadowdale were good warriors, he’d heard, and kept the dale safe. They always needed soldiers, he’d heard more than once. As night came

upon him, and he walked on with the glowing lights trailing behind him, Delmair suddenly thought for the first time about *why* a dale would constantly need new soldiers, and fear joined him on the long walk through the night.



The day dawned bright and clear, gentle breezes rustling the trees around him as Mourngrim, Lord of Shadowdale, walked alone in the woods of Shadowdale. Birds sang in the warm morning, and from afar he could hear the faint lowing of cattle. It was a morning that, had it befallen on any other day, would have lifted his heart into song, and brought a smile onto his face.

But the Lord of Shadowdale walked along with his face dark and closed, and his thoughts plunged into grey despondency. For this day was The Day of the Drawn Sword, with all the gaiety, hubbub and crowding that inevitably accompanied its festive event — and he faced it all alone, without his lady to both gladden his eyes and set all the folk, proud and low, at ease together.

Shaerl was gone to Suzail, to bury an uncle taken by the gods, and she'd taken with her Aseel Tarnriver, Chatelaine of the Tower. For a tenday now Mourngrim and all the folk of the Tower had suffered under the hard hand and sharp-edged tongue of Orlindea, the Underchatelaine, and the Lord Mourngrim had more than once felt moved to draw steel and end common misery — and the busy wagging of her biting, shrewish tongue — together. But scions of noble houses of Waterdeep and Lords even of small dales don't cut down lone women in their blood, just for being themselves. And so Mourngrim walked alone in the early morning, his sword still in his sheath, and anger burning in his heart.

Even the Knights of Myth Drannor had left him, riding off in haste yesternoon at a word from Elminster, who had come down the chimney as a grey swift and left again by the same way an instant later, as a plume of grey smoke — quite spoiling Mourngrim's highsun tea. They'd all left him alone to face all the tumult of The Day of the Drawn Sword.

Once a year the festival came, in highsummer, a day of feasts and spectacles and contests-of-arms, when the Lord of Shadowdale thanked and fêted his militia, and took on new men-at-arms to defend the dale, from those who'd shown well in the contests. Tales were told of the dangers of lost and ruined Myth Drannor, rising deadly in the dark heart of the woods to the east. Now that the elves were gone, it was the haunt of creatures that should have been dead — and worse. Whenever a patrol or a curious boy strayed too close, death came for them, bloodily. The Knights of Myth Drannor spent much of their time heading off treasure-seekers from swift and certain death in the ruins. Mourngrim worried all the time about the monsters of Myth Drannor deciding someday that Shadowdale was close enough, and full of easily caught folk, to eat, and . . .

During the Festival, by tradition, some brave soul had to go and spend the night in Myth Drannor. Usually they were never seen again. Who would go this time?

There was always Elminster, of course; his spells would keep him safe. But you could only do that once, and Mourngrim didn't want to use up the Old Mage's turn yet. Better to have him still in reserve . . . so, who?

That problem was only part of what weighed down Mourngrim's spirits. His head was beginning to ache already. The common folk for several days' travel around invaded every nook and cranny of the Tower, laughing and shouting and breaking things, eating his larders bare and drinking his cellars dry. A sizeable number of small, easily-concealed objects always seemed to go missing in their wake, too, and the Lord of the Dale was expected to play the genial host through it all, toasting and greeting old dodderers by name, giving squalling and noisome brats kisses for good luck, and suffering the supercilious giggles of small girls and the mischievous peltings of small boys armed with ready missiles — nuts and spiced, shelled eggs from the feast-tables, usually — with good-natured smiles.

Mourngrim heartily hated the whole festival. He'd gone out this early purely to have some quiet moments to himself before all the shouting started.

But it was not, gods willing, to be. Ahead of him, where the trees thinned to give way to the small mill-yard, he heard young voices raised. Already. Mourngrim sighed and looked about, but the trees stood thick all about, and the path led nowhere else. He went on, hand going to sword-hilt out of habit.

"I — I am Florin the Tall! Taste my steel, foul Zhent!" The joyful, high-pitched bellow was followed by a very real shriek of pain and fright. Mourngrim hastened around the last bend of the path, and nearly charged into the midst of a small pack of boys.

They turned startled faces to him, gasped, and in a few moments erupted into full, crashing flight.

"Hold!" Mourngrim's stern command fell upon empty air. Curved branches and stout cudgels bounced and rolled on the turf in their wake, and the Lord was alone once more.

Well, not quite. In the mud on the pond-side of a grassy hillock lay a huddled form in torn leather. It sobbed quietly, and Mourngrim hastened to it in sudden apprehension.

He took hold of a shoulder gently, and rolled the boy over, evoking another short scream of fear.

"No! No!" came a terrified voice, through the mud and what seemed like a lot of hair. Mourngrym shifted some of it aside with a finger, and discovered that he was staring into the tear-filled, astonished eyes of a young girl.

They stared at each other for a moment, the girl's quick, ragged breathing the only sound between them. Mourngrym's practiced eye saw that she might be rather beautiful, without the tears, errant hair, and all the mud. She might have seen eleven summers — certainly no more.

"Are you all right?," he asked gravely, offering her his hand. She rolled over slowly, wincing. The hilt and rusty blade of an old sword, broken off short long ago, fell from the folds of the too-large leather jerkin she wore. Mourngrym plucked it away; she shivered, and bit her lip. His fingers found the torn and sliced leather of the cut it had made, probed beneath, and came back to him with their tips red with blood. Mourngrym growled, and the girl shrank back from him with another, involuntary sob.

"I'm — I'm all right, sir."

Mourngrym held up his bloody fingers for her to see. "I fear not," he replied, and reached for the lacings of her jerkin rather grimly. "How did you come to be here? Who swung this sword?"

"I — we were playing at defending the dale, sir." Mourngrym saw only a small stain on the tunic beneath, and felt some relief. Only a small cut, then. His fingers probed again, gently. Yes. She'd be fine. He took her hand, wadded the tail of her tunic into a ball, and guided her hand to press it firmly against the cut. She sniffed.

"With a *real* sword?"

The girl sniffed again. "It's Nern's, sir. He found it, by the bridge. He thinks it's the one the Lord Mourngrym broke, fighting off the Zhentilar."

Mourngrym's eyes went to it, lying old and worn in the grass beside them. "No," he said shortly. "That was never mine."

The girl stiffened in mid-sob, and shrank away from him. Her eyes were very round. She gasped. "You — you — Lord Mourngrym?"

Mourngrym rolled his eyes, sighed, and nodded. "Aye, I'm Mourngrym. How are you called?"

"A-Alyth, Lord."

Mourngrym nodded. By now, he knew, they'd be looking for him from top to bottom of the Tower. Soon enough his soldiers would be sent all over the dale to seek him out. He looked down again at the terrified girl, bleeding in the mud.

"Up, then, Alyth," he said firmly, and hauled her to her feet with an arm about her shoulders. "Tell me, now: how came this Nern to strike at you?"

"Please, Lord — Pheena and me, we're always the Zhents. The boys make us. They play the Knights."

Mourngrym shook his head, and picked up what was left of the old blade. "I must go, Alyth," he said with a sigh. "You know what this day brings." The girl nodded.

"I lay this command upon thee," he said then, formally, his eyes seeking out hers and holding their wondering gaze steadily. "Go, without tarrying or turning aside to any other task, to the white and green pavilion closest to the Tower walls, in the Meadow, and say that I sent you. Understood?"

Alyth nodded, in silence. Mourngrym patted her shoulder awkwardly. "Good. Don't delay, now — and keep that hand pressing against where you're cut; don't try to look at it!"

Alyth nodded, sniffing again. Mourngrym gave her a smile and then ran back the way he had come. Gods, not morningfeast yet and *already* things were going wrong! The glimmerings of an idea made him smile despite all, as he sprinted through the trees back towards the road. He looked back once, to wave at the girl to follow. She was coming after him. Good.



"Where have they gone? Off to save the Realms again, of course. Know ye *nothing* about the Knights of Myth Drannor, lad?"

The old man fixed the young boy with a clear, blue-grey stare. Orthin shifted uncomfortably under the level gaze and allowed as how he'd heard time enough about the Knights and all they did for the dale, to keep its folk safe.

"But we need them not," he blurted, "my pa says, while Shadowdale still has old Elminster."

The beard hid most of the slow smile that answered him. "'Old' Elminster, now, is it?" came the familiar and crotchety, yet grand old voice. "Thinks thy sire I grow feeble with age, and weak of mind and Art?"

"Uhh . . . no, sir," Orthin said uncertainly. "Leastways, he's not said so . . . that I've heard," he added carefully. The old sage nodded.

"Good, good," he said approvingly. "Stick ye always to what ye've heard, and can read in the voice and the looks of folk, and take care not to fill in the gaps with what ye fancy they might be thinking. 'Twill stand ye in good stead, as the years pass. Now help me carry this bundle up to the Tower, for its safe deliverance there will also stand ye in good stead, as the years pass."

Orthin sighed and rolled his eyes, behind Elminster's back. It was not the first time he'd heard such grand and fateful statements from The Old Mage.

Elminster turned suddenly on his heel to fix Orthin with a hard stare — and then solemnly rolled his eyes just as Orthin had done. The lad shrank back with a gasp. So it was true! The old man *did* have eyes in the back of his head! He quaked, awaiting dire magical punishment.

Elminster chuckled softly. "Take care also, young Orthin, not to show in thy face what ye would not have hurled back at ye. Keep it hidden, for thine own safety. This, too, will stand ye in . . ." His voice trailed away, ever so softly, and Orthin found himself mimicking the end of the sage's oft-repeated phrase by himself, in sudden silence.

Fearfully, he looked up, but the sage's eyes were grinning, even if his mouth was not. Wordlessly Elminster pointed to the other end of the long, hard bundle. Sighing, Orthin took it up. Under the rolls of cloth, it felt like a scabbarded sword. Orthin wondered briefly what famous magical blade he was carrying — and then decided he'd really rather not know.

The Old Mage grinned at him, as if reading his mind. Orthin rolled his eyes again — and had to laugh when he saw that Elminster was doing it too, in unison.



Delmair smiled wearily, and rubbed red-rimmed eyes. At last! Ahead, the trees rolled back and the sun shone on a fair green valley. A weathered, rocky height rose on the left — the Old Skull he'd been told about, no doubt — and the road came to a bridge over the River Ashaba. He had reached Shadowdale, and before highfeast, too!

He grinned at the bright morning all around — and noticed with a start that the line of floating teacups had vanished. He had only the one in his hand left. He shivered — and then shrugged wearily and went on.

Ahead, on the bridge, stood guards in gleaming chainmail. The silver and blue arms of Shadowdale shone proudly on the breasts of their surcoats as they lowered their spears in warning. One came forward to meet him, an iron rod in her hand. "Well met, Delmair Rallyhorn," she said calmly, bowing. "You are welcome in Shadowdale, and expected at the Tower by the Lord Mourngrym."

"I am?" Delmair asked, blinking. The guardcaptain grinned at his dumbfounded face and said gently, "Elminster told us you'd be coming. Worry not — he has the power to astonish all of us still . . . and we live here."

Beyond her, Delmair saw nods and grins of agreement as the spears rose upright again in smooth unison.

"Ah, my thanks," he managed to say. "D-do I go straight there?" He waved at the Twisted Tower, visible now behind the last trees on this side of the river, rising in front of the Old Skull. There seemed to be a lot of folk wandering about, near it; market day?

The guardcaptain smiled. "It's the best way to reach it," she said, chuckling. "Good fortune, Delmair. I am Elassa — Elassa Thintrel. Enjoy your visit."

Delmair nodded in a sort of daze, and found himself on the path to the Tower.

Then he remembered the teacup and saucer in his hand, wrapped in his handrag against the road-dust. "Ah, I was handed this on the road," he said, turning back to Elassa and unwrapping his burden. "By a lady — the last of a group of warriors, riding west as if to war."

Elassa looked down at what he held, and smiled. "Give it to Lord Mourngrym when you see him — he'll be happy to get it back. You met with the Knights of Myth Drannor on the road, riding west to speak with your king."

"Oh," was all Delmair could find to make answer. He shook his head, and turned towards the Tower.

At its doors, he found his way barred by two men. One was a stooped, nondescript figure in an old, patched cloak, its hood thrown forward to cover his face. The other was a tall, broad-shouldered, grimly dangerous warrior in magnificent armor, with an even more magnificent mustache bristling gray in the bright sun as his cold eyes drilled into Delmair.

The cowed figure pointed. "That's him."

Delmair hadn't even time to draw breath before the warrior's hand shot out, and gripped his arm with fingers that felt like immovable stone.

"How do you know we can trust him?" Thurbal, Captain-of-Arms for Shadowdale, managed the feat of squinting suspiciously at Delmair and glaring his question at the cowed man at the same time. But then, there was little the old veteran seemed incapable of.

The cowed man shrugged. "My magic, of course. I'd not have led him here if I thought him . . . unsuitable."

Thurbal sighed. "All right. What, boy?"

Delmair had swallowed noisily, and now managed to find his voice. "You led me . . . the *teacups*?"

The hood nodded. "Aye."

"How — ?"

"Boy," Thurbal began, "*never* ask — "

A wave of the old man's hand brought instant silence. Out of the shadows under the hood, a bearded mouth smiled at Delmair. "A simple spell from my days as an apprentice. It's known as Elminster's Travelling Teacups, of course."

Delmair stared at him, round-eyed. "You? *Elminster*?" He didn't wait for a reply, but promptly fainted, teacup clattering as he toppled.

Thurbal looked down at him, and then again at the Old Mage. "Are you *sure* this one's suitable for the Guard?"



"**W**herever have you been, Lord? The people have been asking since the horns sounded at sunrise!" Orlindea's voice was shrill. "The militia *cannot* parade without you! And until the parade is done, the archery contest cannot begin, nor the quarterstaff bouts or javelin-throws. They, in turn, hold up the highsun quaff, and we simply *cannot* — "

"Mistress Orlindea," Mourngrym began, raising his hand in entreaty. "I — "

But she had plunged on unabated, " — have the tracking and stalking contests in the *dark*! The Day will be *ruined*, and all because you wandered off when your people needed you most! I've never known such irresponsibility in you before, my Lord, nor in any lord I've seen or heard of, for that matter, and — "

"Orlindea," Mourngrym said, louder.

" — A *fine* example you set the young men, I must say! What will the other lords of the dales think, when they hear of it? *What* will they say? Shadowdale's proud nam — "

"*Orlindea*," Mourngrym said sternly, "I think we've all heard *enough*." He smiled, placatingly. "As you say, the day draws on, and all are waiting for me. I've had some business to attend to, and I see you've managed very capably to muster them in the meadow. Let me just dress, and I'll — "

He moved to the stairs, but the rest of his soothing words were lost in Orlindea's spirited response. Her double chins quivered in indignation. "The gods know *someone* must manage in the face of your neglect! It *is*, after all, the prerogative — and accomplishment! — of my position. You'd hardly expect me *not* to muster the men, I trust! And *how* did you manage to get *mud* all over you, on this day of all days?"

"Orlindea," Mourngrym muttered to the door, as he closed it firmly between them, "you'd never understand."

When, a moment later, she hammered on the door to tell him to hurry, he found that the broken blade he'd taken from Alyth's side was still in his hand. Thoughtfully and heartily he hurled it at the closed door. Unfortunately, the catch he'd set prevented Orlindea from opening the door in time to make a direct acquaintance with the whirling hilt. It crashed heavily and harmlessly against the armor plates bolted to the inside of the panels, and crashed to the floor.

The Lord of Shadowdale heard her outraged gasp outside, and chuckled. His manservant, old Marthim, kept his face carefully expressionless as he held out a fresh tunic. Mourngrym chuckled again.



He was somewhere large and indoors; a vaulted ceiling stretched high overhead. A cup was steered into his hands; Delmair took it thankfully and blinked to clear his eyes.

"When do you expect the Knights back among us?" Thurbal asked, as Delmair choked on the fiery red wine he'd just been given. Thurbal thumped him between the shoulders without sparing him a glance.

The cowed man shrugged. "They're on their way back already," he replied. "The time for swords is past, and the affair needs my attention now, it seems." And without another word he vanished.

Delmair choked again. Thurbal looked at him disgustedly. "Never seen a wizard teleport before? Have you any backbone to you at all, man?"

The grand chamber seemed suddenly very empty. Only a faint odor of pipesmoke hung around them to mark that Elminster had been there — Elminster the Sage, greatest archmage of the Dragonreach! Delmair stared around in wonder, until Thurbal hauled him to his feet, took hold of his chin, and shook. When Delmair's eyes refocused, Thurbal growled at him. "Over all that? Good. Come. Armor and arms await you. I've a task I need done, and all my men are already spoken for." They went out together, in haste.

Delmair clutched at Thurbal's arm as they went. "Excuse me, lord, but — "

Thurbal spun. "If you live longer, lad, *never* grab me by my sword-arm." Those cold gray eyes bored into Delmair's. "What d'you want?"

"M-my lord," Delmair said, gathering his dignity. "I'm Delmair Rallyhorn. I've come from Cormyr to speak with Elminster the Sage on — on an important private matter; family business. I am of noble birth, and would speak with the Lord Mourngrym. He is expecting me."

He stopped; Thurbal was already nodding and turning away. "Aye, I know; Elminster told me. Well met, lad; I've fought beside Rallyhorns. If your business

was so urgent, you had your chance to speak to him — now it can wait until tonight, after the foolery's done."

"But — "

Thurbal cast an iron look back over his shoulder. "Come," he said, and strode away. "The Old Mage also told me it'd do you good to wait for your audiences and do some honest work for a change. Noble birth; hmmph. D'you know one end of a chamber pot from the other?" He strode on. "Or a sword?"



Alyth eyed the pavilion warily. It stood closest to the frowning grey walls of the Tower, and — as far as she could tell, in the press of the crowds and amid the forest of tents, fly-poles, and pavilions, it was the only white one with green trim. It was small, but a young man in chainmail stood guard outside it, leaning on a large, drawn sword that gleamed point-down on the turf before him.

The girl approached hesitantly. The eyes of the guard regarded her warily. The man shifted his grip to hold the sword properly, and Alyth saw that he was sweating.

"Yes?" It was a challenge. "Why come you here?"

"I — the Lord Mourngrym sent me," Alyth replied. The pain in her side had subsided to a dull, incessant ache, but her feet were less steady, somehow, and the laughter and chatter of the crowd seemed to rise and fall like waves on the shores of the Moonsea. She eyed the guard through fresh tears of pain.

Abruptly, he nodded. "Pass within, lady. You are expected."

Alyth nodded, and stumbled past him, to an entry of interleaved hangings. There was a light within, and three robed women. They looked to her, and one reached out a hand in polite greeting. "Well met," she began in a low, pleasant voice, but Alyth could not seem to reach that hand.

She reached, and reached, stretching out shaking fingers into the sudden, roiling mists. The world roared and bubbled in her ears, and that hand still seemed impossibly far away. . . .



"In time, thank Tymora!" Rathan said eagerly, as they thundered over the bridge at full gallop, the guards hastily leaping out of the way and trying to salute at the same time.

"Thank rather your swift steed," Florin replied dryly. "And we'd best turn aside into the meadow, blades, or we'll plow right into the back of the parade!"

The Knights of Myth Drannor had ridden hard since the grey foredawn, their mission done. A Zhentarim wizard lay dead, and his captives — among the last

of Randal Morn's folk of Daggerdale — safe in the hands of King Azoun of Cormyr, and a Purple Dragon patrol from Tilver's Gap. Spells had been laid upon them, but Elminster would have to deal with that. The Old Mage would no doubt be with Mourngrym, guarding him this day among the festival crowds.

Florin guided his charger, Firefoam, through a maze of tents towards the paddock at the back of the Tower used by the Knights. On the way he noticed with surprise that Shaerl's pavilion was up, erected near at hand. He pointed; behind him, the other Knights nodded.

Among them, Jhessail stiffened in her saddle. "Magic — in that tent!" she hissed, as they entered the paddock in a welter of hooves and flying mud.

"Shaerl's?" Florin asked, leaping from his saddle. Firefoam politely stepped out of the way as Jhessail's mount slithered to a less-graceful stop.

The sorceress nodded, grimly. "We'd best go see."

"Hoy! I haven't even found a tankard yet!" Rathan protested. The stout cleric rolled out of his saddle to splash heavily into the mud, feetfirst.

The nearest of the Knights, Torm, had already stepped well back in wise expectation. He rolled his eyes, and said, "You will, you will, I fear not."

Rathan gave him what is sometimes called a coarse look, and said, "Well, I haven't yet — and it's been a long ride."

"Let's be quick, then," Florin replied briskly, over his shoulder, as he strode towards the white and green pavilion.

A young man in chainmail stood before the tent, lifting his drawn sword warily at their approach. He wore no livery, and Florin — who knew every guard, horse, and war-dog in the dale — had never seen him before.

The battle-leader of the Knights did not slow; his blade flashed out. "How now? What's this? Identify yourself, man, and who is within!"

The sword came up to meet his fast enough. "You shall not pass — none must pass!"

"By whose order?" Florin inquired coolly, striking the blade from the man's hand with a twist of his wrist. Desperately the man reached for his dagger, but Torm was already plunging past him, towards the pavilion. He grasped the guard's descending wrist as the hand it was attached to reached the dagger, and pulled sharply downwards.

The man fell helplessly, and Rathan's foot came down on the dagger a scant second before the weight of Rathan's formidable behind came down on the guard's chest.

“Suppose ye tell me some things,” the priest began, “while my fellow Knights barge rudely into the Lady Shaerl’s pavilion and discover for themselves what’s going on. Answer carefully, mind: thy continued well-being may depend upon the probity of thy tongue.”

The guard’s muffled reply was lost to the other Knights, as they ducked swiftly through the hangings, keeping low and with weapons out. Inside were two astonished robing-mistresses, the usual wardrobes, stands, and racks — and in front of them, a frightened girl, half in and half out of one of Shaerl’s fine gowns, white to the lips and holding a sword that was too heavy for her, its point wavering menacingly in their direction.

“Back, Zhent villains!” she said, in a voice that trembled only a little. Her eyes darted back and forth from one intruder to another, as her forearms trembled with the weight of Mourngrym’s ornate ceremonial sword.

“Back, I said!” she snarled, “Or I’ll call out the Knights of Myth Drannor upon you!”

Florin stared at her for a moment, and then smiled. Very slowly he sheathed his sword and spread his gloved hands. “Good lady,” he said, bowing low, “we are the Knights of Myth Drannor. How may we serve thee?”



Tongues were still a-flutter all over the great Feast Hall in the Tower of Ashaba, as the third remove of the feast came. Servants brought out decanters of wine, and rolled out fresh kegs of beer, to the accompaniment of general cheers. The usual high spirits and boastful stories of feats-of-arms reigned in the smoke-filled hall. But again and again eyes darted to the young girl seated in the place of honor beside the Lord of Shadowdale. She wore one of the Lady Shaerl’s older, smaller gowns, but looked tired, pale, and a little scared. Save when spoken to, she sat looking down at her lap, and eating little.

The Lady of the Feast is a position traditionally filled by the Lady of the Dale. In Shaerl’s absence, and in the lack of a dowager Lady of the Dale, it should have gone to the Chatelaine of the Tower. But Aseel was with her lady, and that left it to the Underchatelaine, who was not popular with the folk of the dale.

Yet when the ceremonial Drawn Sword had been carried into the hall, naked and aloft, by the Knights of Myth Drannor, in their finery and bearing torches, this young, unknown girl had walked at their head, the single candle of a maiden glimmering in her hands. Who was she? Was Mourngrym planning to take her to wife? What did this mean?

Orlinda glowered at the newcomer from a low table; there was much mirth at her red face and dagger-like glances. Some said they knew the girl; she was a daughter to one of the roving, seasonal workers who came to live at the mill each spring. Alyth was her name.

Others said she must be Mourngrim's daughter, kept secret until now, and brought out in Shaerl's absence, to spite her and her new baby. Still others whispered that she was *Shaerl's* secret daughter, born out of wedlock in an affair among the nobles of Cormyr, and sent here by Shaerl from wherever in the Forest Kingdom she'd had the child hidden away all these years. She was perhaps ten years old, although solemn and reserved of bearing, and . . . who was she, really?

The contests had gone well, with much color and skill to awe the ladies and make the old men shake their heads in admiration. (Not as good as in *their* day, mind, but worth seeing, all the same — and the best, to be sure, of these last thirty winters or so. . . .) The Lord Mourngrim had promoted six warriors to be officers of various ranks, and recruited over forty new guards from the lads and maids who'd competed in the contests. Now he was sharing out the bounty of a Shadowdale season free from Zhentish attack: much good, roasted game and stock, rivers of beer, and copious fine wines from all across the North. It had been a good Day.

The din in the Hall was terrific; half a dozen lesser minstrels were desperately trying to impress the bard Storm Silverhand, resplendent in warrior's leathers and gleaming new boots, who sat in a seat at one end of the Hall. The candles on the tables and overhead danced reflections from a thousand goblets and decanters, and sparkled on a score of bright-polished gorgets, pectorals, and wristbracelets. Precious stones, furs, and shimmering silks fought for attention. The folk of the dale and all who could find the time and excuse to stop in Shadowdale for the night had worn their most proud and unrestrained finery. Soon the dancing would begin.

Florin's trained eyes found a worried-looking woman bending over Orlindea, talking earnestly, and looking up from time to time at the high table. The ranger shot another glance down the table at Alyth; her brow was furrowed . . . in pain.

She was still hurting, despite the healing spells she'd received before the Knights had come upon her. He looked around, and his eyes fell on the young guard who'd been set to protect the pavilion, this Delmair.

His eyes were on no one but the girl, and he had the tender, yearning look of a youngling in the full thrall of his first love.

Florin shook his head slightly, and looked back to Alyth. Yes, something was wrong. His eyes encountered those of Thurbal, at the other end of the high table, and they exchanged looks. The captain-of-arms, too, had seen that something was amiss. Florin cleared his throat to say something, and drew his booted feet under him to rise from his place.

And the girl rose like a white flame flickering suddenly up from a dry log, curtsied to Mourngrim with a warrior's speed, and was gone, out one of the side doors of the Hall. Florin rose to follow, without delay.

A hand took his elbow from behind while he was still whirling his chair back into place. Florin saw Orlindea leaving the Hall in haste with the woman she'd been talking with, as he turned to look back. Mourngrym stood behind him.

"Thanks, Lord Florin," the Lord of Shadowdale said softly, "but this is my mess to attend to, I fear. I'd like to see to it alone. If you could take my place in the toasts and suchlike —?"

Florin nodded and clapped Mourngrym on the back. "Of course. Go, then," was all he said. He took the Lord's seat, shaking his head at Thurbal in silence and motioning the captain back to his seat. The Lord of Shadowdale hurried out of the Feast Hall, into the candle-lit quiet of the rest of the Tower.



"How *dare* you run off without telling your mother! Do you have any idea of the sorrow you've caused her? Do you care, you ungrateful, overdressed, overreaching little chit?" Orlindea drew breath only briefly. "And *where* did you get your grubby little hands on one of the Lady Shaerl's gowns?"

"Please, miss, I —"

"I did not give you leave to answer, wench. Kindly keep yourself in silence until I bid you speak. And get that gown off, right now — and carefully, mind!"

Orlindea fairly snorted her indignation; behind her, she heard a choked sob, and then running feet. She turned to watch Alyth's mother flee through the door, weeping, and then turned back, hands on hips, to confront the little upstart again. Alyth stared at her wild-eyed, tears coursing down her cheeks.

"See what you've done to your mother? Oh, it'll be a fair day years hence before she dares to show her face in the dale again! She may well starve somewhere, unable to find work — and with it buy coin to eat. And all because of you, you little tramp! Aspiring to bewitch the Lord of the Dale with your smiles and your little ways — oh, yes, I've no doubt about what you're after, and what you'll do to get it! Indeed, my little lady —"

"Hold!" In the doorway stood the Lord Mourngrym himself, sword in hand, eyes blazing. "Stand away from the lady, *Underchatelaine* Orlindea — or you'll be gone from my lands this night, and forevermore!"

Orlindea whirled about to face him, face white. Her eyes glittered in fury. "My lord! If your lady knew —"

"That I had healed one under my care, who was hurt by one acting in my name? That I will not see her hurt by one whose tongue is so sharp she risks cutting her *own* backside with it? I'll hear no more from you, Orlindea, except the words, 'Yes, Lord' — and if I will not hear them of your will, I'll enjoy your silence by means of your enforced removal."

Mourngrym's eyes burned into hers as he sheathed his sword with savage strength. "Which will it be?"

A red flush rose slowly across the Underchatelaine's face, and her hot gaze wavered and fell to the floor. A moment later, she followed it, to her knees. "I—I'm sorry, my Lord," she muttered. "I—I have overstepped myself."

"Yes," Mourngrym agreed simply. "Look at me, Orlindea."

There was silence for several breaths; Mourngrym counted them in the rapid rise and fall of the Underchatelaine's bosom. Then her lashes flickered, and she looked up at him. Tears glimmered in her eyes, unshed, but she held her head proudly, and met his gaze.

"We'll speak no more of this, Orlindea, and consider it forgotten," Mourngrym said very quietly, "so long as you work no ill against me, Alyth, or Alyth's mother. We all choose ill, betimes — work me some good, now, by apologizing to Alyth."

Orlindea cast one glance at the sniffing girl, and burst into tears. Alyth half-rose, hands out to her, and broke into sobs herself.

Mourngrym stood in the center of the room and stared at the ceiling. Gods answer me, he thought, why does it all have to be so *noisy*? Then he sighed, thought of something he'd seen Elminster do, long ago, and stepped forward to grasp both women by the shoulders and guide them firmly into each other's arms. They embraced, weeping uncontrollably.

Then he went to the open door and looked out. The frightened eyes of Delmair, who stood uncertainly in the corridor, sword half-drawn, looked back at him.

Mourngrym stared at him incredulously for a moment, and then suddenly grinned. "The gods have answered," he said. "Lad — know you Alyth's mother? She who came out this door weeping a few breaths back? Go and fetch her, as nicely as you can, and bring her back here! And *run!*"



Delmair stumbled along through the trees carefully, a sputtering torch in one hand, and a bundle of Alyth's own clothes, still mud-spattered, held protectively in the other. Ahead of him in the night, Alyth, a pale wisp in her gown, and her mother, on the arm of the Lord Mourngrym, walked down the path to the mill.

"I'm sorry," Mourngrym said gently. "I don't like all the noise and the prying eyes and the smoke in the Hall either. . . . It's cooler and quieter here."

"Yes, Lord," Alyth and her mother answered, as one. Mourngrym sighed, led the way on around a muddy bend in the path — and stopped, astonished. "Now what befalls?" he breathed, hand going to sword rather wearily.

A pale amber radiance was growing from nothingness before his eyes, clinging to a large flat rock beside the trail, and growing brighter. They all came to a cautious halt in the darkness, and watched.

A wine decanter suddenly appeared out of the empty air above the rock, and settled gently down to rest. An instant later, it was followed by another, and then a steaming platter of roast fowflander, several knives and forks — and the bearded, plain-robed figure of Elminster the Sage, smoking pipe in hand.

"There you are," Elminster said calmly, waving them towards him. "Come on, the lot of ye. I heard ye'd had enough of festival crowds and their wagging tongues — but I thought ye'd grow tired of good food a mite more slowly."

"You thought rightly," Mourngrym agreed, with a sudden, delighted laugh.

The Old Mage steered a decanter into his hand. "Of course." The Lord of Shadowdale laughed helplessly — breaking off only for an instant, as glass goblets began to appear in midair, one after another, and seek his hand insistently.

"Well met, Jhaleera," Elminster added gravely. "It's been a fair while, hasn't it?"

"It has indeed, Old Mage," Alyth's mother agreed calmly. Alyth turned to stare at her. Jhaleera only winked.

Alyth looked at Elminster. He smiled, and winked too. "My thanks for finding what's left of the lost blade of Lord Aumry," he said to her, drawing the old sword-hilt from some hidden place among his robes. "I'd been looking for that."

He puffed at his pipe to keep it from going out, and added, "Eat up, lass. When ye're done eating, a few spells can give ye armies of attacking Zhents to defeat — if ye'd like to play at being one of the Knights, for a change."

Alyth looked at him, face suddenly red. "Oh, but I couldn't. . . ." she murmured.

"Why not?," Elminster asked, his eyebrows rising. "'Tis ease itself — just ask Mourngrym here, or any of the Knights. They play at being the Knights every day."

"So *that's* how you do it," said Delmair, remembering teacups.

"Of course," said the Old Mage innocently. "Didn't ye know?"

II. Night On The Cold Hillside

The room was quiet and dim, its ceiling lost amid banners high overhead. Rows of benches faced a dais where impassive guards stood, behind high-backed chairs. Rising from one of them to greet him was an elegant, dark-haired man with a mustache. He looked sterner than when he'd been juggling floating crockery in midair, by the mill.

“Lord Mourngrym?” Delmair asked, holding the teacup carefully out in front of him. The Lord of Shadowdale nodded.

“I meant to speak to you earlier; I am Delmair Rallyhorn, of Cormyr. I — understand I am expected.”

Lord Mourngrym smiled. “Aye, though I confess I know not the reason for your visit. Sit, if you would, and tell me why you’ve come — and where came you by the china you hold!”

Delmair sat. “Ah, I met the Knights of Myth Drannor on the road. One of them handed me this. Elassa — ah, your guardcaptain, at the bridge — suggested I return it to you.”

“My thanks,” Mourngrym replied, waving a hand in a signal. As a servant came in with a tray of cheese, bread, and chilled wine, the guards began to silently file out. In a breath or two, they were alone.

“Eat,” Mourngrym said, taking up a slice of cheese, “and tell me of your purpose. Speak freely, please.”

Delmair set the teacup and saucer down carefully on the nearest empty chair, and said, “I am heir to the House Rallyhorn. I — the regents appointed by King Azoun to administer my lands have now agreed to allow me to avenge my father’s death.” He cleared his throat nervously, as Mourngrym frowned.

“Regents?” the Lord asked. “What of your mother?”

“I — I never knew her. My mother, the Lady Shalrin, sickened and went away, long before my father’s death. They do not speak of her much in Rallyhorn Hall. I know not why.”

“You are now of age?” Mourngrym asked. Delmair nodded.

“Yes, Lord,” he said wryly. “I have not been allowed to travel before, but Lord Huntsilver — chief among my regents — has evidently come to hold the opinion that journeying would be good for me. He said it was high time I learned some of the things about the world that cannot be taught by mere words and lessons.”

Mourngrym smiled. “This all sounds familiar; I was in your boots only a few summers ago.” He handed Delmair a goblet. “But you spoke of avenging your father’s death. I know of no Cormyrean noble who fell here, of any name or lineage.”

Delmair spread his hands. “My father fell somewhere near at hand; I know not where. I know only that I can trust whoever it is that wears my father’s ring. He gave it, the Lord Regents told me, to someone he loved and trusted above all others, ere he died. . . . Everyone says that Elminster of Shadowdale is the greatest sage of the Realms. I came in hopes that he knows of my father’s fall, and who it is that wears this ring.”

“Everyone, it seems, comes to Shadowdale in hopes that I know something,” said a familiar voice, dryly. “I’ve oft wondered, know ye, if they’d all be just as happy if I gave easy and ready answers — and made it all up.”

Delmair turned. For the first time, the lack of a cowl and the presence of sufficient light let him see the Sage of Shadowdale clearly.

A thin, snow-bearded, distinguished-looking old man in nondescript robes stood amid the tapestries behind the dais like a watchful shadow. Hawk-like eyes gathered Delmair’s gaze irresistibly, seeming to stare right into his mind.

Delmair shuddered, hand automatically reaching for sword-hilt. The old man’s gaze stopped that hand cold. Then he nodded, sardonically, eyes still locked with Delmair’s trapped gaze.

“Well met, Delmair Rallyhorn,” Elminster of Shadowdale said wryly. “Head of the House Rallyhorn, of Cormyr. Son and heir of Roaril Rallyhorn, come to claim thy own. We have anticipated thee. Look; thy father’s sword, kept safe for ye these long years: Dhauzimmer, the Bright Blade.”

The Old Mage nodded at a long bundle of cloth on a chair nearby. Delmair followed his gaze down only reluctantly, but once he looked at the bulky roll of gray cloth, he could not tear his eyes away.

His father’s magical blade, whose merest touch could destroy undead. The Lord Regents had thought it lost forever. It was real. The tale, then, was all real.

“There it is,” Elminster said simply. “Take it.”

Delmair did not move. He stared at the wrapped, hidden sword for the space of a long breath, and then swallowed, raising his eyes again to meet Elminster’s bright gaze. “They said my father died of fright, when he went to slay the lich Malithra Undra,” he said, quietly but formally. “I have sworn to avenge my father’s death, and I ask you, great sage, to tell me where I might find this lich.”

Elminster nodded. “I can even take you to where it lairs, tonight.”

“Tonight?” The boy paled.

“Aye. Why waste time over such things? The blade’s touch will destroy undeath; this power is true and undiminished. The deed should prove simple.”

Delmair hesitated. “‘Should’?” he echoed, hearing the slight emphasis the old sage had given that word.

Elminster shrugged. “We shall see,” was all he said.

The Old Mage stepped unsteadily up onto the table unnoticed amongst the tumult in the Feast Hall. Dancers whirled about the room, the music they were following scarcely to be heard through all the chatter and drunken laughter. He looked all around at the scene, smiled once or twice, and then raised a hand.

"Be still," he said mildly, in a quiet voice. Some trick of magic carried those calm tones to every corner of the room — and an instant later, a hush fell upon the Hall. Someone coughed, once, and all was still.

"Well met," Elminster said. "I think ye all know me." His steady gaze forestalled any replies or comments, and he went on, "But I have one man here with me who is probably unfamiliar to ye all."

He turned and beckoned to Delmair, who stood, face flushed, his father's sword — *his* sword, now — naked and glittering in his hand, as Thurbal had told him to bear it. Slowly — as Mourngrym had ordered him to walk — Delmair strode forward to where Elminster stood. It seemed a very long way, and the weight of the stares on him much heavier than he'd ever felt in the courts of Cormyr.

"This is Delmair Rallyhorn, of Cormyr. His is the Drawn Sword this night, to save us all."

Elminster gestured imperiously, and Delmair obediently stepped on a chair and clambered up onto the table to stand beside the Old Mage. It creaked, once — and he followed Elminster's gesturing hand to stare out at the Hall from his new vantage point.

All of the folk there — even the Tower guards and the bards, Storm Silverhand at their head — were silently raising their hands to him in the warriors' salute. Delmair stared at them, over a sudden lump in his throat.

He saw tears glittering in the eyes of some of the old men, and saw nods of respect and silent prayers being mouthed. What was going on? Why did this mean so much to these people?

He turned to Elminster, a question in his eyes, and opened his mouth to ask. The Old Mage met his eyes and said firmly, "Later. Now, take my hand."

Delmair did as he was bid — and the world whirled. Amid sudden flashing blue lights, Delmair saw Alyth come into the hall, her mother behind her. Her eyes were wild. As the lights whirled up and hid her face, he saw terror flash across it. "Nooooo!"

Her despairing scream echoed through Delmair's head as he fell, tumbling endlessly through blue mists. . . .

Blue mist swirled and was gone. There was hard rock under his boots. Delmair blinked.

Pale moonlight touched the trees around them, where a moment before he'd been looking at the warm torchlit walls within the Tower. Delmair blinked again, hefting the splendid sword that was now his own, and tried to see into the deep gloom of the night-cloaked woods all around.

He stood with the Old Mage on a rocky hilltop, somewhere in the wilderlands, far from roads and lights. A dark forest stood all about them; off to the east, it seemed thinner, broken by piles of tumbled stone . . . a ruin? He peered, and saw turrets, spires, and broken walls. Where were they?

Elminster let go of the boy's arm. "Of old, this part of Myth Drannor was known as Moondown Hill," he said quietly. "That which ye seek awaits here."

Delmair gulped. "M-myth Drannor?" He clutched at the blade he held, shivered, and stared wildly all around.

Something moved in the night — something dark, rising menacingly out of the darkness of the trees, flapping heavily towards them. The young warrior gulped, found his mouth suddenly very dry, and raised an unsteady hand to point. Elminster did not move.

Delmair tasted cold fear, and turned frantically. The Old Mage stood watching the large, dark thing approaching on its leathery wings. His face was calm, even bored. Delmair tried to speak, but managed only a rough croak. The creature hung in the air above them, close now — and then swooped.

Delmair saw red, hungry eyes and a flash of bared fangs. A long, forked tail hung down behind it as it came, cutting the air in lazy swings like a swimming snake, thick and strong, and — and they were going to *die*!

Elminster raised an eyebrow.

Light pulsed and winked along the front of the black wings — and abruptly it was gone, the night air suddenly empty.

There was a shrill scream to the east. Delmair peered, trembling, and saw something dark and flapping crash into a leaning stone spire. There was a wet, heavy sound as the monster that had menaced them impaled itself helplessly on the stone, a choking, groaning noise — and then silence.

Black wings hung limp. A moment later, something else dark and leathery flapped up from behind the spire and glided in to land on the black corpse, claws out. Delmair looked away as it began to feed.

A night breeze sighed around them, sending chilly fingers along their spines, and rustled away northwards among the trees. Delmair shivered, and snatched a glance at Elminster. The old wizard was scratching at the end of his nose, wearing a bored expression as he looked east.

He lifted a finger from his nose, suddenly, and silvery light pulsed out and lashed down into the rocks below them. The dark coils of something large and snakelike that Delmair hadn't even seen thrashed and writhed in the radiance. As the light faded and died, they sagged weakly, and fell back among the rocks.

Elminster sighed. "Still a forest of fangs, I see." He murmured something, spread his hands wide, and then raised one arm to point over his head. The air shimmered, and then night slowly returned.

Elminster watched the barrier he'd raised fade into invisibility, nodded in satisfaction, and then said briskly, "Ah! Moonrise, lad!"

They stood together as the moon sailed out from behind spidery clouds and lit up the rock-strewn hilltop around them. Dhauzimmer was cold, hard, and very heavy as Delmair held it. Silver moonlight flashed and glimmered down its naked length as his hands trembled.

The Old Mage turned his head. "Got thy sword? Good, then. Lean on it, like ye've seen bold warriors do, preening in taprooms and inns — and call her out. She'll come, fear ye not. She'll come."

Delmair looked at him, face white in the moonlight. "She?"

Delmair heard rather than saw Elminster raise his eyebrows. "Didn't ye know? Malithra Undra was a noble lady, in life." He snorted. "Conduct thyself accordingly." As he spoke, clouds shrouded the moon again, and the gloom of deep night abruptly returned.

Delmair stood in terrified silence, staring into the darkness. "W-where is her tomb?"

Elminster sighed. "Just call her name, will ye? 'Tis the waiting that terrifies, not the doing." Moonlight came stealing back again, faintly.

Delmair looked at him, and then cleared his throat, raised his blade, and called, "Malithra Undra! Malithra Undra! Come forth! In my father's name, by the memory of Roaril Rallyhorn, I call thee! Malithra! *Come forth!*"

Silence answered him. The breeze died, and the night grew dark and still.

The young warrior looked uncertainly at Elminster, who nodded slowly and silently, and pointed into the darkness in front of Delmair.

Amid the moonlit rocks there, something moved. Something tall and thin, approaching half-hidden in the nightgloom. . . . Something in grey skirts with a skeletal face and cold, gleaming lights of eyes.

Delmair, raising his sword grimly, met those flickering eyes, and trembled in sudden, cold terror. He opened his mouth to scream, but no sound came out.

Whimpering inside, he urged himself into wild flight away from those old, coldly knowing eyes — but his knees seemed turned to stone; he could only make them tremble.

He tried to tear his gaze away, and look to Elminster for help — but his growing terror sank into utter despair. A low, soft voice, grating from disuse, came out of the darkness from the figure advancing on him, and he heard the words it spoke.

“Well met, old friend. It has been too long since last you came, but glad I am to see thee! And who is this that you have brought? Who would summon me in Roaril’s name? Do please introduce us.”

Delmair managed a whimper, then. He would have fallen if Elminster’s steadying hand had not fallen on his shoulder, holding his sword arm immobile as the undead woman seated herself gracefully on a rock not three paces away, and smiled at them. Her face was little more than bone, but long, flowing, grey-white hair swirled around her shoulders, and her thin-waisted, full-skirted gown of rotting, faded grey had once been very fine. She wore a gleaming but worn silver tiara, and on her hand was a ring that seemed somehow familiar.

“Delmair,” Elminster said formally, “put up thy sword and make thy bow to Malithra Undra, still a Lady of Cormyr.”

Somehow the skeletal face looked sad. “Nay, old friend. I left all that behind me before I died, and I have heard some of what was said about me. I do not think they would welcome me home, even were I alive and — whole.” She raised a hand that was more bone than flesh to brush an errant lock of hair from her face as she spoke. Most of it fell out at her touch.

Delmair gulped speechlessly, but somehow found himself going to one knee, Elminster’s firm hand on his shoulder forcing him down. He kept a tight grip on his sword, though; even if the mage had betrayed him, Delmair Rallyhorn wasn’t going to die without a fight!

“Not so, lady,” Elminster said gently. “I have spoken with Azoun this month past. He assured me that though he could not ensure thy safety if ye came to Court, with all the headstrong and heavily-armed young nobles, War Wizards, and the superstitious Elite Guard (known as the Purple Dragons) who are always hanging about, he would make ye most welcome as befits thy family, thy title, and thy good character and loyalty to the Crown, as made known to him by his late father, and by Vangerdahast, his Court Wizard. He even bade me to bring ye thy heir, that ye might know who carries on thy lineage now.”

There was a little silence, and then the undead creature replied huskily, “Gods thank thee, Elminster Trueheart, as I thank thee!”

From the sobbing tone, Delmair realized she was weeping. Elminster’s hand, still on his shoulder, steered him to a seat upon a large and cold rock. Delmair gripped Dhauzimmer tightly, and wondered just who in the name of all the gods this creature of undeath was.

“Delmair,” Elminster asked gently, “does destroying a lich still seem so simple a thing as it did when ye set out from Rallyhorn Hall?”

Delmair stared at the grey, half-seen thing facing them and licked his lips. “Who — *what* is she? How does she know you?”

“We are old friends,” Elminster replied, “and the Lady Malithra is an archlich; to put it very simply, a good lich. But where are thy manners, lad? Ye speak of her as if she were a hound or a horse, or not here! Speak to her thyself, and civilly! Hast a tongue still, lad, surely?”

Delmair stared at him for a moment, and took a deep breath. Then he turned back to face the grey-gowned archlich, met those cold lights of eyes as steadily as he could, and asked, “Pray forgive me, lady. I did not mean to offend. I — this is my first journey alone in the world, and I am unsure of what is properly said and done. I will tell thee truth: I came here to destroy thee, with this — my father’s sword. What can you tell me of his death, to stay me in avenging his honor . . . and winning my own?”

There was silence. After a very long stillness, Elminster said, “That was well said, lad. Pray forgive *me*, Malithra; I did not mean to hurt thee by this visit.”

“No forgiveness is due either of ye,” came a very quiet reply, and her voice told Delmair that the lady archlich had been weeping again. “This meeting comes late enough as it is.” Her voice grew stronger. “Know, Delmair, that I was not thy father’s bane. He came here because of me, but it was pure mischance, and the evil of lawless men, that brought about his fall.”

She stood up — Delmair’s heart leaped in sudden fear — and pointed into the darkness. “Fourteen attacked him, down there; outlaws, brigands. He was one, alone. I heard him cry out, but was too weak to aid him, because of — what I had become. He struggled all the way up to where we sit, here, and made his stand among these rocks. They fled at last when he defied them with two blades through his body, fighting on until they screamed that he must be undead or worse, and fled. At least, six of them fled. The rest died here, all over Moondown, by his hand that day. Thy father died a hero, Delmair.”

She sat down again. Her voice, when it came again, was much smaller. “And yet, hero or no, he still died, and I could not save him.”

"He was sorely hurt, Malithra," Elminster said gently. "The failure was not thine — thy magic could never have been enough with the wounds he bore."

"I know that," said the archlich fiercely, her hair billowing around her half-skeletal face in a sudden shaft of moonlight, "and yet it makes the memories no easier. I know now what it means to have a great shadow upon one's heart, lying over all one's days and deeds. To know that there was nothing I could have done makes it no easier!" She fell silent in the darkness. Moonlight came and went again, and the wind sighed amid the rocks.

"Delmair," Elminster said suddenly, "what else would ye speak of, besides thy father's fall? Thy regents sent ye to learn of the world, beyond lessons; here is an opportunity few will have, who walk the Realms this night. Speak!"

"Me?" Delmair asked. "What would I want to know, that . . .?"

"Tell me of yourself, Delmair," said the archlich with sudden fierceness. "What was your youth like, in Cormyr? What is the kingdom like now? What are the women wearing? What jests do the men trade when they think the women cannot hear? Who feuds with whom? Who is rich, and what do they waste their coins on? I am so *lonely*, Delmair! *Tell me!*"

Delmair stammered and stumbled and then found himself talking, answering endless questions about life in Rallyhorn Hall, and the doings and rumors of Cormyr. Later, Delmair thought of things to ask, and did. Elminster sat nearby, smoked a noisome pipe that sent green smoke curling up around them, and said little.

The other two talked long, the archlich telling Delmair of kings now dust and deeds of long ago, until at last pale grey dawn lightened the easting sky, and morning chill awakened the mists.



And in the end Delmair sheathed his father's sword, and bid the half-skeletal lich glad parting. She rose in a silent shifting of grey skirts, bent, and kissed both him and Elminster good-bye and gods-speed. Her lips left a chill tingling on Delmair's cheek, that faded very slowly.

"Come and visit me, when you can," she said. "It can be lonely here, with only the stars to talk to." She turned silently then, and went away underground, leaving them alone in the brightening morning.

Delmair stared after her for a long time without speaking. Elminster stood beside him in companionable silence, until Delmair stirred and sighed. "She — scares me very much, and yet I like her, and am proud that she calls me friend. The world is stranger than I thought."

Elminster smiled. “Ah, then ye have learned something. Come back to visit when ye can, and I’ll bring ye here again.”

The Old Mage ran his fingers through his long beard and added, “Come not alone, though; Lady Malithra is not the only lich in Myth Drannor. It hides worse things than liches, too — and far worse than the thing that wanted ye for evenfeast.”

They walked for a while, westwards through the trees, leaving the haunted ruin behind. From its depths, something shrieked, unearthly and high. Delmair shivered, but did not look back.

“So,” the Old Mage asked gently, “do ye still feel a need to avenge thy father’s death?”

Delmair nodded. “I must hunt down the bandits who escaped him,” he said grimly. Cold light flashed far behind them, in the ruins. He looked back this time, but saw only shattered spires reaching towards the stars like blackened fingers protruding vainly out of a grave.

Elminster shook his head. “None still live. Malithra found and slew them, one by one — for she and thy father were very close.”

“They were?” Delmair asked, remembering the familiar ring on the archlich’s bony finger. It was the Rallyhorn Ring!

Elminster sighed. “Lad,” he said despairingly, “Did they not even tell thee who thy mother was? The Lady Malithra Undra Shalrin Rallyhorn, once a sorceress of pride and power in Cormyr, who fell very ill and went away to die. She used her Art to achieve lichdom, but could not save her lord’s life.”

Delmair gasped. “Malithra my *mother*? It cannot be!”

Elminster smiled. “Ah,” he said simply, reaching out a hand to grasp Delmair’s arm, and use the spell that would take them back to Shadowdale and Alyth, “there’s that fools’ word: ‘cannot.’ Ye haven’t learned all that much about the world yet, after all.”

INTRODUCTION

EYE OF THE BEHOLDER III World

EYE OF THE BEHOLDER III: ASSAULT ON MYTH DRANNOR is an all 3-D, Legend Series computer role-playing adventure based on the popular ADVANCED DUNGEONS & DRAGONS® 2nd Edition rules and on an original story created for this game. The action takes place in and around Myth Drannor, located in TSR's FORGOTTEN REALMS® game world.

Everything in EYE OF THE BEHOLDER III is from your point of view. Watch the trees pass by as you move through the forest around Myth Drannor. Pick up items and take them with you. Open doors with keys, by pressing buttons, or by pulling release levers. See monsters draw nearer to you and close in for battle. Attack with the weapons your characters have in their hands. Cast spells with your clerics' or paladins' holy symbols and your mages' spell books. Those in the front of the party may attack with weapons such as swords and maces, while characters in the rear ranks may attack with spells, ranged weapons (such as bows and slings), and polearms.

What Comes with This Game?

In addition to this rule book, your game box should contain the game disks and a data card. This rule book explains how to play, and gives you valuable reference information on characters, monsters, and spells. The disks

contain the game. Install the disks by following the instructions listed on the data card. The data card also explains how to get right into the game with the pre-built party.

Copy Protection

There is no physical copy protection on your EYE OF THE BEHOLDER III disks, so please make copies and put the originals away for safekeeping.

To assure that you have a legitimate copy of the game there are verification questions during the game. When a question appears you must find the appropriate word in the rule book, and then give the correct answer.

Getting Started Quickly

A saved game containing a pre-built party comes with your game. To get right into the game, load this saved game following the instructions on your data card.

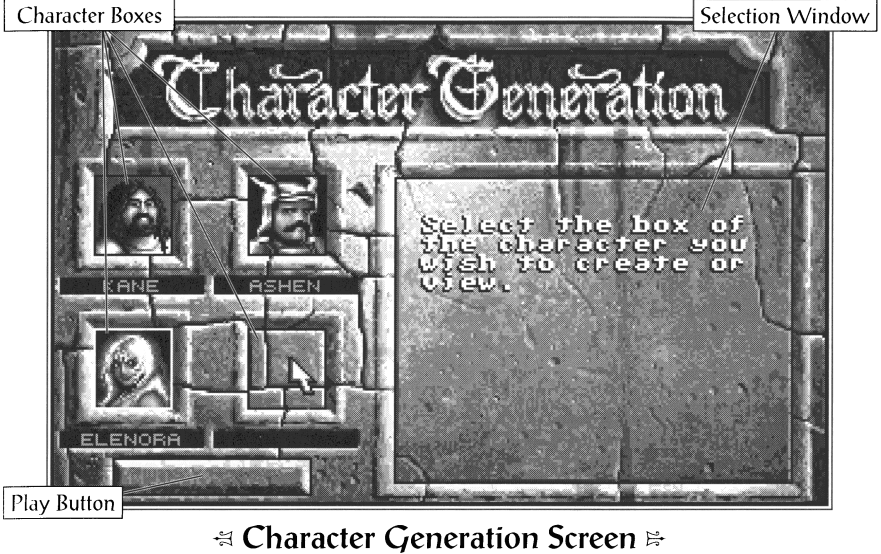
You may also transfer your EYE OF THE BEHOLDER II party to this game. See the data card for detailed instructions.

Clicking with Your Mouse

Throughout this book, the term "click" means move the cursor to the desired area and then press either the left or right mouse button.

"Right-click" means move the cursor to the desired area and press the right mouse button.

"Left-click" means move the cursor to the desired area and press the left mouse button.



❖ Character Generation Screen ❖

CREATING A NEW PARTY

You must generate four characters to have a complete party. A good mix of races and classes is essential to completing the adventure. Warrior classes such as fighters, paladins, and rangers are needed to deal with the many horrors that block your path. Clerics and mages support the quest with their magical abilities—clerics have powerful healing and protective spells, while mages attack with mystic force. Thieves are handy when progress is barred by a locked gate for which the party has no key.

This section contains basic instructions for creating a new party. For detailed information about selecting characters for a party, see “More About Your Party” on page 31.

Generating Characters

To create a character, click on one of the four character boxes. After you have chosen a box, choose the new character’s race and gender, class, alignment, and portrait. You can click on the Back button to change your last choice.

Race

There are six races of characters to choose from:

- ❖ Human
- ❖ Elf
- ❖ Half-Elf
- ❖ Dwarf
- ❖ Gnome
- ❖ Halfling

Each race has unique advantages and characteristics. Different races are eligible for different classes and each has unique modifiers to ability

scores such as strength or wisdom. For detailed information see the “Races” section on page 31.

Class

Classes are occupations. Some races have the option of having more than one class simultaneously, but there are six basic options:

- ❖ Fighter ❖ Ranger
- ❖ Paladin ❖ Mage
- ❖ Cleric ❖ Thief

The party needs a variety of classes to get all of the necessary skills for the adventure. (Paladins will not join parties with evil characters. If you already have an evil character you cannot generate a paladin.) For detailed information see the “Classes” section on page 33.

Alignment

Alignment is the philosophy by which a character lives and deals with the world. There are nine possible alignments, although a character’s class may limit the selection. Paladins, for example, can only be Lawful Good. The choices are:

- ❖ Lawful Good
 - ❖ Lawful Neutral
 - ❖ Lawful Evil
- ❖ Neutral Good
 - ❖ True Neutral
 - ❖ Neutral Evil
- ❖ Chaotic Good
 - ❖ Chaotic Neutral
 - ❖ Chaotic Evil

For detailed information, see the “Alignments” section on page 36.

Portrait

The character portrait is a picture that represents the character during the game. Click on the arrows to display different portraits, and then click on a portrait to select it.

Ability Scores

After you choose a character portrait, the computer generates “ability scores” for the character. These numbers are a summary of natural abilities and faculties. Each character has the following scores:

- ❖ Strength (STR)
- ❖ Intelligence (INT)
- ❖ Wisdom (WIS)
- ❖ Dexterity (DEX)
- ❖ Constitution (CON)
- ❖ Charisma (CHA)

For more information, see the “Ability Scores” section on page 36. You may modify and keep these scores with the Modify and Keep controls.

Other Characteristics

Characters also have numeric values for the following characteristics:

- ❖ Armor Class (AC)
- ❖ Hit Points (HP)
- ❖ Level (LVL)

For detailed information on these characteristics, see “Other Characteristics” on page 37.

Modifying and Keeping Characters



⚡ Modify/Keep Character Screen ⚡

REROLL generates a new set of ability scores for the character.

MODIFY allows you to change characters' ability scores and hit points. For example, use this to match a favorite AD&D® game character. After selecting **MODIFY**, click the ability score to be changed, and then click on the plus or minus button to alter the ability score. Click on the **OK** button when you are finished.

FACES allows you to select a different character portrait.

KEEP places the character into the party line-up.

Name your character after selecting **KEEP**. Once you enter a name, the new character joins the party!

Deleting Characters

You can delete a character before you select **PLAY**. To delete, click on the portrait and then click on the delete button.

When the Party is Complete

When you have generated four characters, a **PLAY** button appears underneath the portraits. Click on the **PLAY** button to begin the game. If you are a novice user, be sure to read "A Crash Course in Combat" and "A Crash Course in Spellcasting," beginning on page 41. Experienced users should skip to the "Adventuring" section on page 44.

Characters that Join the Party

In addition to the four regular characters, up to two more non-player characters (NPCs) may join the party. As you adventure, these characters may ask to join you. If you accept, they join and act as any other characters under your control. Occasionally, NPCs offer advice or give you information. NPCs may leave your party, or you may drop them, at any time.

MORE ABOUT YOUR PARTY

Character Basics

Your adventuring party contains four characters, each with their own unique strengths and weaknesses. Every character has a race, class, and set of ability scores.

Race is the character's species and there are six races to choose from: dwarf, elf, gnome, half-elf, halfling, and human.

Class is the character's occupation. The basic choices of class are: cleric, fighter, ranger, mage, paladin, thief or multi-class. Some races are allowed to have more than one class simultaneously; these are called multi-class characters.

Ability scores define the character's physical and mental prowess, and they are: strength, intelligence, wisdom, dexterity, constitution, and charisma.



A Dwarven Encounter

Races

Dwarves are a short, heavily built demi-human race. They stand between 4 and 4 1/2 feet tall, but generally weigh more than 150 pounds due to their heavily muscled build. Dwarves live from 350 to 450 years. They are famous for their skill in all crafts, from metalworking to stone masonry. Dwarven weapons command high prices in markets around the world, and pieces of their fine jewelry are part of every king's ransom. Dwarves are also known for tremendous courage and tenacity that borders on the fanatic.

Dwarves are by nature non-magical, and have innate resistances to spells as well as many poisons.

- Ability Score Modifiers:
Maximum Dexterity of 17, Constitution +1, Charisma -1
- Allowable Classes:
Cleric, Fighter, Thief, Fighter/Cleric, Fighter/Thief
- Level Restrictions:
Cleric, 13th level; Fighter, 18th level; Thief, 15th level

Elves are slimmer and somewhat shorter than the average human and are easily distinguished by their fine features and pointed ears. They often live more than 1,200 years. Elves do not like the confines of civilization. They delight in natural beauty, singing, and carefree playing. To outsiders, elves often

appear to be haughty and cold, although they are known to be fiercely loyal to friends.

Elves of all classes are taught archery from a very young age, and they receive a +1 bonus with any type of bow, and long or short swords. Elves are highly resistant to any type of *sleep* or *charm* spell. *Raise dead* spells do not affect elves.

- Ability Score Modifiers:
Dexterity +1, Constitution -1
- Allowable Classes:
Cleric, Fighter, Mage, Ranger, Thief, Fighter/Mage, Fighter/Thief, Mage/Thief, Fighter/Mage/Thief
- Level Restrictions:
Cleric, 15th level; Fighter, 15th level; Mage, 18th level; Ranger, 18th level; Thief, 15th level

Gnomes are distant kin of the dwarves, although the latter are loathe to admit the relation. Gnomes typically live to be around 600 years old. Where dwarves are taciturn and hard working, the gnomes are more carefree and lively. Never turn your back on a gnome because they are enthusiastic practical jokers.

Gnomes are fairly magic-resistant.

- Ability Score Modifiers:
Intelligence +1, Wisdom -1
- Allowable Classes:
Cleric, Fighter, Thief, Cleric/Thief, Fighter/Cleric, Fighter/Thief
- Level Restrictions:
Cleric, 12th level; Fighter, 14th level; Thief, 16th level

Half-elves inherit several advantages from their mixed parentage. They resemble their elven parents in facial appearance, but half-elves are taller and heavier than most elves, approaching human norms. While not as long-lived as true elves, they live, on average, about 250 years. For the most part, half-elves can travel and mingle in both elven and human company, although rarely are they truly accepted in either.

Half-elves have the greatest selection of class combinations of any of the races. They inherit an innate resistance to *sleep* and *charm* spells, but to a lesser extent than full-blooded elves.

- Ability Score Modifiers:
None
- Allowable Classes:
Cleric, Fighter, Mage, Ranger, Thief, Fighter/Cleric, Fighter/Thief, Fighter/Mage, Cleric/Ranger, Cleric/Mage, Thief/Mage, Fighter/Mage/Cleric, Fighter/Mage/Thief
- Level Restrictions:
Cleric, 17th level; Fighter, 17th level; Mage, 15th level; Ranger, 19th level; Thief, 15th level

Halfings are a diminutive people famous for their congeniality and love of comfort. Their facial features are round and broad and they typically have curly hair. Halfings are very short, a little shorter than dwarves, and quite plump. They are sturdy, industrious,

and generally quiet and peaceful. Their burrow homes are well furnished, and their larders are always well stocked. Halflings are well liked by nearly all other races. Gnomes especially like the halflings, whom they feel are kindred spirits.

Halflings have innate magic resistance and have a +1 bonus with slings.

- Ability Score Modifiers:
Dexterity +1, Strength -1
- Allowable Classes:
Cleric, Fighter, Thief, Fighter/Thief
- Level Restriction:
Cleric, 11th level; Fighter, 12th level; Thief, 18th level

Humans are the most adaptable and, hence, most prevalent race. Humans vary more than any other race in size, skin color, and hair color. Typically they live around 70 years. Human societies are more diversified than any of the other races, and also more aggressive and materialistic. Where the longer-lived races wait patiently and take a long-range view of the world, humans tend to muster their efforts for immediate gain.

- Ability Score Modifiers:
None
- Allowable Classes:
Cleric, Fighter, Mage, Paladin, Ranger, Thief
- Level Restrictions:
In this game, 20th level is the maximum for all human classes.

Classes

Each class has its own unique strengths, and each offers valuable talents and skills to a party. Fighter-types (fighters, rangers, and paladins) are needed to battle past the creatures that stand in the way of victory and glory. Thieves are very handy when the party runs across traps and locked doors. Mages offer powerful spells, and clerics can both fight opponents and heal wounded party members.

Each class has one or more *prime requisites*, or ability scores that are important to the class. A character with prime requisite scores of 16 or greater advances somewhat faster in levels.

Clerics are warrior priests, men and women who carry their faith in their weapon-arms as well as their hearts. Cleric training includes the use of divine magic and a limited selection of weapons. They can use any type of armor, but their selection of arms is limited to blunt, impact-type weapons such as maces, flails, and hammers.

Clerical magic differs from mage spells in that clerical magic is of divine origin. Clerics do not carry tomes of spells and rituals. They receive power directly from the gods and cast spells through their holy symbols. While mages study and pour over their spells to imprint the rituals in their minds, clerics enter a meditative trance where they are receptive to the divine

magic. Clerics also have powers against undead monsters such as skeletons. The ability to *turn undead* is listed on the cleric's list of 1st-level spells and is used like a spell. However, because it is an ability, it does not go away when used. As clerics advance in levels they gain more spells and greater power against undead. Clerics with wisdom of 13 or higher gain extra spells (See the "Cleric Wisdom Spell Bonus" table on page 88).

- Prime Requisite: *Wisdom*
- Races Allowed: *All*
- Weapons Allowed:
Mace, Flail, Staff, Sling, Hammer

Fighters are warriors, experts in using weapons and in-battle tactics. Fighter training includes use and maintenance of all manner of weapons and armor. Fighters can use any type of armor or weapon without restriction. Whether for glory or profit, fighters can be found in the thickest parts of battles, where only skill and bravery triumph.

Fighters cannot cast any type of magical spells; they rely on their strong sword-arm. They can use any type of magical weapon or armor. They can also use magical items such as rings and gauntlets. Fighters gain speed as well as skill when they go up in levels. High level fighters (including paladins and rangers), are

able to attack more often with melee weapons such as swords than other types of characters.

- Prime Requisite: *Strength*
- Races Allowed: *All*
- Weapons Allowed: *All*

Mages are individuals trained in the arcane and mysterious secrets of magic and spellcasting gestures. Mages tend to be poor fighters, preferring to rely on their intellect and magical abilities. While warriors and clerics may charge to the fore of a battle, mages tend to hang back and pummel foes with mystical attacks.

Mages cannot wear any type of armor because armor is restrictive and it interferes with spellcasting. Also, because of their lack of martial inclination, mages are severely limited in the weapons they can use. Mages become very powerful as they increase in level.

- Prime Requisite:
Intelligence
- Races Allowed:
Human, Elf, Half-Elf
- Weapons Allowed:
Dagger, Staff, Dart

Paladins are elite warriors who battle in the name of truth and justice. Lawfulness and good deeds are their meat and drink, and they lead lives of such chaste piety that even clerics stand respectful. Paladins will not join a party that includes evil characters. Like other high level fighters, paladins are able

to attack more often with melee weapons, such as swords, than other types of characters.

In addition to skill in all types of arms and armor, paladins have several divine magical abilities. Paladins have extra resistance to magical attacks and poison, and they are immune to all disease. Paladins can heal once per day with their *lay on hands* ability (two hit points per level of advancement). The *lay on hands* ability is similar to the *cure light wounds* clerical spell. Paladins are always surrounded by an aura of protection. Because of this aura, all evil attackers suffer a penalty to their attacks.

At 3rd level, paladins can *turn undead* as a cleric two levels below their own. At 9th level, paladins gain the ability to cast certain cleric spells, although they can never use cleric scrolls. Paladins pray for their spells and cast them exactly as clerics.

When paladins attain the appropriate level, they can use the following cleric spells: *bleed*, *cure light wounds*, *detect magic*, *protection from evil*, *slow poison*.

- Prime Requisites: *Strength, Charisma*
- Races Allowed: *Only Human*
- Weapons Allowed: *All*

Rangers are trained hunters, trackers, and woodsmen. They are taught to live as much by their wits and skills as by their swords and bows. Like fighters, rangers can use

any type of weapon or armor, although heavy armor interferes with their special abilities.

When wearing studded leather or lighter armor, rangers can fight with weapons in both hands without any penalties. Like other high-level fighter-types, rangers are able to attack more often with melee weapons, such as swords, than other types of characters.

- Prime Requisites: *Strength, Dexterity, Wisdom*
- Races Allowed: *Human, Elf, Half-Elf*
- Weapons Allowed: *All*

Thieves are hard to classify as a group. Some are malcontents, who prey on the unsuspecting. Others are basically good, but are a little wanting in strength of character. Adventurers long ago learned that a skilled thief in the party increases overall party survival—especially when dealing with trapped locks. As thieves gain levels they become more proficient at picking locks, and avoiding any attached traps.

Because they need to move freely and quietly, thieves' abilities are restricted when they wear anything except leather-type armor. Thieves have a greater choice of weapons than clerics or mages.

- Prime Requisites: *Dexterity*
- Races Allowed: *All*
- Weapons Allowed: *Dagger, Short Bow, Sling, Long Sword, Short Sword, Staff*

Alignments

Alignment describes a character's outlook and how he deals with life. The possibilities encompass a range of views from believing strongly in society and altruism (Lawful Good) to completely selfish and without any regard for others (Chaotic Evil). Alignment is presented in two parts: the character's world view and personal ethics.

World View

- ❖ **Lawful** indicates that the character works within the framework and rules of a society.
- ❖ **Neutral** indicates that the character moves between valuing society and valuing the individual.
- ❖ **Chaotic** indicates that the character values the individual above society and others.

Ethics

- ❖ **Good** indicates the character tries to act in a moral and upstanding manner.
- ❖ **Neutral** indicates the character leans towards "situational ethics," evaluating each set of circumstances.
- ❖ **Evil** indicates the character acts either with no regard for others, or in an overtly malignant manner.

Ability Scores

The base for each ability score is a number between 3 and 18. Racial modifiers are automatically factored into the base number by the computer when any value is shown. The maximum value for scores is 19, unless modified by magical means. Fighters' strength may have a percentile value added to indicate exceptional ability. Higher values always offer greater advantages.

Strength measures physical power, muscle, and stamina. Fighter-type characters (fighters, rangers, and paladins) can have exceptional strengths greater than 18. Exceptional strength is indicated by a percent value (01, 02, 03 ... 98, 99, 00) following the base strength (for example 18/23). High strength allows characters to fight better. With hand weapons such as swords or maces they hit more often and receive damage bonuses. Halflings, even halfling-fighters, cannot have exceptional strengths.

Dexterity measures agility, hand-eye coordination, and reflex speed. Characters with high dexterities have bonuses to armor class, which indicates how difficult they are to hit. Good dexterity also gives bonuses when using missile weapons such as bows or slings. Dexterity of 16 or higher counters some of the minuses fighters suffer when using weapons in both hands.

Constitution measures fitness, health, and physical toughness. High constitution increases the number

of hit points a character receives. Hit points measure how difficult a character is to incapacitate or kill.

Intelligence measures memory, reasoning, and learning ability. Intelligence is the prime requisite for mages; their skill and very survival hinges on learning and using their knowledge of magic.

Wisdom measures a composite of judgment, enlightenment, will power, and intuition. Characters with wisdom of 7 or less are more susceptible to magical spells, while those with wisdom of 15 or greater have some resistance. Clerics with wisdom of 13 or greater receive extra spells (see the Cleric Wisdom Spell Bonus table on page 88).

Charisma measures personal magnetism, persuasiveness, and ability to assume command.

Other Characteristics

In addition to race, class, and ability scores, characters have several other characteristics that may change during the game: armor class, hit points, experience points, level, and alignment.

Armor Class (AC) measures how difficult someone is to hit and damage; the lower the armor class value, the harder they are to hit. Low armor class values can indicate different things. A character might be difficult to hit because he is outfitted with magical armor, while a monster might have the same armor class because it is small and fast. Armor class changes only

when characters find and use new armor or shields. High dexterity improves a character's armor class.

Hit points (HP) measure how difficult a character or opponent is to incapacitate or kill; higher values are better. Every time an attack gets past armor and defenses, it does damage that is subtracted from the target's hit points. If hit points reach zero, the character is unconscious. If hit points reach -10 or less, the character is dead.

Experience Points (EXP or XP) measure how much a character has accomplished. You earn experience points for killing monsters, finding treasure, and completing parts of the adventure. Having prime requisite scores of 16 or greater increases experience earned by 10%. Characters increase in level when they earn enough experience points. All characters start with some experience points. If a character is multi-class, these initial points are distributed evenly throughout all of his or her classes.

Level measures how much a character has advanced in his or her class. Whenever a character has earned enough experience points to advance in level, he gains hit points, combat ability, and resistance to the effects of poisons and magical attacks. Mages, clerics, and high-level paladins gain the ability to memorize a greater number of spells and cast new spell levels. Level advancement happens automatically whenever a character has enough experience points. Level advancement tables for all of the classes begin on page 88.

Creating Strong Characters

There are many strategies for putting together an effective party of characters. Certain combinations of character classes and race are more effective than others.

Single-Class vs. Multi-Class

Non-human characters have the ability to be multi-classed characters, but that does not mean they must be multi-class characters. Single-class characters have a number of advantages over multi-classed characters with the same amount of experience points.

Single-class fighters have several advantages. With the same amount of experience points, they will average many more hit points and have a better chance to hit than multi-class fighter combinations.

Single-class clerics and mages will gain higher level spells much sooner than multi-class cleric or mage combinations. With the same total amount of experience points, they will have more spells than multi-class spell casters.

With careful play, rear rank characters will seldom get into melee combat. This makes a single-class mage a viable character despite his limited abilities in melee. Also, the real time nature of the game means that a character can only do one thing at a time; a character's ability to do many different things is often not as important as the ability to do one thing very well.

The advantages of multi-class characters are obvious, they combine the abilities of several different classes of character in one. Thus, a fighter/mage can both melee effectively and cast spells, though he can do neither as well as a single-class fighter or mage with the same amount of experience points. Multi-classed characters are often useful to add an additional capability to a party, such as thieving skills or additional clerical healing spells. Remember, multi-class characters go up levels extremely slowly because their experience points are distributed evenly between their classes.

Racial Advantages

Because of the monsters and situations in the game, certain race/class combinations are very effective. The following are some specific types of characters and their advantages.

Dwarven Fighter: A dwarven fighter with a high constitution has a high resistance to poison, which makes it much easier to fight giant spiders. A dwarf fighter can have a Constitution of 19, which can further increase hit points. A dwarf also allows the party to read dwarven writing.

Human Paladin: Only humans can be paladins. Paladins can fight as well as any fighter, plus they have the ability to heal by *laying on hands*. They also gain the ability to cast some low level clerical healing spells when they reach ninth level.

Elven Mage: A single-class mage gains levels swiftly. An elven mage with a high dexterity has a high armor class, which makes it easier to survive stray thrown weapons. As a mage, an elf's maximum constitution of 17 does not limit hit points and a maximum dexterity of 19 can improve armor class. Because mages cannot wear armor to improve their armor class, high dexterity is essential. An elf also allows the party to read elven writing.

Human or Half-Elven Cleric: A single-class cleric swiftly gains levels. Humans and Half Elves can have a maximum wisdom of 18 (thus gaining the maximum bonus spells) and they can attain the maximum level allowed in this game.

Half-Elven Fighter/Mage/Cleric: This is the character with the most diverse talents. This character can use almost every item (excluding lock picks), has a limited ability to fight, can cast offensive spells, and can heal. Unfortunately, a half-elven fighter/mage/cleric will go up levels extremely slowly, and will have very few hit points for most of the game.

Elven Fighter/Mage/Thief: The thievish counterpart to the half elven jack of all trades listed before. This character can use literally every item in the game and can pick locks as well. Unfortunately, an elven fighter/mage/thief will also go up levels extremely slowly, and will have very few hit points for most of the game.

Creating a Strong Party

A party should include a good mix of classes and races to handle all of the challenges they encounter. You will need to decide upon your overall party strategy before making characters.

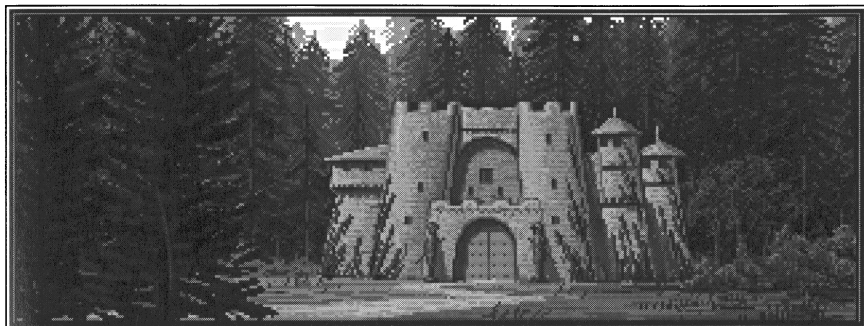
In general, a party should have at least two characters who can fight well, a character who can cast mage spells, and at least one character who can cast clerical healing spells.

Fighters

The party has many choices for the two front rank characters who can fight well. Most races make reasonable fighters. Fighter, paladin, and ranger class characters fight better than other classes. Even single-class cleric and dual-class fighter/cleric characters can be effective front rank characters in the beginning levels of the game. Also, some of the NPCs that you meet in the game can fight well and may be useful in the front rank.

Spellcasters

The choice of the various spellcasters is also important to the strategy of the party. One character who can cast mage spells is normally sufficient for most parties. Mages must find their higher level spells on scrolls; the supply of scrolls is limited, so it is not efficient to divide those spells among several mages in a party.



The Warrior's Tomb

It is often useful to have two characters who can cast clerical healing spells. It is important not to get caught after a battle without a conscious cleric. A conscious cleric with a few *cure light wounds* spells can heal as many hit points in hours, as a party without a conscious cleric could heal in many days of rest.

Party Makeup

One strategy is to create a party of specialists who go up in levels with the fewest number of experience points. This party works so long as the warriors in the front rank never let the spellcasters in the rear rank get into melee.

Specialist Party: Dwarven Fighter, Human Paladin, Elven Mage, and Half-Elven Cleric

Another strategy is to create a party of generalists who are multi-classed characters. This party should always

have some character with the appropriate skill for a situation. But, such a diverse party needs a much larger number of experience points to get to higher levels.

Generalist Party: Dwarven Fighter/Thief, Half-Elven Fighter/Cleric, Elven Fighter/Mage, Half-Elven Cleric/Mage

A further strategy is to have a mixed party with specialist warriors in the front rank and generalist spellcasters in the rear rank. This strategy makes sure that the fighters gain levels (and hit points) as quickly as possible, but that the spellcasters will have a wide variety of spells available.

Mixed Party: Dwarven Fighter, Human Paladin, Half-Elven Cleric/Mage, Human Cleric

HOW TO PLAY

Crash Course in Combat

Basic Training

To attack, you must have weapons “in-hand” and “ready.” “In-hand” means the item is in a hand. “Ready” means the item is in-hand and ready for use. (If the weapon is grayed out, it is unusable.)

To attack, right-click on a ready weapon on the adventure screen. Be sure to right-click. If you left-click you will find yourself picking the item up instead of attacking!

Note that you can have an item “in-hand” but not “readied.” For example, if you hold a two-handed weapon, you cannot “ready” items in your other hand. The other hand is grayed out. If you want, you could place an item in the grayed out hand, but you would not gain any benefit from having it there.

Characters fight with three basic types of weapons; melee, thrown, and ranged.

Characters with melee weapons (swords, axes, etc.) may only attack if they stand in the front rank. The two characters with portraits on the top row are in the front rank. Consider the other characters as being in the rear rank.

Characters with thrown and ranged weapons (daggers, darts, etc.) can be anywhere in the party. To attack with thrown weapons, right-click on

the ready weapon on the adventure screen. After the fight, you will have to go pick up the thrown weapon and ready it again.

Ranged weapons require ammunition. Arrows for bows will automatically be placed in the character’s quiver (when you pick them up). Rocks for slings may be placed anywhere on the character’s equipment screen. To attack with a ranged weapon, right-click on the ready weapon on the adventure screen. After the fight, you will have to go pick up the ammunition and replace it on the equipment screen.

All Attack Button

To make combat even easier, use the All Attack button. Click this button to have characters (that you pre-selected) attack once with their in-hand weapons.

One click on the All Attack button is equivalent to right-clicking once on each readied weapon of each selected character.

Select characters to participate in the All Attack by left-clicking on the character’s name. Once selected, the color of the character’s name changes from white to yellow. The character or characters remain selected until you left-click on their name again. Only melee and ranged/thrown weapons apply; the button’s functions do not apply to magic items such as wands, scrolls, spell books, and holy symbols.

Polearms

Polearms have been modified for EYE OF THE BEHOLDER III. Because of their longer reach, a character using a polearm can attack when he or she is in the first, or even the second rank. Attacking with a polearm is just the same as attacking with any other weapon: right-click on the polearm while it is in-hand.

For more information on readying a weapon, attacking with a weapon, or picking up a weapon, see the “Adventuring” section on page 44. For more information on where to keep equipment and ammunition, see the “Equipment” section on page 48. For more information on the mechanics of combat, see the “Adventuring Strategy” section on page 71.

Crash Course in Spellcasting

Characters such as mages and clerics are spellcasters who use magic to fight and to heal. Spellcasters *must rest* in order to gain their spells. Once spells are memorized or prayed for, they are ready to use. However, keep in mind that each time spellcasters use a spell, they forget how to cast it. They must rest again to regain it.

Before you go into any serious combat, have your spellcasters memorize spells, pray for spells, and rest.

Mages spend their lives seeking out new spells to add to their spell book. They must memorize these spells before using them.

Clerics and high-level paladins pray for their spells. This is because these spells are insights; they are not memorized as with mages.

To ready the spells, go into camp, and select Memorize Spells or Pray for Spells. (If there is more than one character that fits the category, choose the character that you want to work with.) Click on NEXT LEVEL or PREVIOUS LEVEL to move through the various spell levels. Click on the + (plus sign) next to the spell names to choose the ones you want to memorize. Repeat this for all the different levels of spells your magic user knows, and then choose DONE to return to the Camp menu.

Repeat the above process for all the spellcasters in your party.

Once spells have been selected for all of the spellcasters, choose Rest Party. The spellcasters will learn the spells you selected. From here on, whenever the party rests, the spellcasters will rememorize the same spells.

If you adventure for a while and realize that you want your spellcasters to memorize a different breakdown of spells, then do the following. The next time you camp just go into Memorize Spells or Pray

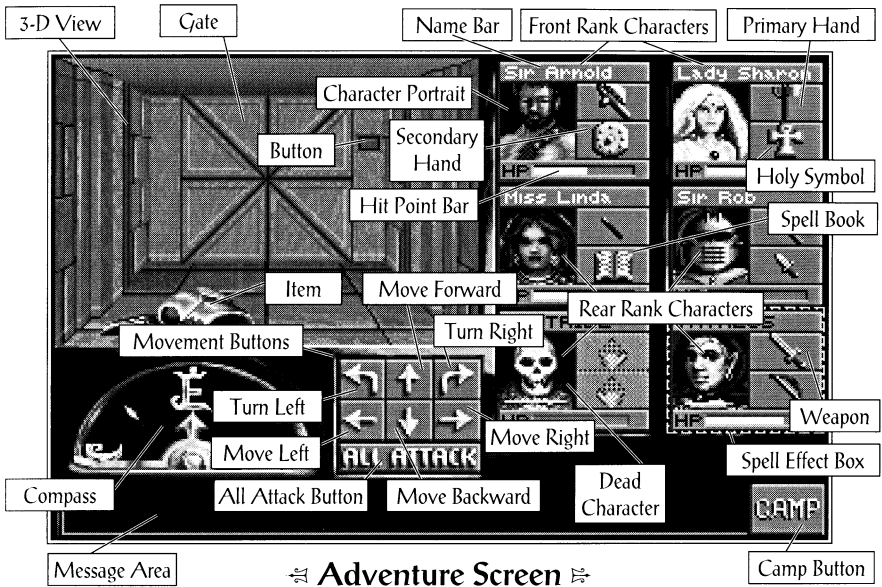
for Spells, click on the - (minus sign) next to the spells you want to remove from the caster's spell list, and then click on the + (plus sign) next to the spells you want to add.

All spells are cast from the adventure screen. To cast a spell, right-click on the spellcaster's spell book or holy symbol. (Be sure to *right-click* because if you left-click you will find yourself picking the item up instead of casting a spell!) The spell box appears over the compass on the adventure screen. Click on the level of the spell to cast and then click on the spell itself. If the spell affects a specific character in the party, click on the portrait of the recipient.



Friend or Foe?

For more information on memorizing, see the "Camp" section on page 50. For more information on casting spells, see the "Adventuring" section starting on page 44. For detailed information on the specific effects of spells, see the "Spells" section starting on page 53.



⌘ Adventure Screen ⌘

Adventuring

EYE OF THE BEHOLDER III: ASSAULT ON MYTH DRANNOR is played from the adventure screen. All movement, combat, spellcasting, and exploration happens from this screen. When other screens are active, they may overlay parts of the adventure screen.

You can only attack from the adventure screen, not from the equipment screen.

During the game, the two characters in the upper row are “front rank” characters, and the two characters in the lower row(s) are “rear rank.” For best results, place your fighters in the front rank, and your magic users in the rear rank.

Things You Can Do from the Adventure Screen

Attack Opponent Right-click on a character’s in-hand weapons. Only the front rank characters can attack with melee weapons (swords, maces, etc.). Characters in the rear ranks can attack with thrown and ranged weapons (bows, darts, etc.). After you have attacked with a weapon, it is grayed out until it is ready again. Fighters, paladins, and rangers can carry and fight with a second weapon, but they may suffer a penalty to their combat ability.

Attack with the All Attack Button

Click this button to have each character attack once with their readied melee or ranged weapons. To set up which characters to include in the All Attack, left-click

on the appropriate characters' names. Characters remain selected for All Attack until you left-click on their name again. A yellow name means they are selected for All Attack, and a white name means they are not selected.

Bash Obstacle Right-click on a front rank character's in-hand weapon to destroy an object that's in the way.

Camp Click on the Camp button at the bottom-right side of the screen. Camp gives you options to save the game, turn sounds on and off, have spellcasters memorize spells, and more. See the "Camp" section on page 50 for more information.

Cast Cleric Spell Right-click on the character's in-hand holy symbol. Click on the spell level button from the spell menu and then click on the spell to cast. Click on target characters for any spell that affects members of the party.

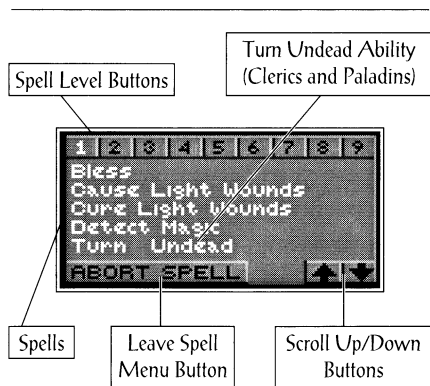
Cast Mage Spell Right-click on the character's in-hand spell book. Click on the spell level button from the spell menu and then the spell to cast. Click on target characters for any spell that affects members of the party.

Cast Spell from Cleric Scroll Right-click on an in-hand scroll. The scroll is consumed when the spell is cast.

Cast Spell from Mage Scroll Right-click on an in-hand scroll. The scroll is consumed when the spell is cast.

Change Order of Characters Right-click on the name bar of one character on the adventure screen, and then right-click on the name bar of a second. The two characters trade places.

Check Character Status If the character portrait is normal, the character is conscious. If it is shadowed or dark, the character is unconscious. If it is green, the character is poisoned. If it is gray, the character is paralyzed. If it is replaced by a statue, the character is petrified. If it is replaced by a skull, the character is dead.



Spell Menu

The spell effect box surrounding the character shows that the character is protected by spells. A yellow spell box represents a spell that mainly defends against physical attacks. A red spell box represents a spell that mainly defends against magical attacks. A dashed spell box represents multiple spells.

The hit point bar displays the character's current condition. If it is green, the character may be damaged, but is in good shape. If it is yellow, the character is gravely wounded. If it is red, the character is unconscious. To display hit points as a numeric value choose Show Numbers from Camp options.

Drink a Potion Right-click on an in-hand potion.

Drop an Item Left-click on an item, carry it to the 3-D view and click on it again *below* the center line of the window to drop the object. (To throw an item click *over* the 3-D view center line.)

Examine Character's Equipment Click on the character portrait from the adventure screen.

Examine Character Information Click on a character portrait from the adventure screen, then click on the other page button (which looks like an upturned page corner).

Examine Part of the 3-D View

Click on dungeon features, such as writing on walls. Information about the selected item appears in the text window.

Fire a Ranged Weapon (Bow or Sling)

Right-click on any in-hand bow or sling. To prepare a ranged weapon, place the weapon in the character's primary hand. As you fire the weapon, ammunition will be automatically used from either the quiver (bows), or belt pouch and backpack (sling stones) if it is available.

Force Open a Gate Click on the bottom of a partially open gate to try to force it open. The strongest character automatically makes the attempt.

Move in Dungeon Click on the movement arrows to move forward, backward, turn to the side, etc.

Navigate in the Dungeon Watch the compass to maintain your orientation and to map the various levels. The compass is hidden by the spell menu when characters cast spells.

Open a Gate Click on the release lever or button near the gate. Some gates are locked or trapped and can only be opened with keys or special actions. See Force Open a Gate and Unlock a Gate.

Paladin Heal Right-click on an in-hand holy symbol, click on the 1st-level spell button, click on *lay on hands* ability, then click on the target character.

Pick a Lock Left-click on the thief's lock pick, place it over the lock, and click. Thieves will automatically attempt to disarm any traps they find in locks.

Pause the Game Click on the Camp button at the bottom right side of the screen. This brings up the camp menu, and pauses time in the game.

Place Vulnerable Characters in the Rear Rank Rear rank characters can only be hit by monsters' melee attacks if the front rank characters are down, or if creatures are attacking from the sides or rear of the party.

Ready a New Item Left-click on an item, move the item over a character's hand, and left-click again to put it in place.

Take an Item Left-click on the item. To place it in a backpack or belt pouch, or to wear it, carry the item over the character portrait and click on the portrait to switch to the equipment screen. Then, click over the destination. Treasure, food, weapons,

and other items can be found throughout the dungeon. And remember that in the 3-D view, you need to be adjacent to an item in order to pick it up; sometimes an item will be in sight, but out of reach!

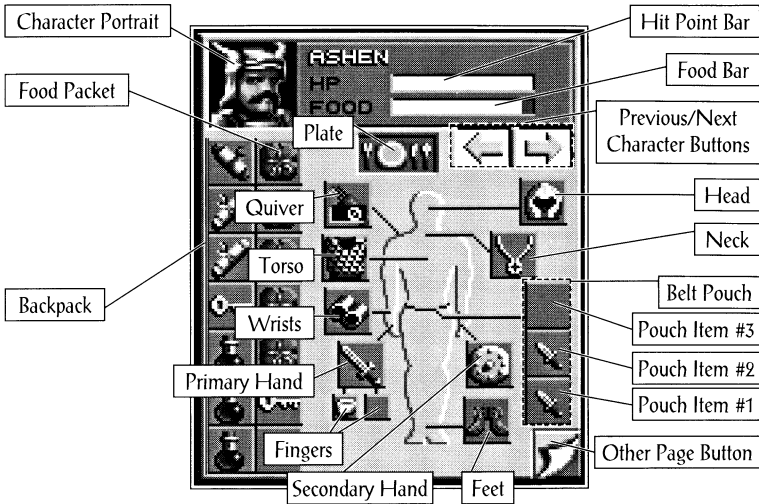
Throw an Item Left-click on an item, carry it to the 3-D view and click on it again *over* the center line of the window to throw the object. (To drop an item click *below* the 3-D view center line.) This type of throwing is not the same as throwing a dart or dagger, which is described next under Throw a Ranged Weapon.

Throw a Ranged Weapon (Dagger or Dart) Right-click on any in-hand dagger or dart. Replacements are automatically drawn from the bottom of the characters' belt pouch if they are available.

Turn Undead Right-click on a cleric or paladin's holy symbol, click on the 1st-level spell button, then click on the *turn undead* ability.

Unlock a Gate Left-click on the appropriate key, place it over a lock, and click.

View Parchment Right-click on an in-hand parchment.



Equipment Screen

Equipment

The equipment screen displays all of a character's items. Items in the character's backpack and belt pouch are not readied and do not help the character. Items worn on the character's body or in-hand are readied and give the character any bonuses (or penalties) they confer.

Things You Can Do from the Equipment Screen

Change Character Click on the previous/next character buttons (which look like arrows) to view other characters' equipment.

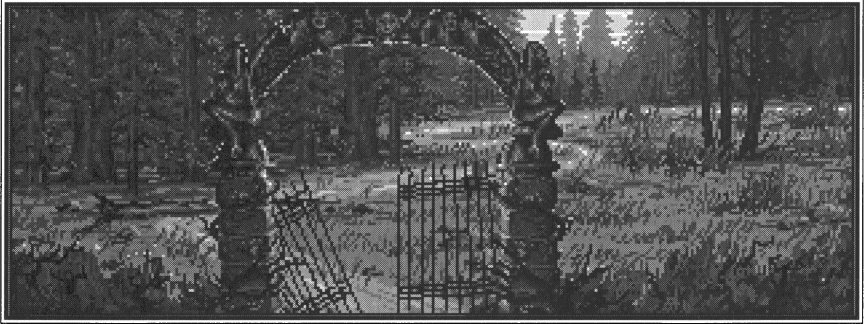
Check Arrows in Quiver The number on the quiver indicates the number of arrows the character is carrying. An arrow automatically goes into the quiver when it is placed anywhere on the character.

Check Character Screen Click on the other screen button (which looks like an upturned page corner) to see the character screen which displays information such as ability scores and experience levels.

Check Food Bar The food bar is yellow when a character is hungry. The food bar is red when a character is close to starving. The food bar is blank when the character is starving. When characters are starving they cannot memorize or pray for spells.

Eat Click on a food packet, bring it over the character's plate, and click to eat. The food bar represents how hungry the character is.

Give an Item Click on the item, click on the previous/next character buttons until you reach the recipient, and click over the appropriate destination.



Where does the Forest Trail Lead to?

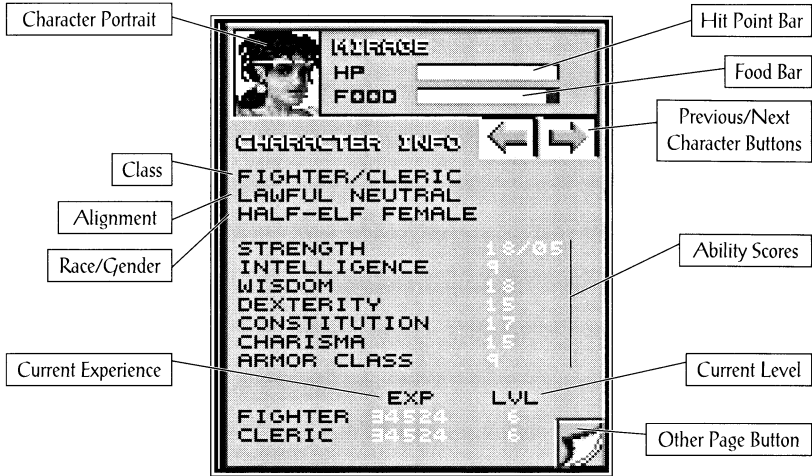
Keep Items Ready to Throw Keep weapons for throwing in the belt pouch. An item in the belt pouch is transferred to the hand when the character attacks with a thrown weapon.

Ready an Item Left-click on an item, move the item over to the box representing a character's hand, and left-click again to put it in place.

Return to Adventure Screen Click on the character portrait to return to the adventure screen.

Store Items Click on an item, carry it over the backpack, and click to place it inside. Items in the backpack are not readied and do not help the character.

Wear Equipment Click equipment over a box connected to the character's body to wear it. Place clothing or armor on the character's torso to wear it. Place bracers or gauntlets on the character's wrists to wear them. Place rings on the character's fingers to wear them. Place a helmet on the character's head to wear it. Place a necklace on the character's neck to wear it. Place any foot gear on the feet to wear it.



❧ Character Screen ❧

Character Information

The character screen displays a character's class, alignment, race, gender, ability scores, armor class, experience points, and current level. See the "Character Basics" section on page 32 for a detailed description of these values.

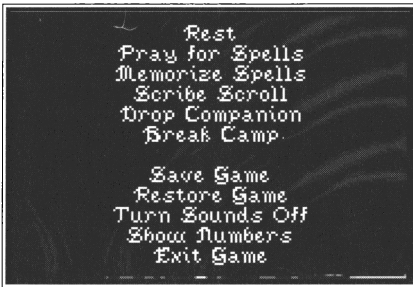
Things You Can Do from the Character Screen

Change Character Click on the previous/next character buttons (which look like arrows) to view other characters' equipment.

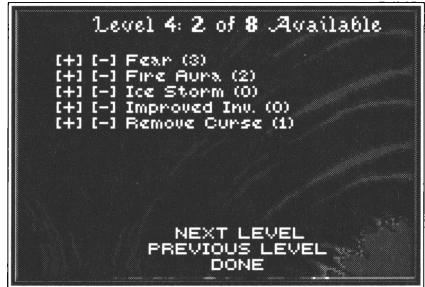
Check Equipment Screen Click on the other screen button (which looks like an upturned page corner) to see the equipment screen.

Return to Adventure Screen Click on the character portrait to return to the adventure screen.

Camp



≡ Camp Screen ≡



≡ Spells Available Menu ≡

Rest

Select this option to have the party rest, heal, and memorize spells. When you choose this option, you will be asked if you want to have healers cure the party. If you choose Yes, characters with cure spells:

- 1) automatically cast them on wounded characters, and
- 2) rememorize those spells, and any others chosen, while the party is resting. The amount of time the party rests is based on the highest number and level of spells being memorized or prayed for.

Characters who have a blank food bar cannot regain spells until they eat.

Pray for Spells

Select this option to choose or examine the set of spells the cleric or high-level paladin learns after resting. The Spells Available menu appears when you choose this option. Click on NEXT LEVEL or PREVIOUS LEVEL to move through the various spell levels. The number of unmemorized spells and a list of available spells appears. Click on the + (plus sign) next to the spell names to choose the ones you want to memorize. Repeat this for all the different levels of spells your cleric knows, and then choose DONE to return to the Camp menu.

If you adventure for a while and realize that you want your spellcasters to memorize a different breakdown of spells, then do the following. The next time you camp just go into Memorize Spells or Pray for Spells, click on the - (minus sign) next to the spells you want to remove from the caster's spell list, and then click on the + (plus sign) next to the spells you want to add.

Memorize Spells

Select this option to choose or examine the set of spells the mage learns after resting. The Spells Available menu appears when you choose this option. Click on NEXT LEVEL or PREVIOUS LEVEL to move through the various spell levels. The number of unmemorized spells and a list of available spells appears. Click on the + (plus sign) next to the spell names to choose the ones you want to memorize. Repeat this for all the different levels of spells your mage knows, and then choose DONE to return to the Camp menu.

If you adventure for a while and realize that you want your spellcasters to memorize a different breakdown of spells, then do the following. The next time you camp just go into Memorize Spells or Pray for Spells, click on the - (minus sign) next to the spells you want to remove from the caster's spell list, and then click on the + (plus sign) next to the spells you want to add.

Scribe Scrolls

Pick up a scroll (from the floor or the character's inventory), then select this option to transfer spells from the scroll to the spell book. If there is more than one mage in the party, click on the portrait of the mage you wish to transfer the spell to.

Drop Companion

Select this option to drop a character or an NPC (a Non-Player Character who has joined the party during the adventure) from the party. Remember that you cannot have less than four party members.

Break Camp

Select this option to exit the camp menu and resume play.

Save Game

Select this option to display a list of individually named saved game slots. Click on a slot, name the saved game, and press Enter to save the game to disk. Saving regularly is a good idea.

Restore Game

Select this option to display a list of twelve individually named saved game slots. Click on a slot to restore the named saved game.

Turn Sounds On/Off

Select this option to turn sound effects on and off.

Show Numbers / Show Bar Graph

Select this option to change between displaying hit points as a bar graph or as a numeric value.

Exit Game

Select this option to quit EYE OF THE BEHOLDER III. Be sure to save your game before you exit if you want to resume where you left off!

⚔ SPELLS ⚔

The following sections contain descriptions of the spells that you can use to attack opponents or protect your party.

LEGEND FOR MAGE AND CLERIC SPELL DESCRIPTIONS

Range:	Duration:
0 = party members	Instantaneous = flash or instant effect
Close = adjacent square	Short = single combat round
Medium = up to 2 squares away	Medium = effect lasts for some time
Long = as far as visible range	Long = effect lasts quite a while
	Permanent = effect lasts for entire game
	Variable or Special = see spell description

Mage Spells

First Level Mage Spells

❖ *Armor*

RANGE: 0 DURATION: SPECIAL AREA OF EFFECT: ONE CHARACTER

With this spell the mage can surround a character with a magical field that protects as scale mail (AC 6). The spell has no effect on characters who already have AC 6 or better and it does not have a cumulative effect with the *shield* spell. The spell lasts until dispelled, or until the character suffers damage that is equal to or greater than 8 hit points + 1 hit point for every level of the caster.

❖ *Burning Hands*

RANGE: CLOSE DURATION: INSTANTANEOUS AREA OF EFFECT: FRONT RANK

When a mage casts this spell, a jet of searing flame shoots from the character's fingertips. The damage inflicted by the flame increases as the mage increases in level and gains power. The spell does one to three points of damage plus two points per level of the caster. For example, a 10th level mage would do 21-23 points of damage.

❖ *Detect Magic*

RANGE: 0 DURATION: SHORT AREA OF EFFECT: CARRIED ITEMS

This spell allows a mage to determine if any of the items carried by members of the party are magically enchanted. All magic items in the party glow for a short period of time.

❖ *Magic Missile*

RANGE: LONG DURATION: INSTANTANEOUS AREA OF EFFECT: ONE TARGET

The mage creates a bolt of magic force that unerringly strikes one target. If there are two monsters, the missile automatically hits the one on the same side as the caster. *Magic missile* spells do greater damage as a mage increases in level. Initially, *magic missiles* do two to five points of damage, and for every two extra levels the spell does two to five more points. So, a first or second-level mage does two to five points of damage, but a third or fourth-level mage does four to ten, and so on.

❖ *Shield*

RANGE: 0 DURATION: SHORT TO MEDIUM AREA OF EFFECT: CASTER

This spell produces an invisible barrier in front of the mage that totally blocks *magic missile* attacks. It also offers AC 2 against hurled weapons (darts, spears) and AC 3 against propelled missiles (arrows, sling-stones). The spell does not have a cumulative effect with the *armor* spell. The spell duration increases with the level of the caster.

❖ *Shocking Grasp*

RANGE: CLOSE DURATION: VARIABLE OR UNTIL MAGE TOUCHES A MONSTER AREA OF EFFECT: CASTER

This spell magically charges the caster's hand with a powerful electrical field. The field remains in place until the spell dissipates naturally or the character touches an adjacent monster. When the spell is cast an electrified hand is displayed. A mage in the front rank may attack with this hand like any other melee weapon. The spell does one to eight points of damage plus one point per level of the caster. For example, a 10th-level mage does 11-18 points of damage. The amount of time it takes the spell to dissipate ranges from medium to long with the level of the caster.

Second Level Mage Spells

❖ *Blur*

RANGE: 0 DURATION: SHORT AREA OF EFFECT: CASTER

The position of a wizard with an active *blur* spell shifts and wavers. This distortion makes the character harder to hit with an attack. A *true seeing* spell will counter a *blur* spell.

❖ *Detect Invisibility*

RANGE: CLOSE DURATION: MEDIUM AREA OF EFFECT: ONE SQUARE IN FRONT OF THE PARTY

With this spell, the party can see invisible monsters, items, or magical effects. It does not reveal illusions.

❖ *Invisibility*

RANGE: 0 DURATION: SPECIAL AREA OF EFFECT: ONE TARGET

This spell causes the target to vanish from sight. The invisible character remains unseen until he attacks a monster. Certain powerful monsters can sense invisible characters, or even see them outright.

❖ *Improved Identify*

RANGE: 0 DURATION: INSTANTANEOUS AREA OF EFFECT: ONE ITEM IN THE CASTER'S HAND

When this spell is cast, one item in the wizard's hand is identified for what it really is. The wizard learns the item's name and the attack or damage bonuses it has. Note that some items, such as special magical tomes, cannot be identified with this spell.

❖ *Melf's Acid Arrow*

RANGE: LONG DURATION: SPECIAL AREA OF EFFECT: ONE TARGET

This spell creates a magical arrow that launches itself at a target as though it were fired by a fighter of the same level as the mage. The arrow is not affected by distance. The arrow does two to eight points of damage per attack. For every three levels the mage has earned, the arrow gains an additional attack. For example, at third to fifth-level the arrow attacks twice, and at sixth to eighth-level the arrow attacks three times.

❖ *Protection from Paralysis*

RANGE: 0 DURATION: LONG AREA OF EFFECT: ONE CHARACTER

The recipient of this spell becomes totally immune to paralyzing substances (such as poison or venom) and paralyzing spells (such as *hold person* and *slow*). Keep in mind that although the spell protects the character from paralysis, the spell cannot protect against physical damage from an attack.

Third Level Mage Spells

❖ *Dispel Magic*

RANGE: 0 DURATION: INSTANTANEOUS AREA OF EFFECT: WHOLE PARTY AND SURROUNDING SQUARES

This spell negates the effects of any spell affecting the party. *Dispel* does not counter *cure* spells, but it will dispel *hold person*, *bless*, and similar spells.

❖ *Fireball*

RANGE: LONG DURATION: INSTANTANEOUS AREA OF EFFECT: TARGET SQUARE

A *fireball* is an explosive blast of flame that damages everything in the target square. The explosion does one to six points of damage for every level of the caster to a maximum of 10th-level. For example, a 10th-level mage does 10-60 points of damage.

❖ *Haste*

RANGE: 0 DURATION: MEDIUM AREA OF EFFECT: ONE RECIPIENT PER CASTER LEVEL

This spell causes all recipients to move and fight at double their normal rate. (However, the spell does not allow magic users to cast spells at a faster rate.) The spell's duration increases with the level of the caster.

❖ *Hold Person*

RANGE: LONG DURATION: MEDIUM AREA OF EFFECT: UP TO FOUR TARGETS

This spell can affect humans, demi-humans, or humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the caster.

❖ *Hold Undead*

RANGE: LONG DURATION: MEDIUM AREA OF EFFECT: UP TO 3 TARGETS

This spell affects undead creatures who are as powerful or weaker than the caster. This spell automatically affects skeletons, zombies, or ghouls. All other undead creatures may resist the spell; those who do not become rigid and unable to move or speak. Spell duration increases with the level of the caster.

❖ *Invisibility, 10' Radius*

RANGE: 0 DURATION: SPECIAL AREA OF EFFECT: ENTIRE PARTY

This spell causes the entire party to vanish from sight. Each invisible character remains unseen until he attacks a monster. Certain powerful monsters can sense invisible characters or even see them outright.

❖ *Lightning Bolt*

RANGE: LONG DURATION: INSTANTANEOUS AREA OF EFFECT: TWO SQUARES

This spell allows the mage to cast a powerful bolt of electrical energy. The spell flies to its first target and then continues into the next square. The bolt does one to six points of damage for every level of the caster to a maximum of 10th level. For example, a 10th-level mage does 10-60 points of damage.

❖ *Slow*

RANGE: LONG DURATION: LONG AREA OF EFFECT: TWO SQUARES

This spell makes enemies move and attack at half their normal rate. Slowed creatures have a penalty of 4 on their armor class and they attack with penalties. All dexterity combat bonuses are negated.

❖ *Vampiric Touch*

RANGE: CLOSE DURATION: ONE ATTACK AREA OF EFFECT: CASTER

When this spell is cast, a glowing hand appears. A mage in the front rank may attack with this hand like any other melee weapon. When the caster touches an opponent with a successful attack, the spell does 1-6 points of damage for every two levels of the mage. For example, a 10th-level mage would do 5-30 points of damage. These points in turn are transferred temporarily to the mage, so any damage he takes is subtracted from these points first. This spell does not affect undead monsters such as skeletons.

❖ *Water Breathing*

RANGE: 0 DURATION: LONG AREA OF EFFECT: WHOLE PARTY

When this spell is cast, the party is able to breathe water freely for the duration of the spell. The duration of this spell is divided by the number of characters that the spell is cast on.

Fourth Level Mage Spells

❖ *Fear*

RANGE: CLOSE DURATION: MEDIUM AREA OF EFFECT: ONE SQUARE

When this spell is cast the mage projects a cone of terror. Any creature affected by the spell will turn tail and run from the party. The amount of time the affected creatures remain terrified is based on the level of the casting mage. The spell's duration increases with the level of the caster.

❖ *Ice Storm*

RANGE: MEDIUM TO LONG DURATION: INSTANTANEOUS AREA OF EFFECT: A CROSS-SHAPED AREA (3x3 SQUARES)

This spell produces a pounding torrent of huge hailstones. The spell pummels the targets with 3-30 points of damage. The range of this spell is based on the caster's level.

❖ **Improved Invisibility**

RANGE: 0 DURATION: SHORT AREA OF EFFECT: ONE CHARACTER

This spell causes the target to vanish from sight. The invisible character remains unseen, even if he attacks with a weapon or spell. The invisibility makes the character harder to hit with an attack. A *true seeing* spell will counter an *improved invisibility* spell. Certain powerful monsters can sense invisible characters, or even see them outright.

❖ **Remove Curse**

RANGE: 0 DURATION: PERMANENT AREA OF EFFECT: ONE CHARACTER

This spell allows a character with a cursed item to drop the item. However, the item itself will still be cursed with its negative properties.

Fifth Level Mage Spells

❖ **Cone of Cold**

RANGE: CLOSE DURATION: INSTANTANEOUS AREA OF EFFECT: THREE SQUARES

This spell causes the mage to project a chilling cone of sub-zero cold. The numbing cone causes two to five points of damage per level of the caster. For example, a 10th-level mage would do 20-50 points of damage.

❖ **Hold Monster**

RANGE: LONG DURATION: MEDIUM AREA OF EFFECT: ONE SQUARE

This spell is similar to the *hold person* spell except that it affects a wider range of creatures. However, the spell does not affect undead creatures. The spell's duration increases with the level of the caster.

❖ **Wall of Force**

RANGE: CLOSE DURATION: SHORT AREA OF EFFECT: ONE SQUARE

A *wall of force* creates a barrier which stops monsters and spells from passing. A wall cast by a character is dispelled with a *disintegrate* spell, or if the party enters the square with the wall of force.

Sixth Level Mage Spells

❖ **Death Spell**

RANGE: LONG DURATION: INSTANTANEOUS AREA OF EFFECT: 3 SQUARES LONG

This spell slays many weak creatures easily, but kills fewer and fewer creatures as the monsters get stronger and stronger. Some very powerful monsters may not be affected by this spell. Undead creatures and creatures from other planes are never affected by this spell.

❖ **Disintegrate**

RANGE: CLOSE DURATION: INSTANTANEOUS AREA OF EFFECT: ONE TARGET

This spell causes any one creature it hits to vanish. Disintegration is instantaneous and its effects are permanent.

❖ **Flesh to Stone**

RANGE: MEDIUM DURATION: PERMANENT (OR UNTIL REVERSED) AREA OF EFFECT: ONE TARGET

This spell causes any one target to turn to stone. The spell's effects can be reversed with the *stone to flesh* spell.

❖ **Stone to Flesh**

RANGE: 0 DURATION: PERMANENT (OR UNTIL REVERSED) AREA OF EFFECT: ONE CHARACTER

This spell restores the life to a character who has been turned to stone. The character may have been changed by a *flesh to stone* spell or by the effect of a monster such as a medusa or a basilisk.

❖ **True Seeing**

RANGE: 0 DURATION: SHORT AREA OF EFFECT: SPECIAL

With this spell, the party can see things as they really are. Illusionary walls will not fool the party, and invisible monsters, items, or magical effects will appear. This spell also reveals certain traps or trapped items by casting a red glow around the item.

Seventh Level Mage Spells

❖ **Acid Storm**

RANGE: LONG DURATION: INSTANTANEOUS AREA OF EFFECT: THREE SQUARES

This spell causes a downpour of acid in the area of effect. Creatures that are within the area suffer approximately 1-6 points of damage per level of the caster up to 7th level, plus an additional 1-8 points of damage for every caster level above 7th.

❖ **Finger of Death**

RANGE: 0 DURATION: PERMANENT AREA OF EFFECT: ONE TARGET

This spell snuffs out the victim's life force. If successful, the victim can neither be raised nor resurrected. The caster utters the *finger of death* spell incantation, points his or her finger at the creature to be slain, and (with luck) slays the creature. If the creature does not die, it suffers 3-17 points of damage.

❖ *Mordenkainen's Sword*

RANGE: CLOSE DURATION: MEDIUM

AREA OF EFFECT: ONE TARGET PER ATTACK

This spell creates a sword that the mage can wield in melee from the 2nd and 3rd ranks. The sword attacks as if a fighter that is half the wizard's level were wielding it. For example, if a 14th level wizard casts the spell, the sword would attack as if a 7th level fighter were wielding it. The sword has no magical attack bonuses or damage bonuses. About 5% of the time the sword automatically hits. The sword does 5 to 20 hit points of damage to man-sized creatures and 5 to 30 hit points to large creatures.

❖ *Power Word, Stun*

RANGE: LONG DURATION: SPECIAL

AREA OF EFFECT: ONE TARGET

When this spell is cast, the target is stunned and unable to move. The fewer the hit points a creature has, the longer it stays stunned. Very strong or healthy creatures may not be affected by this spell.

Eighth Level Mage Spells

❖ *Abi-Dalzim's Horrid Wilting*

RANGE: CLOSE DURATION: INSTANT

AREA OF EFFECT: ONE SQUARE

This spell evaporates moisture from the bodies of all the targets within the area of effect. The creatures suffer 1-8 points of damage per level of the caster. This spell is especially devastating to water elementals and plant creatures.

❖ *Bigby's Clenched Fist*

RANGE: CLOSE DURATION: MEDIUM

AREA OF EFFECT: ONE TARGET PER ATTACK

This spell creates a huge fist that the mage controls (from a distance) in combat. The fist always hits, but the damage ranges from light to heavy depending on how well you hit. With this spell the mage can attack from the back ranks.

Ninth Level Mage Spells

❖ *Energy Drain*

RANGE: CLOSE DURATION: PERMANENT

AREA OF EFFECT: ONE TARGET

If the creature is hit by the mage, the creature loses 2 levels or 2-16 hit points. The creature also loses attack bonuses.

❖ **Meteor Swarm**

RANGE: LONG DURATION: INSTANT

AREA OF EFFECT: 3X3 SQUARE AREA

Four fireballs travel down the corridor. Anything in its path suffers the maximum damage from the spell. The fireballs fly in a line and form a diamond or square area of effect. Anything unlucky enough to get caught in the center is affected by all four of the spheres.

❖ **Power Word, Kill**

RANGE: LONG DURATION: PERMANENT

AREA OF EFFECT: ONE SQUARE

This spell kills a creature with up to 60 hit points. It also kills two or more creatures with less than 10 hit points each (up to a maximum of 120 total hit points). For example, the spell can kill 12 creatures with 10 hit points each.

❖ **Time Stop**

RANGE: 0 DURATION: SHORT

AREA OF EFFECT: WHOLE PARTY

This spell stops time momentarily and gives the wizard and the party time to do things such as cast more spells or run away. Everything outside the area of effect temporarily stops moving; it is as if time were suspended. Only unique creatures or creatures of demigod and greater status are immune to this spell.

Cleric Spells

First Level Cleric Spells

❖ *Bless*

RANGE: 0 DURATION: MEDIUM AREA OF EFFECT: ENTIRE PARTY

Upon uttering this spell the morale of the entire party is raised. All characters gain a bonus to their attacks. *Bless* spells are not cumulative. High-level paladins can cast *bless* spells.

❖ *Cause Light Wounds*

RANGE: CLOSE DURATION: PERMANENT AREA OF EFFECT: ONE TARGET

By casting this spell, the cleric can cause one to eight hit points of damage. The cleric must be in the front rank to hit a target.

❖ *Cure Light Wounds*

RANGE: 0 DURATION: PERMANENT AREA OF EFFECT: ONE CHARACTER

By casting this spell on a wounded character, the cleric can heal one to eight hit points of damage. High-level paladins can cast *cure light wounds* spells.

❖ *Detect Magic*

RANGE: 0 DURATION: INSTANTANEOUS AREA OF EFFECT: CARRIED ITEMS

This spell allows the caster to determine if any of the items carried by members of the party are magically enchanted. All magic items in the party are indicated for a short period of time. High-level paladins can cast *detect magic* spells.

❖ *Protection from Evil*

RANGE: 0 DURATION: MEDIUM AREA OF EFFECT: ONE CHARACTER

This spell envelops the recipient in a magical shell. The shell inhibits the attacks of any evil creatures. The spell's duration increases with the level of the caster. High-level paladins can cast *protection from evil* spells.

Second Level Cleric Spells

❖ *Aid*

RANGE: 0 DURATION: SHORT TO MEDIUM AREA OF EFFECT: ONE CHARACTER

This spell acts like a *bless* spell and it confers one to eight extra hit points to the recipient. The temporary hit points are subtracted before the character's own if he is injured in combat. The spell's duration increases with the level of the caster.

❖ **Flame Blade**

RANGE: SHORT DURATION: MEDIUM

AREA OF EFFECT: ONE TARGET

This spell causes a flame-like blade to leap from the caster's hand. The blade attacks like a normal sword and normally does 7-10 points of damage. When the spell is cast, a burning sword picture appears in the caster's hand — attack with this as you would any other melee weapon. The spell does slightly less damage against targets protected from fire. Spell duration increases with the level of the caster.

❖ **Hold Person**

RANGE: LONG DURATION: MEDIUM

AREA OF EFFECT: UP TO FOUR CHARACTERS

This spell can affect human, demi-human, or humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the caster.

❖ **Resist Cold**

RANGE: 0 DURATION: MEDIUM

AREA OF EFFECT: ONE CHARACTER

When this spell is cast it gives the character some resistance to cold-based attacks or spells. He or she takes reduced damage from such attacks.

❖ **Resist Fire**

RANGE: 0 DURATION: MEDIUM

AREA OF EFFECT: ONE CHARACTER

When this spell is cast it gives the character some resistance to fire-based attacks or spells. He or she takes reduced damage from such attacks.

❖ **Slow Poison**

RANGE: 0 DURATION: LONG

AREA OF EFFECT: ONE CHARACTER

This spell slows the effects of any type of poison for a limited amount of time. When the spell dissipates the victims suffer the poison's full effect unless a *neutralize poison* spell is cast. The spell's duration increases with the level of the caster. High-level paladins can cast *slow poison* spells.

❖ **Spiritual Hammer**

RANGE: LONG DURATION: MEDIUM

AREA OF EFFECT: ONE TARGET PER ATTACK

This spell creates a hammer of force that the cleric can hurl at opponents. The higher the level the cleric is, the more damage his or her hammer does. The hammer returns to the caster each after each attack, and disappears when the spell wears off.

Third Level Cleric Spells

❖ *Create Food & Water*

RANGE: 0 DURATION: PERMANENT AREA OF EFFECT: SPECIAL

This spell allows the cleric to conjure nourishment for the entire party. When characters' food bars are blank, and they do not eat, they suffer 1 hit point of damage every 24 hours. Starving mages and clerics are unable to regain spells.

❖ *Dispel Magic*

RANGE: 0 DURATION: INSTANTANEOUS AREA OF EFFECT: WHOLE PARTY AND SURROUNDING SQUARES

This spell negates the effects of any spell affecting the party. *Dispel magic* does not counter *cure* spells, but it will dispel *hold person*, *bless*, and similar spells.

❖ *Magical Vestment*

RANGE: 0 DURATION: MEDIUM AREA OF EFFECT: CASTER

This spell enchants the cleric's own robes, providing protection at least equivalent to chain mail (AC 5). The vestment gains a +1 enchantment for every three levels the cleric earns above 5th level. For example, an 11th-level cleric would have AC 3 protection. This spell is not cumulative with itself or any other spells or armor. The spell's duration increases with the level of the caster.

❖ *Negative Plane Protection*

RANGE: 0 DURATION: LONG OR UNTIL THE CHARACTER IS HIT AREA OF EFFECT: ONE CHARACTER

This spell gives a character partial protection from undead attacks that drain levels. However, the character still takes any physical damage done by the attack. Undead creatures that attack characters protected by this spell take 2-12 points of damage from the spell's positive energy.

❖ *Prayer*

RANGE: 0 DURATION: SHORT TO MEDIUM AREA OF EFFECT: ENTIRE PARTY

This spell is a more powerful version of the first-level *bless*. This spell increases the party's combat ability and decreases the enemy's. The spell has no cumulative effect. The spell's duration increases with the level of the caster.

❖ *Protection from Fire*

RANGE: 0 DURATION: LONG AREA OF EFFECT: ONE CHARACTER

If the spell is cast on a character, the character takes no damage from any fire attacks for a certain amount of time. The spell absorbs the damage from those attacks. After the spell has absorbed all it can, it dissipates.

❖ **Remove Paralysis**

RANGE: 0 DURATION: PERMANENT AREA OF EFFECT: ONE TO FOUR CHARACTERS

This spell negates the effects of any type of paralyzation or related magic. The spell counters *hold* or *slow* spells.

Fourth Level Cleric Spells

❖ **Blessed Warmth**

RANGE: 0 DURATION: MEDIUM AREA OF EFFECT: WHOLE PARTY

This spell makes the party immune to the natural cold and gives them extra resistance against magical cold attacks.

❖ **Cause Serious Wounds**

RANGE: CLOSE DURATION: PERMANENT AREA OF EFFECT: ONE TARGET

This spell is identical to the first-level *cause light wounds* spell, except that it inflicts 3-17 hit points of damage. The cleric must be in the front rank to hit a target.

❖ **Cure Serious Wounds**

RANGE: 0 DURATION: PERMANENT AREA OF EFFECT: ONE CHARACTER

This spell is identical to the first-level *cure light wounds* spell, except that it heals 3-17 hit points of damage.

❖ **Free Action**

RANGE: 0 DURATION: LONG AREA OF EFFECT: ONE CHARACTER

With this spell, a character is unhindered and can attack normally underwater. This spell also gives the character immunity to spells like *slow*, *hold*, and *paralysis*. Note that while the spell allows unhindered movement underwater, it does **not** enable characters to **breathe** underwater.

❖ **Neutralize Poison**

RANGE: 0 DURATION: PERMANENT AREA OF EFFECT: ONE CHARACTER

This spell detoxifies any sort of poison or venom. The spell cannot return characters to life if they have already died from poison.

❖ **Poison**

RANGE: CLOSE DURATION: INSTANTANEOUS AREA OF EFFECT: ONE TARGET

When the spellcaster uses this spell, he or she gains a poisonous touch. If the caster hits a creature with this touch, the creature may die of poisoning.

❖ **Protection from Evil, 10' Radius**

RANGE: 0 DURATION: MEDIUM TO LONG AREA OF EFFECT: ENTIRE PARTY

This spell is identical to the first-level spell, except that it affects the entire party. The spell's duration increases with the level of the caster.

Fifth Level Cleric Spells

❖ **Cause Critical Wounds**

RANGE: CLOSE DURATION: PERMANENT AREA OF EFFECT: ONE TARGET

This spell is identical to the first-level *cause light wounds*, except that it inflicts 6-27 hit points of damage. The cleric must be in the front rank to hit a target.

❖ **Cure Critical Wounds**

RANGE: 0 DURATION: PERMANENT AREA OF EFFECT: ONE CHARACTER

This spell is identical to the first-level *cure light wounds* spell, except that it heals 6-27 hit points of damage.

❖ **Flame Strike**

RANGE: LONG DURATION: INSTANTANEOUS AREA OF EFFECT: ONE SQUARE

By means of this spell, the cleric calls down from the sky a column of flame. Creatures fully affected by the spell suffer 6-48 points of damage.

❖ **Raise Dead**

RANGE: 0 DURATION: PERMANENT AREA OF EFFECT: ONE CHARACTER

This spell allows the cleric to attempt to restore life to any non-elven character. Chances for success are based on the deceased character's constitution and chance.

❖ **Slay Living**

RANGE: SHORT DURATION: PERMANENT AREA OF EFFECT: ONE TARGET

The target of a *slay living* spell either takes damage or dies instantly. Higher level opponents have a better chance of only taking damage.

❖ **True Seeing**

RANGE: 0 DURATION: SHORT AREA OF EFFECT: SPECIAL

With this spell, the party can see things as they really are. Illusionary walls will not fool the party, and invisible monsters, items, or magical effects appear. This spell also reveals certain traps or trapped items by casting a red glow around the item.

Sixth Level Cleric Spells

❖ *Harm*

RANGE: CLOSE DURATION: PERMANENT AREA OF EFFECT: ONE TARGET

This spell will bring a target to death's door, reducing it to very few hit points, no matter how many hit points the target had before the spell. The cleric must be in the front rank to hit a target.

❖ *Heal*

RANGE: 0 DURATION: PERMANENT AREA OF EFFECT: ONE CHARACTER

This spell will completely heal a character of all damage, poison, blindness, and paralysis.

❖ *Heroes' Feast*

RANGE: 0 DURATION: PERMANENT AREA OF EFFECT: WHOLE PARTY

The spell, in addition to feeding the characters, cures diseases, heals, blesses (as per the *bless* spell), makes the characters immune to fear, poison, hopelessness, and panic for an extended period of time after the spell is cast.

❖ *Sol's Searing Orb*

RANGE: LONG DURATION: INSTANT AREA OF EFFECT: ONE TARGET

This spell turns a gem into a weapon. The gem must be thrown immediately because it turns into a searing orb. The priest's chances of hitting a victim are greatly increased. And if the gem hits, it does 6-36 points of fire damage and the target is blinded for a short period of time. Undead creatures suffer double the damage effect.

Seventh Level Cleric Spells

❖ *Fire Storm*

RANGE: LONG DURATION: INSTANTANEOUS AREA OF EFFECT: A CROSS-SHAPED AREA (3X3 SQUARES)

When a *firestorm* spell is cast, the whole area is shot through with sheets of roaring flame that equal a *fireball* spell in effect. All creatures within the area of fire receive 2-16 points of damage, plus additional damage equal to the caster's level.

❖ *Resurrection*

RANGE: 0 DURATION: PERMANENT AREA OF EFFECT: ONE CHARACTER

Resurrection restores life to a character — including elves! The spell restores the character to full hit points, and that character can immediately go back into strenuous activity such as combat.

Strategies for Using Spells

Spells are an important part of a party's capabilities. The spells that the party's spellcasters memorize will have an important effect on the party's tactics.

In the following section, the spells have been divided into types: offensive, defensive, healing, and others. There are specific hints on when each type of spell is most effective.

Spells that are available only to clerics are marked with a caret sign (^).

Offensive Spells

Burning Hands, [^]***Cause Light Wounds***, ***Shocking Grasp***, [^]***Flame Blade***, ***Vampiric Touch***, [^]***Cause Serious Wounds***, [^]***Cause Critical Wounds***, [^]***Poison***, [^]***Harm and Energy Drain***

These are hand to hand magical attacks. For all but *burning hands*, the spellcaster must be in the front rank to attack with them. [^]*Poison* may slay an opponent outright. Because of the time it takes to cast these spells and the vulnerability of many spellcasters, they are normally the offensive spells of last resort.

Magic Missile, ***Melf's Acid Arrow***, [^]***Spiritual Hammer***, [^]***Sol's Searing Orb***, ***Mordenkainen's Sword***, and ***Bigby's Clenched Fist***

These are ranged magical attacks that affect only one monster at a time. They allow the spellcaster to attack from the safety of the rear ranks.

Disintegrate, ***Flesh to Stone***, ***Death Spell***, ***Finger of Death***, and ***Power Word, Kill***

These are ranged magical attacks that can eliminate one target with a single attack. They are the favorite offensive spells of higher-level mages attacking targets with many hit points.

Hold Person, ***Fireball***, ***Lightning Bolt***, ***Slow***, ***Fear***, ***Hold Undead***, ***Ice Storm***, ***Cone of Cold***, [^]***Flame Strike***, ***Hold Monster***, ***Acid Storm***, [^]***Fire Storm***, ***Power Word, Stun***, ***Abi-Dalzim's Horrid Wilting***, ***Meteor Swarm***, and ***Time Stop***

These are ranged magical attacks that can affect several monsters in an area. Because of the damage they can do, they are often the preferred offensive spells of higher level spellcasters.

These area-effect spells are especially effective when fighting many monsters. Look closely at the area of effect of the various spells. The spells that affect several squares are more effective against monsters that cannot attack in groups. The spells that affect a single square are most effective against monsters that attack in groups.

Be especially careful when you use the *ice storm* and *hold person* spells. If the target of an *ice storm* spell is within melee range of the party, the party will also take damage from the spell. The *hold person* spell only affects men and other humanoid creatures.

Defensive Spells

Armor, Blur, ^Protection from Evil, Shield, ^Magical Vestment, and ^Protection from Evil 10' Radius

These spells mainly provide protection against physical attacks. Cast these spells on your front rank characters before dangerous battles that involve physical attacks.

^Bless, ^Prayer, Negative Plane Protection

These spells mainly provide protection against magical attacks. Cast these spells on your front rank characters before dangerous battles that involve magical attacks.

^Resist Cold, ^Resist Fire, Protection from Paralysis, Protection from Fire, and Blessed Warmth

These spells protect against certain types of magical and physical attacks. For example, *protection from paralysis* protects a character from both paralysis spells and paralysis from physical attacks.

Healing Spells

^Cure Light Wounds, ^Aid, ^Cure Serious Wounds, ^Cure Critical Wounds, ^Heal, and ^Heroes' Feast

These spells replace a character's lost hit points. The *aid* spell can increase a character's hit points over his normal maximum value, but it only increases hit points temporarily. Cleric class characters should always have a few *cure light wounds* spells memorized to quickly heal the party while resting.

^Slow Poison, ^Remove Paralysis, ^Neutralize Poison, Remove Curse, and Stone to Flesh

These spells slow or remove the effects of poison, paralysis, flesh to stone, or curses. Keep a number of these spells memorized whenever the party is anywhere near a monster who can poison, paralyze, or petrify.

^Raise Dead and Resurrection

This spell bring characters back from the dead (*raise dead* will not raise an elven character). Keep one of these spells memorized once your cleric gets to a high enough level.

Other Spells

Detect Magic

This spell is very useful in evaluating the items the party picks up during the game. The spell causes all magical items carried by the party to glow.

Invisibility and Invisibility 10' Radius

Invisibility is a useful defense for a character in the rear ranks.

Invisibility 10' radius is useful to hide the entire party from mystic sensors and prying eyes.

Even when the party is invisible, most monsters will sense the party's general location, though the monsters receive big penalties on attacks against invisible targets.

^Create Food & Water

This spell is very useful in the later levels of the game where food is scarce. Be sure to memorize this spell before the party begins starving — not after!



View of the Ruined City

Haste

This spell is especially useful when fighting monsters who are very fast. The *haste* spell allows a party to make melee attacks much faster. Cast this spell on your party just before dangerous battles.

True Seeing

This spell is useful when you are stuck in an area with many illusions, invisible monsters, traps, etc.

Disintegrate

This spell is occasionally useful to remove certain walls and other special blocks in your path (including monsters).

Water Breathing

This spell allows the party to breathe underwater.

Free Action

This spell allows you to move without penalty underwater, and gives you immunity to certain paralyzing and movement-hindering spells.

ADVENTURING STRATEGY

Attacking Opponents

Characters generally engage in “melee combat,” which is face-to-face combat with weapons such as swords and maces. Characters also have other options, such as casting spells and ranged combat, with bows and slings.

In general, a character attacks the enemy in the front rank on his side of the screen. When there is only one enemy left in a battle, it moves to the center of its square and characters from both sides can attack it.

Combat Mechanics

Understanding combat mechanics allows the party to use the most effective weapons and tactics in different situations. Each character’s ability in combat is defined by his armor class, THACØ, and damage.

Armor Class

Armor class (AC) signifies how difficult a monster is to hit. The lower the armor class, the harder it is to hit the target. Armor class is based on armor and a bonus based on the character’s Dexterity. Some magic items help improve (or lower) armor class rating.

THACØ

THACØ represents a character’s ability to hit enemies. THACØ stands for To Hit Armor Class Ø. A character must ‘roll’ a number equal to or greater than this to damage a target with an armor class

of Ø. The lower the attacker’s THACØ, the better his chance to hit the target. A character’s THACØ is based on his class and level.

NOTE: the generation of a random number is often referred to as a “roll.” In determining if an attack hit, the number generated is from 1 through 20. The base roll is modified by the character’s ability scores and any magic weapons.

An attack is successful if the roll is greater than or equal to the attacker’s THACØ minus the target’s AC.

Example: A fighter with a THACØ of 15 attacking a monster with an AC of 3 would need to roll. $(\text{THACØ } 15) - (\text{AC } 3) = 12+$. But to hit a monster with an AC of -2 he would need to roll $(\text{THACØ } 15) - (\text{AC } -2) = 17+$.

Damage

Damage is the hit point loss that an attacker inflicts against an opponent. The amount of damage inflicted depends on the attacker’s strength and weapon type. The damage each weapon can do is summarized in the Weapons Chart on page 92.

Some monsters take only partial or no damage from certain weapon types. Skeletons, for example, take only half damage from sharp or edged weapons.

Combat Strategies

To succeed in combat, deploy your party well, cast effective spells before and during combat, maneuver your characters into advantageous positions, and attack using the most powerful characters and weapons.

Deploying the Party

Keep the heavily-armored fighters in the front rank and the vulnerable magic users and thieves in the rear ranks.

Equipping the Party

Equip characters in the front rank with the most powerful melee weapons you can find. See the Weapons Chart on page 92 to see how much damage each type of weapon can do. As soon as you find enough weapons, warriors should carry a one-handed weapon in their primary hand and a short sword in their secondary hand. Remember that if you use a two-handed weapon in one hand, you must keep the other hand free.

Equip characters in the rear ranks with the most powerful ranged weapons you can find. Again, see the Weapons Chart on page 92 to see how much damage each type of ranged weapon can do. Spellcasters should have their holy symbols and spell books in-hand, ready to cast spells.

Characters who use thrown weapons should carry weapons both in-hand and in their belt pouch for quick reloading. Front rank characters who use thrown weapons may wish to carry a shield or short sword at the top of their belt pouch — in the box for belt pouch item #3. (See the diagram that names parts of the equipment screen on page 48.) A shield or short sword in that position will be readied automatically after the character attacks with the last of his or her thrown weapons.

Be sure to recover your ranged weapons after each battle and to collect all of the ranged weapons you can find. Ranged weapons get used up quickly in battle.

Wounded Characters

Characters who are seriously wounded should be moved out of the front rank if possible. It is much easier to heal a wounded character than it is to bring a dead character back to life.

Moving and Fighting

If you are exploring an area, move with the compass on the screen to facilitate mapping. If you are moving through an explored area, move with a spell menu on the screen and an attack spell showing. Always move with the adventure screen up; you can't fight from the equipment or character screens.

With both the adventure screen and spell menu up, you are prepared for battle. Prepare for battle before you open any door, climb or descend stairs, or push a button that could open a door or secret wall.

Monsters often lurk behind closed doors or secret walls, and monsters are always ready for combat!

Remember that you can move and fight at the same time. You can move backwards to dodge an enemy melee attack. You can move sideways to dodge an enemy ranged attack. You can even try to run away and close a door behind you to get away from a particularly nasty fight. Be careful though, some monsters can open doors to follow you.

Hints

Here are some general strategy hints to help you along your journey.

Carry Items with You

You never know when you will need something that you found! To carry an item with you, pick up the item and move it into a backpack.

Prepare Your Party

Make sure that your party contains at least: two characters who can fight well, one who can cast mage spells, and one who can cast clerical spells. When a monster approaches, make sure that your

fighters in the front rank have weapons in their primary hand. Once you get comfortable fighting with the front rank characters, you can also have the rear rank characters throw weapons and spells at the monsters. Experiment by equipping your characters with various combinations of weapons, shields, spell books, and holy symbols to maximize their fighting ability.

Keep Track of Buttons and Levers

Some puzzles are activated in one part of the dungeon, yet they affect another part farther away. Record the position of any button or lever that has no obvious function. If you can't seem to get through an area, go back and change these buttons or levers one at a time to see if they make it any easier to get through.

Look For Writing On The Wall

If you can't seem to get through an area, look for writing on the walls in the area. Often, writing on a side wall is difficult to spot. Some writing may only be read if the party has a character of a specific race.



Mages Guild of Myth Drannor

Look For Hidden Buttons On The Walls

Always check the walls for secret and hidden buttons and bricks. Moving sideways down a wall will often make hidden buttons easier to spot.

Keep Your Eye On The Compass

Watch the compass as the party moves. There are a number of traps that change the party's facing. Teleporters often reveal themselves when the party's facing changes.

Watch for Teleporters

Do you suspect the party is being teleported while moving through an area? Throw an item past the suspected teleporter, then watch the item. The item will 'disappear' if it teleports.

Save The Game

Save the game anytime you think that something could happen that would hurt the party. Save the game at the beginning of each level. If a puzzle is difficult to solve, save the game and then try different solutions. If the monsters are attacking the party thick and fast, save the game and try different strategies. If things are getting really tough, save before opening doors.

Go On

When all else fails, go on with the game. The party does not have to open every door, fight every monster, and obtain every item to win the game. Mark down any areas that the party bypasses. If the party gets stumped in a later area, or needs an item to go on, come back and try the puzzle again.

≡ BESTIARY ≡

Creatures in and around Myth Drannor

This section contains descriptions of the strange creatures that lurk in and around Myth Drannor. You may encounter a few others that have managed to avoid our researchers. You see, sometimes our research teams don't come back. . . .

❖ BEAST, UNDEAD



The undead beast is a mindless killer of unknown origin; it seems compelled to destroy any living thing. The size of a small dragon, the beast's bones protrude from rotting flesh. It has a great horned head, and its ribs are bare and barbed, forming a nasty cage. It walks on all fours, but it can rear on its hind legs by balancing with its stubby tail. It can also bring its powerful forearms against its opponent.

❖ CHIMERA



No one seems to know how chimera were created; it is a dark mystery, perhaps better left unexplored. A chimera has the hindquarters of a large, black goat and the forequarters of a huge, tawny lion. Its body has brownish-black wings like those of a dragon. The monster has three heads, those of a goat, a lion, and a fierce dragon. The goat head is pitch black with glowing amber eyes and long ochre horns. The lion head is framed by a brown mane and has green eyes. The dragon head is covered with orange scales and has black eyes. Its many heads and powerful physique make the chimera a deadly foe in combat. If it's in the mood, the dragon head can loose a searing stream of flame in lieu of biting.

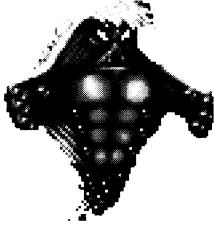
❖ ELEMENTAL

EARTH ELEMENTAL



Earth elementals can be conjured in any area of earth or stone. This type of common elemental appears on the Prime Material Plane as a very large humanoid made of dirt, stones, precious metals, and gems. It has a cold, expressionless face, and its two eyes sparkle like brilliant multifaceted gems. Though it has a mouth-like opening in its face, an earth elemental rarely speaks. Though they travel very slowly, they are relentless in the fulfillment of their appointed tasks. An earth elemental can travel through solid ground or stone with no penalty to movement or dexterity.

WATER ELEMENTAL



Water elementals can be conjured in any area containing a large amount of water or watery liquid. Usually a large pool serves this purpose, but several large kegs of wine or ale have been known to work also. The water elemental appears on the Prime Material Plane as a high-crested wave. The elemental's arms appear as smaller waves, one thrust out on each side of its main body. The arms ebb and flow, growing longer and shorter as the elemental moves. Two orbs of deep green peer out of the front of the wave and serve the elemental as eyes. Like all other common elementals, water elementals rarely speak.

❖ FEYR



Feyrs (pronounced "fears") are created from the remnants of ordinary nightmares mixed with residual magical energies. They are unknowingly brought to life by the strong emotions of a large group of people. They are most commonly found in large cities that have a good number of mages, priests, and other spellcasters. Feyrs appear as humped, hunchbacked creatures, grim and inhuman in appearance. Their hide is mottled and curved like the surface of the human brain. The creature is supported by two main tentacles which act as legs, and by a handful of other tentacled limbs.

* GRAVE MIST

Please refer to page 84 in the next section, “Detailed Descriptions of New Monsters,” for a complete profile of the grave mist.

❖ GROANING SPIRIT (BANSHEE)



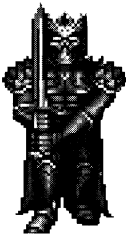
The groaning spirit, or banshee, is the spirit of an evil female elf — a very rare thing indeed. Groaning spirits hate the living; they find the presence of living beings painful, and seek to harm whomever they meet. Groaning spirits appear as floating, luminous phantasms of their former selves. Their image glows brightly at night, but is transparent in sunlight. Most groaning spirits look old and withered, have hair that is wild and unkempt, and dress in tattered rags. They have faces of pain and anguish, and eyes burning brightly with hatred and ire. Groaning spirits frequently cry out in pain — hence their name.

❖ HAG



Hags are witch-like beings that spread havoc and destruction, working their magic and slaying all whom they encounter. They appear as wretched old women with long, frayed hair and withered faces. Grotesque moles and warts dot their blotchy skin. They wear clothing similar to that of peasant women. Their mouths contain blackened teeth, and their breath is foul. Though they appear wrinkled and weak, hags possess supernatural strength and can easily crush smaller creatures (goblins, for example) with one hand. And though hags look decrepit and dilapidated, they run surprisingly swiftly — they can even lithely bound over and around rocks and logs in their path. Iron-like claws grow from their skinny fingers. They use these claws and their supernatural strength to rend and tear opponents in combat.

❖ KNIGHT, DEATH



A death knight is the horrifying corruption of a knight; it was cursed by the gods as punishment for betraying the code of honor it held in its former life. Death knights are typically taller than six feet and weigh more than 300 pounds. Its face is a blackened skull covered with shards of shriveled, rotting flesh. It has two tiny, glowing, orange-red pinpoints for eyes.

* LIVING MUCK

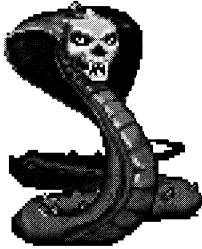
Please refer to page 86 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of the Living Muck.

❖ MINOTAUR



Minotaurs are either cursed humans or the offspring of minotaurs and humans. They usually dwell in labyrinths, for they are not confused in these places; this gives them an advantage over their prey. Minotaurs are huge, well over 7 feet tall, and quite broad and muscular. They have the head of a bull and the body of a human male. Minotaurs are not extraordinarily intelligent, but are extremely cunning and have excellent senses.

❖ NAGA, BONE



Bone nagas are created undead. They appear as snakes with large, human-like skull heads. Their empty eyesockets glow with hatred. Created by dark nagas (and a few evil mages) to serve as guardians, these worms serve their masters with absolute loyalty. Their creation is an exacting process, hence their rarity — a good thing for the gentler creatures of the Realms. In battle, bone nagas bite with their long fangs and have been known to use other means of attacking those foolish enough to seek their wrath. Bone nagas eat nothing and fill no niche in the life cycles of the Realms — except for the fact that they sometimes kill large, aggressive natural predators (including man) for sport.

❖ NAGA, SPIRIT

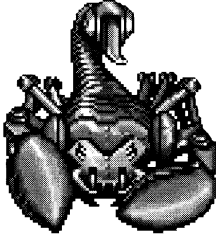


These black-and-crimson-banded naga have a human-like head with stringy hair and deep brown eyes. Spirit naga smell of rotting flesh (which also happens to be their favorite food). Hiding in deserted ruins or caverns, the evil and cunning spirit naga try to harm any creature that passes through their domain. They set traps and frequently attack without warning.

* OGRE SLUG

Please refer to page 85 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of the ogre slug.

❖ SCALADAR



Scaladar are scorpion-like monsters that have been described as "smoothly-moving metallic constructs." Formerly found only in Undermountain, they are beginning to spread to both subterranean and surface areas nearby . . . though none have surfaced within Waterdeep proper. Rumor has it that some of these cold, methodical killers are released with orders to simply destroy all living things they encounter. They attack by grabbing prey with two huge pincer claws while lashing out with their sting-equipped tails.

❖ SHADE



All knowledgeable authorities agree that shades are (or were) normal humans who, through arcane magic or dark sciences, have traded their souls or spirits for the essence of shadowstuff. Although they retain the shape and abilities of their original body, they are rumored to have grown in power by joining with shadowstuff. The true native shade is unknown, and no one knows if shades are connected with shadows (see the next monster description), or some power or substance from the Plane of Shadow. The method of transmutation from living being to unliving shade life has been lost.

❖ SHADOW



Shadows are shadowy, undead creatures that drain strength from their victims with their chilling touch. Shadows are 90% undetectable in all but the brightest of surroundings as they normally appear to be nothing more than their name would suggest: shadows. However, you can clearly see them in bright light. Shadows travel in loosely organized packs that freely roam ancient ruins, graveyards, and dungeons. They specialize in terrifying their victims.

* SHADOW HOUND

Please refer to page 87 in the next section, "Detailed Descriptions of New Monsters," for a complete profile of the shadow hound.

❖ SHAMBLING MOUND



Shambling mounds, also known as "shamblers", appear as heaps of rotting vegetation. They are actually an intelligent form of vegetable life that is roughly humanoid-shaped. They measure six to nine feet tall; their girth is about six feet at their base (legs to waist), and two feet at their summit (the "head"). Shambling mounds are fearless attackers and are perhaps the most deadly form of plant life known; they are not above creeping slowly into the camps of unsuspecting travelers at night. One bit of trivia: shambling mounds are excellent swimmers as well.

❖ SLITHERMORPH



A slithermorph is an amphibious predator and carrion-eater. Most of the time it resembles a black pudding, creeping about in a glistening black, amorphous form. At will, it can "shape-change" into and out of the form of a serpentine, four-armed monster resembling a yuan-ti. In serpentine form, a slithermorph appears as a thick-bodied, scaled snake. Four muscular arms protrude near its head; these arms can employ clubs and other crude weapons.

❖ STEEL SHADOW



Although steel shadows look rather like giant planarian worms, equally at home on land and underwater, they are rarely seen in their true forms. They merge with metal to enter and animate metal items. They use the metal shells as both homes and weapons; they can remain inside metal indefinitely without harm. As long as metal of some sort is nearby, you can find steel shadows in almost any habitat: from the wrecks of ships in the ocean depths to ancient tombs locked in glacial ice in the high mountains.

❖ SWORDWRAITH



Swordwraiths are the spirits of warriors cut down during battle and kept from the dissolution of death by their indomitable wills. Only seen at night or underground where the sun never shines, swordwraiths appear as warriors. Their weapons and armor are unremarkable; their flesh within the armor appears insubstantial. Swordwraiths were hardened, professional soldiers at one time, and as undead, they have retained their knowledge of strategy and tactics . . . and continue fighting because fighting is all they know. In many cases, these soldiers are too stubborn to even admit that they are dead.

❖ TROLL



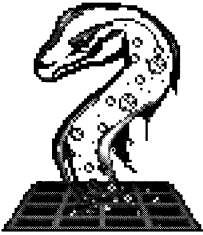
Trolls are horrid carnivores found in all climes: from arctic wastelands to tropical jungles. Most creatures avoid these beasts because trolls know no fear and attack unceasingly when hungry (which is most of the time). Their limited intelligence and ravenous appetites are commonly known character traits. They grow to a height of 9 feet or more. A rubbery hide serves as skin, and regenerates at a phenomenal rate. The color of this “skin” is a nauseating moss green, mottled green and gray, or putrid gray. A writhing hair-like mass grows from their skulls and is usually greenish black or iron gray in color. Trolls walk upright, but hunched forward with sagging shoulders. Their gait is uneven, and when they run their arms dangle freely — often dragging along the ground. In spite of this awkwardness and pathetic lack of grace, trolls are extremely agile climbers and runners.

❖ WATCHGHOST



These undead, sometimes called “unsleeping guardians,” appear as graceful, beautiful humans of either sex who drift or walk about silently. Their limbs and appendages sometimes retain chalk-white flesh, but their torsos and lower bodies are always skeletal, and their eyes are always dark, empty pits. Watchghosts are intelligent, dangerous opponents; they are usually found as guardians serving powerful undead lords such as specters, vampires, and liches. Often, powerful, evil priests or wizards set watchghosts to guard a tomb, treasure vault, or other enclosed areas.

❖ WATER WEIRD



These unusual creatures are natives of the elemental plane of Water, but they are being encountered more and more often on the Prime Material Plane. When they are found in this realm, they are violent and hostile, attacking all living things instantly. In some manner that has never been fully understood, water weirds are able to feed on the life essences of those they slay. Water weirds look like serpents composed entirely of water.

❖ WIGHT



Long ago, the word “wight” meant simply “man.” As the centuries have passed, though, it has come to be associated only with those undead that typically inhabit barrow mounds and catacombs. From a distance, wights can easily be mistaken for any number of humanoid races. Upon closer examination, however, their true nature becomes apparent. As undead creatures, wights are nightmarish reflections of their former selves with cruel, burning eyes set in mummified flesh over a twisted skeleton with hands that end in sharp claws.

❖ WYVERN



A distant cousin to the dragon, the wyvern is a huge flying lizard with a poisonous stinger in its tail. The dark brown to gray body of the wyvern is half tail. The tip of the tail is a thick knot of cartilage from which a 2-foot-long stinger protrudes, much like that of a scorpion. This tail is very mobile, easily striking over the back of the wyvern to hit an opponent to its front. The wyvern’s eyes are red or orange. It does not have a strong odor, although its lair might smell of a recent kill. Like many other monsters, it is rather stupid, aggressive, and always ready to attack.

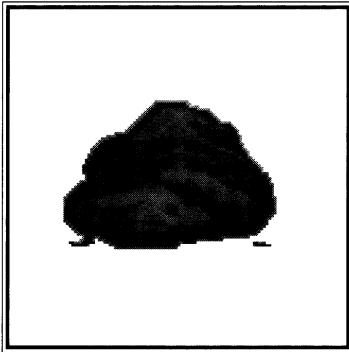
⚔ **DETAILED DESCRIPTIONS OF NEW MONSTERS** ⚔

The following creatures appear for their first time in an AD&D® computer fantasy role-playing game, and therefore warrant extra explanation. In standard AD&D® format, here is the data for grave mists, living muck, ogre slugs, and shadow hounds.

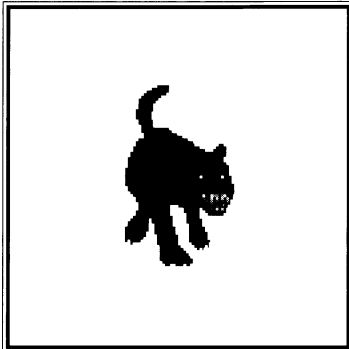
Grave Mist ▶
page 84



▼ Ogre Slug
page 86



▲ page 85
Living Muck



◀ Shadow Hound,
page 87

GRAVE MIST



Climate/Terrain:	Any/Graveyard & Burial Grounds
Frequency:	Very Rare
Organization:	Group
Activity Cycle:	Night
Diet:	Corpses
Intelligence:	Average (8-10)
Treasure:	Nil
Alignment:	Chaotic Evil

No. Appearing:	1-4
Armor Class	4
Movement:	12
Hit Dice:	7+1
THACØ:	13
No. of Attacks:	1
Damage/Attack:	1-4
Special Attacks:	Constitution Drain
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	See Below
Size:	M (6')
Morale:	Elite (14)
Exp. Point Value:	3000

These terrible undead are typically found in desolate graveyards and burial grounds. They do, however, dwell anywhere there are dead. Grave mists seep into the Prime Material Plane where dead bodies are present. They feed on any remaining life essence that a dead body retains.

Grave mists appear vaguely humanoid in shape with grey swirling mist as the outline of their bodies. Dark, black holes are all that show on the face to denote eyes. Their movements are swift and deft. A group may appear as smoke or fog to the unwary traveler.

❖ **Combat:** A grave mist attacks with a chilling touch similar to that of a wraith, doing 1-4 points of damage as well as draining a point of constitution. This constitution drain is due to their link to the Negative Material Plane. Each chilling touch drains the victim until constitution reaches zero, causing the victim to become immobile. If a character with a constitution score of fifteen or better is drained, the hit points for that character are reduced accordingly. When the constitution score reaches seven or less, hit points are reduced as required. Constitution returns at a rate of one point per hour of complete rest; up to the victim's original score.

The grave mist has the normal undead resistances (immunity to *sleep*, *charm*, *hold*,

or cold-based spells) as well as needing +1 or better weapons to suffer damage. In addition to being immune to cold-based spells, grave mists actually heal from such spells. Any cold-based attack inflicted against them results in the regeneration of hit points equal to one third the total damage normally taken from the attack (rounded up). For example; an *ice storm* is capable of doing 3-30 points of damage. If it did 20 points of damage, then the grave mist would regenerate 7 hit points. This regeneration does not exceed the grave mist's original hit points.

❖ **Habitat/Society:** Grave mists travel in very loose groups that roam the Prime Material Plane in search of graveyards or the sites of recent battles.

Grave mists have no leaders and as such spend most of their time looking for corpses. They put no value on wealth or treasure, however, the corpse a grave mist is feeding on may very well be loaded down with treasure.

❖ **Ecology:** Like all undead, grave mists exist on both the Prime Material and Negative Material Plane simultaneously. It is this powerful link to the negative world that gives them their fearful ability to drain constitution. Through this draining is how the grave mist ultimately feeds.

Because they are not living creatures, they have no rightful place in any food chain.

LIVING MUCK



Climate/Terrain:	Any/Underground or ruins
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Any
Intelligence:	Non- (0)
Treasure:	Nil
Alignment:	Nil

No. Appearing:	1 (1-4)
Armor Class	6
Movement:	9
Hit Dice:	11
THACØ:	9
No. of Attacks:	1
Damage/Attack:	7-28
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	S-L (3'-8')
Morale:	Special
Exp. Point Value:	5000

Living mucks are voracious, amorphous monsters composed of groups of cell colonies that scavenge and hunt for food. They typically inhabit ruins and dungeons. They have the ability to sense heat and analyze material structure from a distance of up to 90 feet to determine if something is edible. Living mucks attack any animal or vegetable matter (including humans) on sight.

All living mucks are immune to acid, lightning, and poison. Fire causes half damage, as do *magic missiles*. Living mucks can ooze through cracks that are at least 1 inch wide and can travel on ceilings and walls (falling on victims is a nasty surprise) at the same speed as on a level surface.

Living mucks reproduce by fission. They are adapted to live in a wide variety of climates.

The touch of living mucks is not only very caustic, causing 7-28 points of damage, but is also corrosive to equipment carried by a character. Any item touched by a living muck requires that a save vs. acid be made or the item dissolves and becomes useless. The touch of a living muck also causes paralysis to any creature touched unless a saving throw vs. paralyzation at -4 is made.

OGRE SLUG



Climate/Terrain: Any/Subterranean and wet

Frequency: Uncommon

Organization: Tribal

Activity Cycle: Any

Diet: Carnivore

Intelligence: Average (8-10)

Treasure: B, S (in lair only)

Alignment: Chaotic Evil

No. Appearing: 2-8

Armor Class 4/8

Movement: 6

Hit Dice: 8+4

THACØ: 13

No. of Attacks: 2 or 1 with weapon

Damage/Attack: 1-12 or by weapon type (+6 with strength)

Special Attacks: Spits Acid

Special Defenses: 1/2 Damage from Blunt Weapons

Magic Resistance: Nil

Size: L (8' tall, 15' long)

Morale: Steady (11-12)

Exp. Point Value: 2000

The appearance of ogre slugs is unmistakable: they have the upper torso, arms, and head of an ogre but the lower body of a large slug. Their coloring is usually swampy, grey-green skin on the upper body area, fading into a deep, blackish green for the lower slug portion. Ogre slugs are just as mean and ugly (if not uglier) than their full bodied cousins.

❖ **Combat:** An ogre slug's attack is delivered with its powerful arms. Twice each round the beast can strike with its huge fists for 1-12 points of damage. Its main attack, however, is that of its corrosive acidic saliva. An ogre slug may opt to spit acid once per round instead of attacking with its fists. The spittle may be flung up to 20 yards away and require the ogre slug to make an attack roll. The targets AC is 10 regardless of armor type. Dexterity and any magical bonuses apply. The acid eats its way through any equipment and armor (saving throw vs. acid) and causes 3-24 points of damage, save vs. breath weapon for 1/2 damage. Note that other ogre slugs are immune to this acid spittle.

Since they are part slug, they inherit a thick, rubbery hide that gives them partial immunity to blunt weapons. The ogre slug suffers only 1/2 damage caused by blunt weapons or spells that cause crushing or impact damage. Edged and piercing weapons as well as most other spells cause normal damage to an ogre slug. Although blunt weapons do limited damage, the slug portion has an AC of 8.

A raiding group of 6 or more will also include a leader. This leader will have 10 hit dice and have a strength bonus of +8 when attacking with a weapon.

❖ **Habitat/Society:** Ogre slugs prefer to lair in dank, dingy underground caverns in almost any climate. They gather in tribes numbering 8-16 males, 2-16 females, and 2-8 young. Shamans, if present (40% chance), will be of 5th level, and have access to the spheres of combat, divination, healing, protection, and sun (darkness only). Giant slugs are often used as trained guards to help protect the lair. Ogre slugs live by raiding and scavenging, and will eat almost anything. Ogre slugs have a great fondness for human and demi-human flesh and are 60% likely to eat them on the spot rather than keep them as slaves.

SHADOW HOUND



Climate/Terrain:	Any/Ruins or subterranean
Frequency:	Rare
Organization:	Packs
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Semi- (2-4)
Treasure:	Nil
Alignment:	Neutral (Evil)

No. Appearing:	4-16
Armor Class:	6
Movement:	18 (9 in bright light)
Hit Dice:	6 (-1 hp/die in bright light)
THAC0:	15
No. of Attacks:	1
Damage/Attack:	2-8
Special Attacks:	Nil
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	Nil
Size:	M (4' at shoulder)
Morale:	Steady (11-12)
Exp. Point Value:	975

These hound-like creatures are normally encountered on the Plane of Shadow. In their natural habitat, they roam in packs or are used as trained guard beasts.

As their name would suggest, shadow hounds appear as dark, black shadows of a canine form. Their eyes glow with a fiery radiance that sends a chill to the very soul of anyone looking at them. When they attack with their vicious teeth, their mouths produce the same fiery radiance as their eyes.

❖ **Combat:** Like dogs and wolves of the Prime Material Plane, shadow hounds attack in packs using their powerful jaws to drag a prey off of its feet. Once down, the hounds swarm over the prey and devour it mercilessly. In shadowy conditions (Plane of Shadow, moonlight, etc.) a shadow hound is

a terrible foe. It can strike and then blend with the shadows so that it is 40% unlikely to be seen. However, in bright light it loses 50% of its movement and cannot use shadows for concealment. Regardless of lighting, +1 or better weapons are needed to harm these beasts.

❖ **Habitat/Society:** Shadow hounds, like wolves, are sociable creatures and travel around in packs. The structure of the pack is very strict; there is only one leader and every other shadow hound knows its place and duties.

The lair of a pack of shadow hounds is 50% likely to contain 2-7 whelps. These young will not fight but can be taken and trained. A shadow hound whelp can sell for 200-700 gold pieces.

TABLES

Experience Levels

FIGHTER EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,000	+(1-10)
3	4,000	+(1-10)
4	8,000	+(1-10)
5	16,000	+(1-10)
6	32,000	+(1-10)
7	64,000	+(1-10)
8	125,000	+(1-10)
9	250,000	+(1-10)
10	500,000	+ 3
11	750,000	+ 3
12	1,000,000	+ 3
13	1,250,000	+ 3
14	1,500,000	+ 3
15	1,750,000	+ 3
16	2,000,000	+ 3
17	2,250,000	+ 3
18	2,500,000	+ 3
19	2,750,000	+ 3
20	3,000,000	+ 3

CLERIC SPELL PROGRESSION

CLERIC LEVEL	1	2	3	4	5	6	7
1	1	—	—	—	—	—	—
2	2	—	—	—	—	—	—
3	2	1	—	—	—	—	—
4	3	2	—	—	—	—	—
5	3	3	1	—	—	—	—
6	3	3	2	—	—	—	—
7	3	3	2	1	—	—	—
8	3	3	3	2	—	—	—
9	4	4	3	2	1	—	—
10	4	4	3	3	2	—	—
11	5	4	4	3	2	1	—
12	6	5	5	3	2	2	—
13	6	6	6	4	2	2	—
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2

CLERIC WISDOM SPELL BONUS*

WISDOM SCORE	SPELL LEVEL						
	1	2	3	4	5	6	7
13	1	—	—	—	—	—	—
14	2	—	—	—	—	—	—
15	2	1	—	—	—	—	—
16	2	2	—	—	—	—	—
17	2	2	1	—	—	—	—
18	2	2	1	1	—	—	—
19	3	2	1	2	—	—	—

* Bonus spells become available when the cleric can normally cast spells of that level.

CLERIC EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-8
2	1,500	+(1-8)
3	3,000	+(1-8)
4	6,000	+(1-8)
5	13,000	+(1-8)
6	27,500	+(1-8)
7	55,000	+(1-8)
8	110,000	+(1-8)
9	225,000	+(1-8)
10	450,000	+ 2
11	675,000	+ 2
12	900,000	+ 2
13	1,125,000	+ 2
14	1,350,000	+ 2
15	1,575,000	+ 2
16	1,800,000	+ 2
17	2,025,000	+ 2
18	2,250,000	+ 2
19	2,475,000	+ 2
20	2,700,000	+ 2

MAGE EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-4
2	2,500	+(1-4)
3	5,000	+(1-4)
4	10,000	+(1-4)
5	20,000	+(1-4)
6	40,000	+(1-4)
7	60,000	+(1-4)
8	90,000	+(1-4)
9	135,000	+(1-4)
10	250,000	+(1-4)
11	375,000	+ 1
12	750,000	+ 1
13	1,125,000	+ 1
14	1,500,000	+ 1
15	1,875,000	+ 1
16	2,250,000	+ 1
17	2,625,000	+ 1
18	3,000,000	+ 1
19	3,375,000	+ 1
20	3,750,000	+ 1

PALADIN EXPERIENCE TABLE

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+ 3
11	900,000	+ 3
12	1,200,000	+ 3
13	1,500,000	+ 3
14	1,800,000	+ 3
15	2,100,000	+ 3
16	2,400,000	+ 3
17	2,700,000	+ 3
18	3,000,000	+ 3
19	3,300,000	+ 3
20	3,600,000	+ 3

MAGE SPELL PROGRESSION

WIZARD LEVEL	SPELL LEVEL								
	1	2	3	4	5	6	7	8	9
1	1	—	—	—	—	—	—	—	—
2	2	—	—	—	—	—	—	—	—
3	2	1	—	—	—	—	—	—	—
4	3	2	—	—	—	—	—	—	—
5	4	2	1	—	—	—	—	—	—
6	4	2	2	—	—	—	—	—	—
7	4	3	2	1	—	—	—	—	—
8	4	3	3	2	—	—	—	—	—
9	4	3	3	2	1	—	—	—	—
10	4	4	3	2	2	—	—	—	—
11	4	4	4	3	3	—	—	—	—
12	4	4	4	4	4	1	—	—	—
13	5	5	5	4	4	2	—	—	—
14	5	5	5	4	4	2	1	—	—
15	5	5	5	5	5	2	1	—	—
16	5	5	5	5	5	3	2	1	—
17	5	5	5	5	5	3	3	2	—
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2

PALADIN SPELL PROGRESSION

PALADIN LEVEL	1	2	3	4
	9	1	—	—
10	2	—	—	—
11	2	1	—	—
12	2	2	—	—
13	2	2	1	—
14	3	2	1	—
15	3	2	1	1
16	3	3	2	1
17	3	3	3	1
18	3	3	3	1
19	3	3	3	2
20	3	3	3	3

RANGER EXPERIENCE TABLE

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+ 3
11	900,000	+ 3
12	1,200,000	+ 3
13	1,500,000	+ 3
14	1,800,000	+ 3
15	2,100,000	+ 3
16	2,400,000	+ 3
17	2,700,000	+ 3
18	3,000,000	+ 3
19	3,300,000	+ 3
20	3,600,000	+ 3

THIEF EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-6
2	1,250	+(1-6)
3	2,500	+(1-6)
4	5,000	+(1-6)
5	10,000	+(1-6)
6	20,000	+(1-6)
7	40,000	+(1-6)
8	70,000	+(1-6)
9	110,000	+(1-6)
10	160,000	+(1-6)
11	220,000	+ 2
12	440,000	+ 2
13	660,000	+ 2
14	880,000	+ 2
15	1,100,000	+ 2
16	1,320,000	+ 2
17	1,540,000	+ 2
18	1,760,000	+ 2
19	1,980,000	+ 2
20	2,200,000	+ 2

Ability Scores

Strength

The Strength Chart lists the modifiers to melee hit probability and the damage adjustment based on the character's Strength.

STRENGTH CHART

ABILITY SCORE	MELEE HIT PROBABILITY	DAMAGE ADJUSTMENT
3	-3	-1
4-5	-2	-1
6-7	-1	none
8-15	normal	none
16	normal	+1
17	+1	+1
18	+1	+2
18/01-50*	+1	+3
18/51-75*	+2	+3
18/76-90*	+2	+4
18/91-99*	+2	+5
18/00*	+3	+6
19#	+3	+7
20#	+3	+8
21#	+4	+9
22#	+4	+10

* These bonuses are available only to non-halfling fighters, paladins, and rangers.

These scores are only possible in this game through magic.

Dexterity

The Dexterity Chart lists the modifiers to missile hit probability and the armor class adjustment based on the character's Dexterity.

DEXTERITY CHART

ABILITY SCORE	MISSILE HIT PROBABILITY	AC ADJUSTMENT
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7-14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+2	-4
19	+3	-4

Constitution

The Constitution Chart lists the Hit Point Adjustment that a character gets every level.

CONSTITUTION CHART

ABILITY SCORE	HIT POINT ADJUSTMENT
3	-2
4-6	-1
7-14	0
15	+1
16	+2
17	+2 (+3)*
18	+2 (+4)*
19	+2 (+5)*

* These bonuses are available only to fighters, paladins, and rangers; for all other classes the maximum hit point adjustment for constitution is +2

THACØ

THACØ is not an ability score, but it is an important characteristic. The THACØ Chart lists a character's base THACØ for his class and level.

THACØ CHART

CLASS	CHARACTER LEVEL																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Cleric	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Fighter	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Mage	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14
Paladin	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Ranger	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Thief	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11

Weapons

Weapons are divided into 3 classes: melee, thrown, and fired. Melee weapons are used only in close combat, while thrown and fired weapons are used at range. Characters in the front rank can use melee and ranged weapons. Characters in the rear ranks can only use ranged weapons. However, a polearm is an exception and can be used from the second rank. Note the “Classes” section (starting on page 33) limits some character classes to certain weapons.

The Weapons Chart lists the weapons with their range of hit point damage versus small, medium, and large-sized creatures. The damage done by a melee weapon is adjusted by the attacking character’s strength and any magical bonus the weapon may have.

WEAPONS CHART

	DAMAGE VS. SMALL & MEDIUM	DAMAGE VS. LARGE
Melee Weapons:		
Staff*	1-6	1-6
Mace	2-7	1-6
Short Sword	1-6	1-8
Flail	2-7	2-8
Axe	1-8	1-8
Long Sword	1-8	1-12
Halberd*	1-10	2-12
Warhammer	2-5	1-4
Trident*	2-9	3-12
Thrown Weapons:		
Rock	1-2	1-2
Dart	1-3	1-2
Dagger	1-4	1-3
Spear	1-6	1-8
Warhammer	2-5	1-4
Ranged Weapons:		
Sling & Rocks*	1-4	1-4
Bow & Arrows*	1-6	1-6

* These two-handed weapons must be used from the primary hand. Note that items in the other hand are unavailable.

Armor

Armor provides a character a base armor class. The lower the character’s armor class, the harder it is for an attack to hit. Armor class is based on the character’s armor and his dexterity bonus. Some magic items also help a character’s armor class.

Note in the “Classes” section, starting on page 33, that some character classes are limited to certain types of armor. The Armor Chart lists the types of armor and the base armor class they provide a character.

ARMOR CHART

ARMOR TYPE	BASE AC
Robe	10
Shield*	9
Leather Armor	8
Scale Mail	6
Chain Mail	5
Banded Armor	4
Plate Mail	3

* A shield subtracts 1 AC from any armor it is used with.

Boots, helmets, and non-magical bracers may look like armor, but they do not modify a character’s armor class. They can safely be left as weights on pressure plates. Magical bracers, however, can modify a character’s armor class.

⌘ INDEX OF SPELLS ⌘

<i>Abi-Dalzim's Horrid Wilting</i>	60	<i>Ice Storm</i>	57
<i>Acid Storm</i>	59	<i>Improved Identify</i>	55
<i>Aid</i>	62	<i>Improved Invisibility</i>	58
<i>Armor</i>	53	<i>Invisibility 10' Radius</i>	56
<i>Bigby's Clenched Fist</i>	60	<i>Invisibility</i>	55
<i>Bless</i>	62	<i>Lightning Bolt</i>	56
<i>Blessed Warmth</i>	65	<i>Magic Missile</i>	54
<i>Blur</i>	54	<i>Magical Vestment</i>	64
<i>Burning Hands</i>	53	<i>Melf's Acid Arrow</i>	55
<i>Cause Critical Wounds</i>	66	<i>Meteor Swarm</i>	61
<i>Cause Light Wounds</i>	62	<i>Mordenkainen's Sword</i>	60
<i>Cause Serious Wounds</i>	65	<i>Negative Plane Protection</i>	64
<i>Cone of Cold</i>	58	<i>Neutralize Poison</i>	65
<i>Create Food & Water</i>	64	<i>Poison</i>	65
<i>Cure Critical Wounds</i>	66	<i>Power Word, Kill</i>	61
<i>Cure Light Wounds</i>	62	<i>Power Word, Stun</i>	60
<i>Cure Serious Wounds</i>	65	<i>Prayer</i>	64
<i>Death Spell</i>	58	<i>Protection from Evil 10' Radius</i> ...	66
<i>Detect Invisibility</i>	54	<i>Protection from Evil</i>	62
<i>Detect Magic (cleric)</i>	62	<i>Protection from Fire</i>	64
<i>Detect Magic (mage)</i>	53	<i>Protection from Paralysis</i>	55
<i>Disintegrate</i>	59	<i>Raise Dead</i>	66
<i>Dispel Magic (cleric)</i>	64	<i>Remove Curse</i>	58
<i>Dispel Magic (mage)</i>	55	<i>Remove Paralysis</i>	65
<i>Energy Drain</i>	60	<i>Resist Cold</i>	63
<i>Fear</i>	57	<i>Resist Fire</i>	63
<i>Finger of Death</i>	59	<i>Resurrection</i>	67
<i>Fire Storm</i>	67	<i>Shield</i>	54
<i>Fireball</i>	56	<i>Shocking Grasp</i>	54
<i>Flame Blade</i>	63	<i>Slay Living</i>	66
<i>Flame Strike</i>	66	<i>Slow Poison</i>	63
<i>Flesh to Stone</i>	59	<i>Slow</i>	57
<i>Free Action</i>	65	<i>Sol's Searing Orb</i>	67
<i>Harm</i>	67	<i>Spiritual Hammer</i>	63
<i>Haste</i>	56	<i>Stone to Flesh</i>	59
<i>Heal</i>	67	<i>Time Stop</i>	61
<i>Heroes' Feast</i>	67	<i>True Seeing (cleric)</i>	66
<i>Hold Monster</i>	58	<i>True Seeing (mage)</i>	59
<i>Hold Person (cleric)</i>	63	<i>Vampiric Touch</i>	57
<i>Hold Person (mage)</i>	56	<i>Wall of Force</i>	58
<i>Hold Undead</i>	56	<i>Water Breathing</i>	57

⚔ CREDITS ⚔

Short Story: <i>"Moonrise over Myth Drannor"</i>	Ed Greenwood
Rule Book Writer	Eileen Matsumi
Contributing Rule Book Writers and Editors	André Vrignaud, Al Brown
Contributing Editor	Kym Goyer
Rule Book Background Information	Rick Wilson, George MacDonald, Eileen Matsumi, David A. Lucca
Producer	Nicholas Beliaeff
Associate Producer	David A. Lucca
Lead Programmer and Engine Designer	John Miles
Assisting Programmers	Mike Coustier, Kathy Bayless
Scripters	Chris Carr, John Kirk, Brian Lowe
Art Coordination	Maurine Starkey, Tom Wahl
Artists	Shao Wei Lu, Maurie Manning, Richard Payne, John Xu
Animators	Justin Chin, Peter Davis, Donald Wang
Music and Sound Effects	Mason Fisher, Brian Lowe, Mike Provenza, Ralph Thomas
Playtesters	Sean House, Brian Lowe, Jeff Shotwell, Matt Vella, Chris Warshauer, Christine Watson, and Mark Hall
Compatibility Testing	Top Star Computing Services, Inc.
Special Thanks to	Jim Ward for all his advice
Thanks also to	Mark Hall for his Grave Mist
Graphic Design and DTP	LOUIS SAEKOW DESIGN: David Boudreau, Leedara Sears
Printing	Banta ISG

STRATEGIC SIMULATIONS, INC. LIMITED WARRANTY

Strategic Simulations, Inc. ("SSI") warrants that the diskette(s) on which the enclosed program is recorded will be free from defects in materials and workmanship for a period of 30 days from the date of purchase. If within 30 days of purchase the diskette(s) prove defective in any way, you may return the diskette(s) to:

Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901

SSI will replace the diskette(s) free of charge. In addition, if the diskette(s) prove defective at any time after the first 30 days, return the diskette(s) to SSI and SSI will replace the diskette(s) for a charge of \$10.00 (each disk) plus \$4.00 for shipping and handling. California residents, add applicable sales tax.

SSI MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE PROGRAM RECORDED ON THE DISKETTE OR THE GAME DESCRIBED IN THIS RULE BOOK, THEIR QUALITY, PERFORMANCE, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THE PROGRAM AND GAME ARE SOLD "AS IS." THE ENTIRE RISK AS TO THEIR QUALITY AND PERFORMANCE IS WITH THE BUYER. IN NO EVENT WILL SSI BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE PROGRAM OR GAME EVEN IF SSI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. (SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.)

The enclosed software program and this Rule Book are copyrighted. All rights are reserved. This Rule Book may not be copied, photographed, reproduced, or translated or reduced to any electrical medium or machine-readable form, in whole or in part, without prior written consent from SSI. The program accompanying this Rule Book may be copied, by the original purchaser only, as necessary for use on the computer for which it was purchased.

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

©1993 Strategic Simulations, Inc. All Rights Reserved. ©1993 TSR, Inc. All Rights Reserved.

WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. However, due to the complex nature of our simulations, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

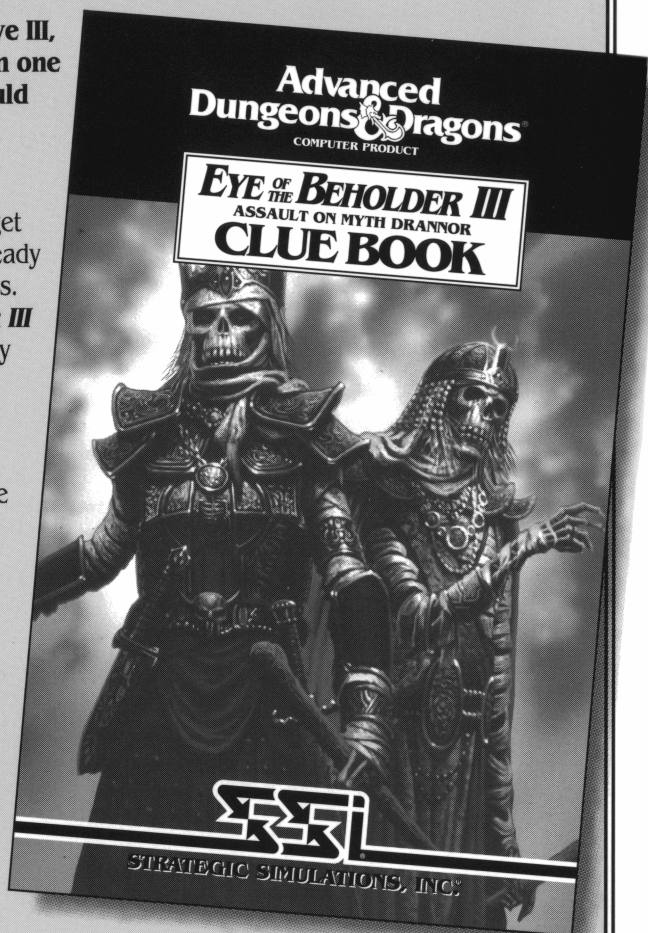
EYE THIS:

You've made it to Eye III, the Grand Finale, in one piece. So the rest should be easy – right?

Think again.

The forces of evil don't get another chance, so be ready for some deadly surprises. This *EYE OF THE BEHOLDER III CLUE BOOK* is the best way to be ready – it's an indispensable player's guide that provides:

- ❖ **Detailed maps** for the entire game, including locations of all major events in the adventure.
- ❖ **Lists** of all major magical treasures and their locations.
- ❖ **Descriptions** of encounters and treasures — you won't miss any part of the adventure or loot!



To ORDER: VISA/MC – call 1-800-245-4525 (in USA & Canada).

By mail – send check or money order for \$14.95 plus \$3.50 shipping & handling to: Electronic Arts, P.O. Box 7530, San Mateo, CA 94403.

California residents please add applicable sales tax.



ADVANCED DUNGEONS & DRAGONS and the TSR logo are trademarks owned by and used under license from TSR, Inc. ©1993 TSR, Inc.

©1993 Strategic Simulations, Inc. All rights reserved.



STRATEGIC SIMULATIONS, INC.®



This was brought to you

from the archives of

<http://retro-commodore.eu>