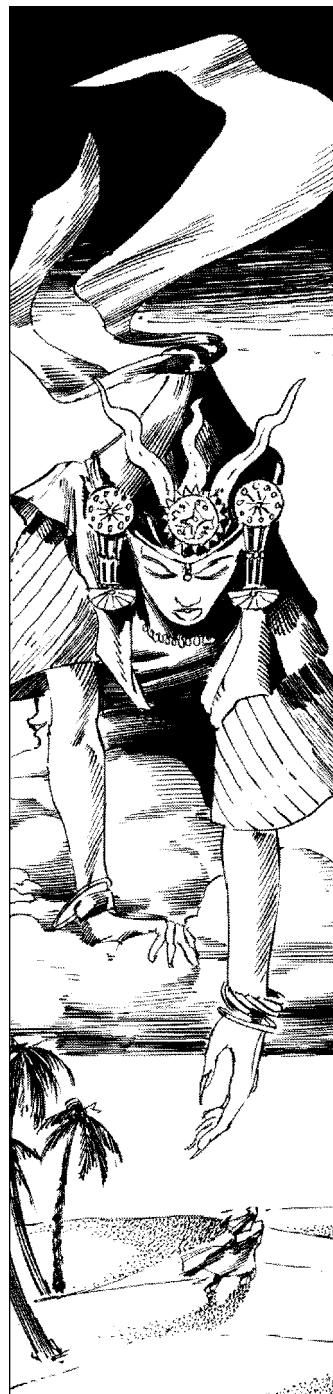


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WELCOME TO THE REALM OF THE STONE PROPHET

The desert of Har'Akir is ancient beyond belief. Not all of its past is marked by noble deeds and great kings. In ancient days, the evil pharaoh Anhktepót ruled a great and powerful nation. His downfall stemmed from his desire for immortality. Cursed by Ra, the sun god, Anhktepót's soul still remains in his mummified form and brings death to those it touches at night.

STONE PROPHET, the second computer role-playing game based on the highly acclaimed AD&D® 2nd Edition RAVENLOFT® game world, begins when your characters become trapped in a wasteland haunted by unnatural creatures, fierce sand storms, and cursed villagers afflicted by a horrible rotting disease. Your party's only hope of escape is to follow the advice of a blind seer and seek out the Stone Prophet, a huge, hieroglyphic wall hidden deep within a mysterious obelisk. Some say the writings on the wall, when deciphered, may lead the party to freedom. . . or to death. One thing is certain, a great conflict has been foreseen, and the mummy lord is gathering his forces.



What Comes with This Game?

Your game box should contain this rule book, a CD-ROM, and a data card. The rule book explains game commands and contains handy references on characters, monsters, and spells. To play the game, install your CD-ROM according to the instructions on the data card.

Using the Mouse

In this book, the term "click" means move the cursor to the desired area on the screen and press either the left or right mouse buttons.

- ♦ "Left-click" means move the cursor to the desired area and press the left mouse button.
- ♦ "Right-click" means move the cursor to the desired area and press the right mouse button.
- ♦ "Double-click" means move the cursor to the desired area and press the *right* mouse button two times in quick succession.

Getting Started Quickly

STONE PROPHET includes a character generator that allows you to individually design and name the characters for your adventure. To start right away, you may begin with a party of characters already included in a pre-saved game.

Because your success in STONE PROPHET depends on the skills and talents of these characters, you may wish to read on, even when starting with the party included in the game. The sections "How to Play," starting on page 4, and "Creating Your Party of Characters," starting on page 32, can be very helpful.

You may also import a party of characters from a saved game of RAVENLOFT: STRAHD'S POSSESSION. To find out how this is done, refer to the section "Importing Characters from RAVENLOFT: STRAHD'S POSSESSION," starting on page 35.

WELCOME BACK TO RAVENLOFT

On the Terror of Har'Akir

The heat of the day invades the shadows. Beneath a relentless sun, exposed flesh withers brown, and beasts the like of which are unknown beyond Har'Akir prowl the wasteland. It is a desert filled with fierce storms and ruined temples. Only the frightened survive, those wise enough to cower within the tents and hovels they call their homes.

Huddled within, the population of Har'Akir waits out the unbearable days of blistering heat and the nights of unending cold. So tightly have they wrapped their fears about them, that often the silence is broken only by a curious, double howl. It is the cry of the death dog.

In the village of Muhar, the greatest fear is reserved for the lord of the land, Anhktepót. Once a Priest of Ra, Anhktepót dreamed of immortality and power. Common goals, it is true, yet Anhktepót distinguished himself by the destruction, terror, and death he wrought in searching out the key to these age-old dreams. In ways twisted and evil, he achieved them and was forever condemned by Ra to live inside his mummified body. It is said this mummy

lord spends decades at a time "dreaming" in his moldering tomb. Such times are these, and yet. . . .

A plague works its way from tent to tent, a strange rotting disease which corrupts the flesh and steals the muscle from the bone. Fierce storms drive the sands before them, and all the land seems engulfed in death and chaos. Has Anhktepót awakened? It is the question on the lips of every villager, followed quickly by another: what has turned the wrath of the mummy lord upon us?

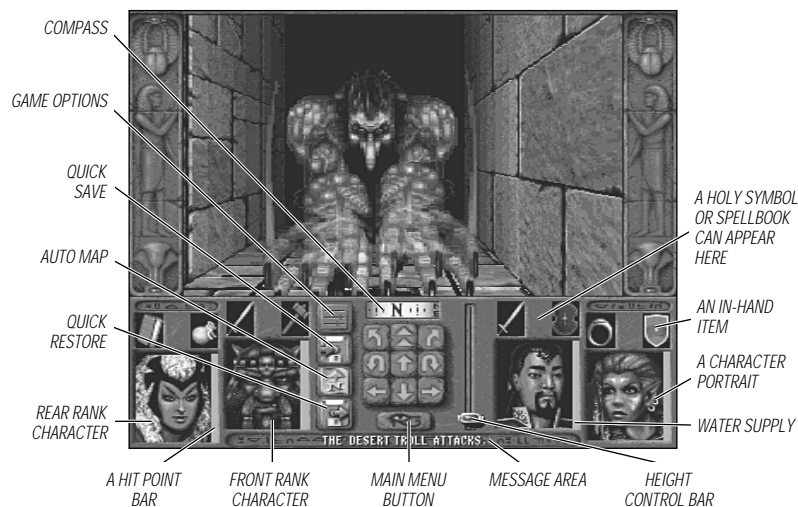
Unfamiliar voices call out across the desert wastes, and foreign names are heard among the ruins. Strangers are in the land. The rumors begin, and more questions are asked. Has the presence of the newcomers brought the wrath of Anhktepót upon them all? The villagers gather in small groups, building up their suspicions like walls to keep the strangers out.

What few know, and fewer still have the courage to admit is this: powers beyond those of Anhktepót are at work in Har'Akir. Unseen forces are plotting, preparing for battle, and only strangers from a distant land shall hold the key to its resolution.

These things the Prophet tells us.

HOW TO PLAY

The Adventure Screen



Basic Training for Combat

Desert trolls and stone golems roam the sandy wastes. Fierce desert storms appear from nowhere to cause chaos and destruction. Challenges abound, from dust devils and floating death heads to the terrible power of Anhktepót, ruler of Har'Akir.

If your party is to survive, it must know the basics.

Attacks are made from the Adventure Screen. To fight, place the mouse cursor over the weapon you wish your character to use and left-click with the mouse. Available weapons appear above the character portraits at the bottom of the screen, while the image of a bare hand means the character holds no weapon. You may also place the cursor over the image of the attacking beast. When your characters are close enough to engage their enemy, the cursor changes into a sword icon. By left-clicking in this manner, each character attacks once with each hand. Note that this option does not affect potions or books a character may be carrying. It activates weapons only.

To attack, characters must have their weapons “in-hand” and “ready.” To accomplish this, place the mouse cursor over one of the character portraits at the bottom of the screen and left-click with the mouse. The Inventory Screen is displayed and the game pauses. Items owned by the characters, including weapons and armor, are displayed on this screen. Do the standing figures hold weapons (swords, daggers, etc.) in their hands? If so, those weapons are “in hand.” If your characters are barehanded, look for weapons in the inventory slots at the bottom of the screen. By left-clicking on an object in an inventory slot, you can move it up to your character’s hand. Left-click again and it is “in hand.” Armor and items of clothing are moved in much the same way and are put in place by clicking over the appropriate location on the character’s mannequin.

By “ready,” we mean the weapon is in a usable condition. If it is not, the weapon is shaded out on the Adventure Screen.

A right-click returns you to the Adventure Screen, ready to do battle.

It is possible to have an item “in hand” but not “ready.” Two-handed weapons demand the attention of both of your character’s hands. On the Inventory Screen, the weapon would appear in one hand, while the second hand would have to be free before the weapon could be “ready.”

Melee, thrown, and ranged weapons compose the three basic types of arms characters use. Left-click on the ready weapon and your character uses all of his or her skill to wield it in battle. While it seems easy, keep some common sense rules in mind:

- ◆ Thrown weapons have to be retrieved after a fight and made “ready” again.
- ◆ Ranged weapons, such as bows and slings, require ammunition. Arrows are conveniently carried in your character’s quiver, while rocks for slings are carried in a sling pouch.
- ◆ Fire ranged weapons by left-clicking on the readied bow, sling, etc., on the Adventure Screen. As with thrown weapons, however, the character must retrieve the ammunition used. More information on ranged and thrown weapons can be found in the “Things You Can Do from the Adventure Screen” section starting on page 13.

Apprentice Instructions for Spellcasting

You know your party is about to encounter certain dangers; another sand mephit, or perhaps a serpent of Set intent upon attacking your party with its venomous bite. If the area is safe and fate has given the characters time enough to prepare, spells can be prayed for or memorized.

To spellcast, first determine if a mage or a cleric accompanies the party. A mage has a golden spellbook displayed, centered above his or her portrait on the Adventure Screen. For a cleric a golden holy symbol appears in the same location. (An icon comprised of both a spellbook and a holy symbol is displayed for a multi-classed character with both skills.) When you bring up the Main Menu, among the choices are REST, PRAY, and MEMORIZE. To choose cleric spells, left-click on PRAY. To choose mage spells, left-click on MEMORIZE.



To bring up the Main Menu, move the cursor over the Eye of Ra icon which appears at the bottom center of the Adventure Screen. By left-clicking when the mouse cursor is over the Eye of Ra, the Main Menu appears in the center of the Adventure Screen. Double right-clicking over the Eye of Ra “quick saves” your game and returns you to the DOS prompt.

When you click on MEMORIZE, the spell screen which appears contains a list of mage spells. It also indicates the number of spells available for each level of a mage’s experience. To decide which spells are readied for use, place the cursor over the – or + signs next to your choice and left-click. For example, if three Level 1 spells are available, your mage may choose three *chill touch* spells, or two of one sort and one of another, or three separate Level 1 spells could be chosen.

If more than one mage is with the party, icons bearing the names of the mages appear at the top of the spell screen. Simply click on the name of the mage you wish to memorize spells. Click on DONE when you are finished.

A cleric can pray for spells in a similar fashion.

In order to use the spells chosen, your character(s) must now *rest*. REST is one of the choices on the Main Menu. It is available only if there are no monsters nearby and your party has the time to stop and prepare its spells. Left-click over the REST option and your magic-users prepare their mystical



skills for use. If characters with healing abilities are in your party when this option is chosen, a window appears to ask if the healers wish to heal the wounded members of the party. Answer yes by left-clicking on that option and the healing takes place while the screen informs you of passing time. The party’s rest may be disturbed at any time if intruders enter the area.

Spellcasting: after *praying for* or *memorizing* spells and then *resting*, the clerics and mages in your party are ready for battle. Point the cursor to the mage’s golden spellbook or the cleric’s holy symbol and left-click to display a menu of Level 1 spells ready for immediate use.

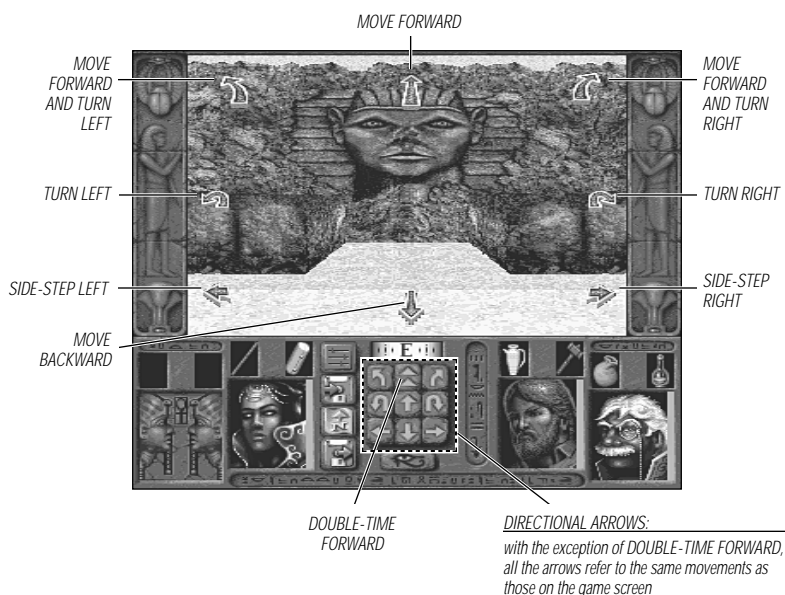


In *STONE PROPHET* the list of available spells fills the center of the Adventure Screen, pausing the game and allowing time to be taken in choosing the appropriate spell for the situation. Two arrows at the bottom of the spell screen allow you to scroll through a long list of spells.

Left-clicking on the buttons labeled 2, 3, 4, etc. displays readied spells from those levels, if any. (The ribbon to the left of these numbers is a special character powers ribbon, explained more fully under the “Spells and Powers” section on page 49) Pointing the cursor to the name of the spell itself and left-clicking activates the spell. Spells which project an object or an effect over distance require a second step: pointing the cursor to the intended target and left-clicking again. Spells requiring the character to touch an opponent are shown as a change in the hand symbol above the character’s portrait. Left-click on the altered hand image to use the spell.

Once used, spells must be regained by resting. Different spells may be chosen by praying for or memorizing them, then resting once again. Mages pick up more spells as they journey through the various caverns and labyrinths of this forsaken world. These are found in the form of scrolls which can then be added to the mage's spellbook. A character who is both a cleric and a mage has his or her spell lists displayed in two different colors, allowing you to differentiate between the types.

Movement



All movement takes place on the Adventure Screen. While basic movement is simple and self-explanatory, several choices have been added. These allow movement to be customized to your taste.

ARROW MOVEMENT

Place the mouse cursor over one of the directional arrows centered at the bottom of the screen and left-click to move in that direction. The arrows displayed are: forward and “double time” forward, move forward and turn to the right, and move forward and turn to the left. Also available are backward, side-step to the right, side-step to the left, and turn right and turn left. The movement continues as long as the left mouse button is held down and stops when the button is released. Walking your characters into a wall or other obstacle also effectively stops their progress.

ON SCREEN MOVEMENT

While holding the left mouse button down, move the cursor into the top third of the screen. The cursor becomes an arrow and your characters move in the direction it is pointing. Try moving the cursor to various areas on the screen and watch how the screen responds to that movement. Pushing the arrow to the very top of the screen results in a “double time” forward march. Movement continues as long as the left mouse button is held down. As long as the left mouse button is held down, no other function is available. You cannot move the party and simultaneously click to pick up objects, or move and simultaneously use the cursor to bring up menus. Once the left mouse button is released and movement ceases, the mouse cursor can be used for other available functions.

FREE MOUSE MOVEMENT

For free mouse movement, hit the space bar on your computer's keyboard. Next, move the mouse without pressing either the right or left mouse buttons. The party moves in the direction the mouse is moved. Push the mouse forward and the party moves forward. Push it to the side and the party moves to the side.

Press the right mouse button and the party moves forward without the mouse having to be moved. The party starts slowly and then accelerates to a “double time” march.

To leave this mode press the spacebar again, and the cursor reappears in the position it occupied when you began free mouse movement. Try working with this method for a while and see if it is right for you.

STEP MOVEMENT

Step movement is possible for players who find the smooth scrolling interface difficult to control. It allows the party to move “one square at a time.” To activate this option, move the cursor over the compass located above the movement arrows and left-click. Please note, however, that “step movement” is not available simultaneously with “free mouse movement” as described previously. Step movement is possible only when the directional arrows are used. In addition to clicking on the Adventure Screen compass, it may be activated from the game options menu.

KEYBOARD MOVEMENT

The directional arrows correspond to the keyboard's number pad.

FLYING

At certain points in the game your party gains the ability to fly. When this ability is present, a height control bar appears to the right of the movement arrows on the bottom of the Adventure Screen. This control allows your party to rise from one level to the next. You should note that this ability exists only when activated by a special spell, scroll, or potion. Once flying is activated, you may use the bar by placing the mouse cursor over the bar and moving it up or down along its "slot." On the Adventure Screen, the viewpoint of your party rises or falls as you move the height bar up or down.

When your party is flying, you may not only change its height, but may also use the other movement options as well. For example, you can raise the height bar to its top position, then click on the forward movement arrows to send your party flying forward through the cavernous reaches of a great, Har'Akiri labyrinth.

NPC Encounters



Blasting monsters with fireballs and having your characters wield two-handed swords against minotaurs is only but half the fun. Much care has been taken to design *STONE PROPHECY* as an interactive adventure, one in which story and battle are effectively balanced. When your party comes across an NPC, or Non-Player Character, it is given the opportunity to ask several questions and learn more about the dangers and difficulties of life in Har'Akir.

NPC DIALOGUE

Your party is close enough to converse with an NPC when placing the mouse cursor over the NPC results in a "talk bubble." Left-click and a close-up of the NPC appears along with one or more questions your party may ask this inhabitant of Har'Akir. Move the cursor to highlight the question of your choice, then left-click to set the response in motion. Several levels of continuing questions may follow the response. When the party has learned all it needs to know, one or more right-clicks takes you back to the Adventure Screen.



In addition to the main encounters, your party has the opportunity to talk with various minor NPCs, such as the Statues of Fortune. In these cases a left-click on the "talk bubble" results in a single question from the party. The face of the party member asking the question is displayed, along with his or her question, in the center of the Adventure Screen. The response of the NPC may direct your party in the right direction, or offer it valuable information about the level being explored.

Many interesting quests and sub-plots await your characters on their way to unravel the mysteries of Har'Akir. Communication can often be as interesting as exploration.

OBJECTS GIVEN TO THE PARTY DURING AN ENCOUNTER

There are times when an NPC may give the party one or, in some cases, two objects. If only one object is to be given, it is placed on the mouse pointer. If you already have an object selected (i.e. its picture already overlays the mouse pointer), the newly given object is placed in the inventory of the character whose portrait is displayed on the far left of the Adventure Screen.

If that character's inventory is full, then the object is placed in the inventory of the character to the right of him or her, and so on, until an open inventory slot is found. If all of the party's inventory slots are filled, the new object is dropped on the ground. This process works in the same fashion when two objects are given to the party, except that one of the objects is always placed somewhere in inventory or on the ground.

ADD AN NPC TO THE PARTY

When the game begins, your party starts with a maximum of two characters. While these characters can never be dropped from the party, many NPCs (Non-Player Characters) eagerly await their arrival, hoping to join these loyal and dedicated characters on their

sworn quest. Should you decide to allow another character into the party, his or her portrait is placed in one of the empty character slots at the bottom of the Adventure Screen. From then on, the new character is handled in the same way as the original characters.

Among the NPCs which may join your party in *STONE PROPHECT* are a desert troll, a jackalwere, and a wemic adventurer.

Should an NPC be accepted into the party when all the character slots on the Adventure Screen are filled, a prompt appears asking which NPC currently with the party is to be dropped. Characters dropped from the party may announce a location where they can be found and regained by the party at a later time, or they may go their own way, never to be seen again.

When one NPC is dropped from the party to pick up a different NPC, any objects in the departing character's inventory are swapped into the new character's inventory. All twelve slots are filled if necessary. Objects from the departing character's "mannequin" are the last items swapped, and any object for which there is no room in inventory is dropped on the ground.

The swapping of inventory has one important limitation. Objects specific to a particular character are never swapped. A good example would be the armor for the wounded desert troll which the party encounters. As a non-human character, the troll possesses armor specific to its physical characteristics and not of use to other party members.

Note: In *STONE PROPHECT*, several NPCs who may join the party are not adventurers themselves, but civilian inhabitants of Har'Akir. They are referred to as "commoners," and as such they neither gain experience, nor can they advance in levels. Their value to the party rests entirely within certain quests the party must fulfill in order to accomplish its goals and escape from Har'Akir.

Water Consumption

Because *STONE PROPHECT* takes place in a desert environment, water consumption is important to the party's survival. The thin blue lines next to the characters' health bars represent one day's supply of water and indicates each character's level of water consumption. Characters who fail to drink water are soon overcome by the desert heat and begin to take damage.

Throughout the game, supplies of water can be found in bottles. One bottle of water restores one character's blue line from zero to its maximum value.

Note: Characters automatically drink water as long as it is available somewhere in the party's inventory. It is not necessary to assure that each character has water in his or her personal inventory, nor to manually have them drink water.

When the party is resting, water consumption continues at its normal rate.

If the wounded desert troll NPC is allowed to join the party, he neither needs water nor will drink any that is available to the party. Water is deadly to a desert troll.

Should water be unavailable to the party, characters without water lose 1 point of Strength for every twelve hours of game time that they go without water. When a character's Strength falls to 3 points, he or she begins to take damage at the rate of 3 hit points per hour until the character dies. If water becomes available to the party during this period, the Strength of the affected characters is slowly restored.

All NPCs begin with a half day's supply of water.

The *create water* spell provides everyone in the party with a full day's supply of water. When the party rests, water consumption continues; however, any cleric who has memorized a *create water* spell automatically casts the spell while resting continues. If the spell has not been memorized, a warning appears asking whether or not you wish the cleric(s) in your party to memorize and cast this spell.

Characters drink water in the same way that they drink potions. See the "Drink a Potion" section on page 15.

Things You Can Do from the Adventure Screen

All combat, spellcasting, and exploration in *STONE PROPHECT* takes place from the Adventure Screen. When other screens are activated, they overlay the Adventure Screen. Option selections such as REST, PRAY, MEMORIZE, AUTOMAP, LOAD, SAVE, QUIT, and OPTIONS are available by left-clicking over the Eye of Ra icon. This brings up the Main Menu in the center of the Adventure Screen. Double right-clicking over the Eye of Ra quick saves your game and returns you to the DOS prompt.

To access the Inventory Screen, left-click over any character's portrait.

ADD SPELLS TO A MAGE'S SPELLBOOK

When the party comes across hidden scrolls (parchments bearing the inscriptions of powerful magic), you can add these to your mage's repertoire by scribing the scrolls into the mage's spellbook. This is done by picking up the scroll and moving it to the Inventory Screen as described in the "Pick Up and Drop Objects/Add Items to Inventory" section on page 17. In *STONE PROPHET*, the spellbook is an icon displayed in the mage's area on the Inventory Screen. This icon cannot be picked up or moved. It is a permanent fixture, as it should be, for the spellbook is a mage's link to his art and spellcasting ability.

To scribe a scroll, the scroll must be selected and moved on top of the spellbook icon. Left-click to place the scroll (and thus the spell) into the mage's spellbook. If the spell already exists in the spellbook, the scroll does not scribe. The scroll can still be used by placing it in a magic-user's hand and left-clicking to activate the scroll. See the "Cast Spells from Scrolls" section at the bottom of this page.

ATTACK OPPONENT

As previously mentioned, begin your characters' attacks by left-clicking on a weapon which is "in-hand" and "ready." Once used, a weapon is shaded out until it is again made ready (perhaps by replenishing its supply of ammunition). Fighters, paladins, and rangers can carry and fight with a second weapon, but may suffer a penalty to their combat ability for doing so. For more information, see the "Basic Training for Combat" section on page 4.

CAST MAGE AND CLERIC SPELLS

After *praying for* or *memorizing* spells and then *resting*, characters are ready to spellcast. Left-click on the mage's golden spellbook or the cleric's holy symbol to display a menu of Level 1 spells ready for immediate use. Left-clicking on the buttons labeled 2, 3, 4, etc. displays readied spells from those levels. Activate the spell by clicking on the name of the spell, then following the instructions as they appear. Spells requiring the character to touch an opponent are shown as a change in the hand symbol above the character's portrait. Left-click on the altered hand image to use the spell.

CAST SPELLS FROM SCROLLS

Left-click on an in-hand scroll. The scroll is consumed when the spell is cast.

CHECK CHARACTER STATUS

The golden bar to the right of each character's portrait is a graphic representation of the character's health. It diminishes if your character is wounded or harmed by any means.

DRINK A POTION

To have a character drink a potion on the Adventure Screen, left-click on the in-hand potion. To have a character drink a potion on the Inventory Screen, move the potion over the head of the mannequin figure and left-click.

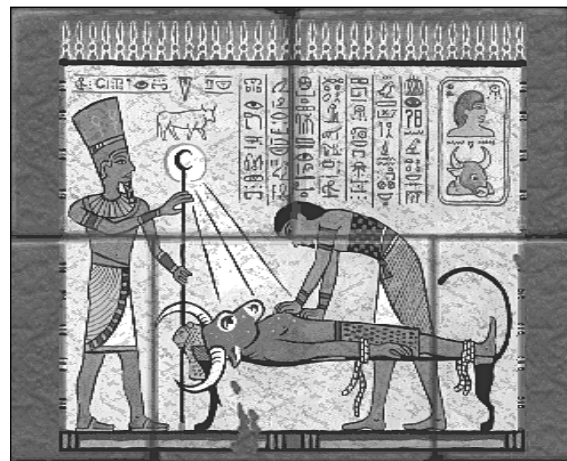
When a character drinks a *potion of jump*, the ability *jump* is added to the character's abilities. To use the *jump* ability, left-click on a mage's golden spellbook, a cleric's holy symbol, or a character's ability ribbon which appears to the left of the 1st-level spell button. To activate the ability, left-click on the name of the ability.

FIRE A RANGED WEAPON

To fire a ranged weapon, it must first be placed in the character's primary hand. Next, left-click on the in-hand bow, sling, or *sling of seeking*. As the weapon fires, ammunition is expended from either the quiver (arrows), or belt pouch (sling stones). This assumes ammunition is available.

LOOK AT A SIGN OR WRITING

When the party is near a sign or other writing (such as on a tomb or wall), the writing can be displayed for easy reading by placing the mouse cursor over the sign or writing and left-clicking.



MEMORIZE SPELLS

With this option, mage characters select the spells they wish to memorize. A menu, including the selection MEMORIZE appears when the mouse cursor is left-clicked over the Eye of Ra icon. By left-clicking on MEMORIZE, a screen of available mage spells is displayed. If more than one mage is in the party, their individual names appear on icons at the top of the screen. Choose which mage is to memorize spells by clicking on the appropriate icon.

By left-clicking the cursor over the – and + signs on the spell screen, the choice of spells is made. Only the number and type of spells available to a character of your mage's level and experience are allowed; nevertheless, you have much to look forward to as the mage(s) in your party advance in levels, becoming ever more masterful spellcasters. Remember, a mage must REST before his or her spells can be cast.

NAVIGATE

Watch the compass to maintain the party's orientation and use the AUTOMAP selection to view its progress throughout the game. Automap can be selected by left-clicking over the Eye of Ra icon at the bottom center of the Adventure Screen. This brings up the Main Menu. Choose AUTOMAP from this menu. More information on the automap is available in the "Automapping" section on page 25.

OPEN A GATE

To open a gate, left-click on the release lever or button near the gate. Some gates are locked or guarded by hidden traps and can only be opened with keys or special actions. See the "Unlock a Door or Gate" section on page 19 for more information.

OPEN DOORS

Some doors are opened simply by having your characters walk through them. Other unlocked doors can be opened by pointing the cursor to the center of the door and left-clicking, assuming of course that your party has approached the door and is close enough to open it. Other doors may require a key, a spell, or activation of a hidden pressure plate to open them. See the "Unlock a Door or Gate" section on page 19 for more information.

PICK A LOCK

To pick a lock, left-click on the thief's lock pick, place it over the lock and left-click again. Thieves automatically attempt to disarm any traps they find associated with locks.

PICK UP AND DROP OBJECTS/ADD ITEMS TO INVENTORY

Hidden beneath the searing desert of Har'Akir lie many treasures, supplies to be plundered, armor, weapons, and keys to help the party on its way. When the mouse cursor is moved over an object which can be picked up, the cursor takes on the appearance of a golden hand icon. By right-clicking when the golden hand icon is over an object, the object is picked up. Another right-click drops it. To keep the object and add it to one of your character's inventories, pick up the object and move it to the character's portrait. Left-click to bring up the Inventory Screen. Left-clicking with the item over an inventory slot places the item in that slot. After picking up the object, you may also double right-click when the object is over the character's portrait. This automatically adds the item to that character's inventory. In the case of an arrow, a double right-click over the character's portrait automatically adds the arrow to the character's quiver. In the case of a sling stone, a double right-click over a character's in-hand sling pouch automatically adds the stone to the sling pouch.

Note: When an object has been picked up, the first four function keys on your keyboard may be used to place the item in inventory. For example, pressing **F1** places the object in the 1st character's inventory, while **F2** places the object in the 2nd character's inventory, etc. For this purpose characters are counted from left to right, with the first character being on the far left.

Items may be dropped quickly from a character's inventory by selecting the desired object and pressing the **D** key on your keyboard.

In the game world of STONE PROPHET, some objects can be picked up from tables. Important scrolls, books, and items, those generally of critical importance to the game, can be found resting on tables of similar design. The tables upon which these objects rest have distinct similarities, enough for you to recognize when the party has found a table with an important object upon it. Picking up an object from a table is done in exactly the same fashion as picking up any other object.



On the Adventure Screen, use the right mouse button to pick up, drop, use, and throw objects, while using the left mouse button to move, activate buttons and levers, operate character interactions, and other, non-object related tasks. This allows the party to continue to move while "holding" an object in the Adventure Screen.

In the same way that there are special tables from which objects can be picked up, special urns exist in which objects have been placed. To acquire an object from a special urn, right-click on the image of the urn and any object within appears on the mouse cursor.



PLACE AN OBJECT IN A CHARACTER'S HAND

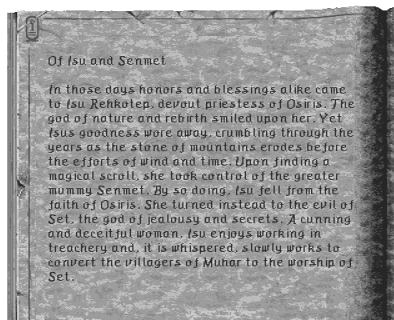
After picking up an object on the Adventure Screen, double right-click over the character's hand in which you wish to place it. If an object is already in the hand you've chosen, the new object is swapped with it and the object previously in-hand can then be dropped by moving it onto the adventure window and right-clicking with the mouse. Any object in a character's hand can be dropped or swapped in this way. Simply start by double right-clicking over the in-hand object.

PRAY FOR SPELLS

With this option clerics select the spells for which they wish to pray. By left-clicking when the mouse cursor is over the Eye of Ra icon, the Main Menu appears in the center of the Adventure Screen. When you left-click on PRAY, a screen of available cleric spells appears. If more than one cleric is in the party, their individual names appear on icons at the top of the screen. You can then choose which cleric is to pray for spells by clicking on the appropriate icon.

By left-clicking the cursor over the – and + signs on the spell screen, the choice of spells is made. Only the number and type of spells available to a character of your cleric's level and experience are allowed; nevertheless, you have much to look forward to as the cleric(s) in your party advance in levels, becoming ever more masterful spellcasters. Clicking on DONE returns to the Adventure Screen. Remember though, a cleric must REST before his or her spells can be cast.

READ BOOKS OR SCROLLS



Left-click on an in-hand book or parchment. Some books, parchments, or wall murals may be written in a language your characters do not understand. In this case characters who possess a *read languages* power or a special *scroll of comprehend languages* must be employed.

REST

This option allows characters to rest, heal, and memorize spells. How long they rest depends on the number and level of spells being memorized (or prayed for). The party cannot rest with creatures nearby, and even if monsters are not in the vicinity, there is always a chance of a random encounter while the party sleeps.

RESURRECTION OF DEAD CHARACTERS

When a character dies, his or her portrait turns to a shade of gray. A cleric in the party may bring the character back to life with a *raise dead* spell. Unfortunately, a *raise dead* spell has no effect on elven characters.

Note: Dead characters can also be replaced by having new NPCs join the party; however, when a dead character is replaced with another character, the dead character is lost forever and cannot be returned to life with a *raise dead* spell.

A character brought back to life by the use of a *raise dead* spell has his or her Constitution reduced by 1. *Raise dead* can be used on any one character to a maximum of five times, and then only if that character's Constitution is greater than zero.

THROW AN ITEM

After selecting an item from inventory or double right-clicking to select an object in a character's hand on the Adventure Screen, move the object onto the adventure window. Right-click again when it is over the center line (horizon) of the screen to throw the object. (To drop an item, right-click *below* the center line of the Adventure Screen. This type of throwing is not the same as throwing a dart or dagger.

THROW A RANGED WEAPON (DAGGER OR THROWING KNIFE)

To throw a ranged weapon, left-click on any in-hand dagger or throwing knife where it appears above the character's portrait. Daggers are automatically replaced with daggers from the character's inventory, and throwing knives are replaced in the same way. They are not available for quick replacement if enclosed in a container.

UNLOCK A DOOR OR GATE

To unlock a door or gate, place the appropriate key over a keyhole on the Adventure Screen and left-click to open the lock. Keys on a key ring need not be removed from the ring; simply place the key ring over the keyhole and left-click.

USE AN OBJECT IN A CHARACTER'S HAND

To use an object in a character's hand, left-click on the object or weapon where it appears above the character's portrait.

Save, Load, Pause, and Quit

SAVE GAME

To save your game, move the mouse cursor over the Eye of Ra icon and left-click to bring up the Main Menu. Left-click over the SAVE option. This displays a list of named, saved games. Click on an available slot, type in a name for the game you are saving, and press Enter to save it. Saving your game from time to time during play is a good idea.

Quick Save can be done in two different ways. First, to the left of the movement arrows on the bottom of the Adventure Screen are four icon buttons. The second button from the top represents a computer disk with information being saved to it. Clicking on this button allows you to save the game without going through the Main Menu. Another method is to press **S** on your keyboard. To restore a game from the quick save position you can either click on the fourth icon button, the one representing information being restored from a disk, or you can press Shift **R** on your keyboard.

Also, double right-clicking over the Eye of Ra quick saves your game and returns you to the DOS prompt.

You should note that the quick save file is a hidden file and never appears in the saved game list, so don't be alarmed when you do not see it displayed.

When the last member of your party dies and the game is over, an option to quick restore from your previous save position is displayed. This saves you the trouble of going through the menus to reestablish your adventure.

LOAD GAME

To restore a previously saved game, move the mouse cursor over the Eye of Ra icon and left-click. From the Main Menu, left-click again over the LOAD option. This displays a list of named, saved games. Click on the game you wish to continue playing.

PAUSE GAME

Pause the game at any time by left-clicking when the mouse cursor is over the Eye of Ra. The Main Menu appears in the center of the Adventure Screen and the game is paused.

The game is also paused when the Inventory Screen is displayed. This is done by left-clicking the mouse cursor over any character portrait. Right-clicking on the Inventory Screen returns you to the Adventure Screen and the game.

You may also pause the game by pressing **P** on your keyboard. To resume, press **P** again.

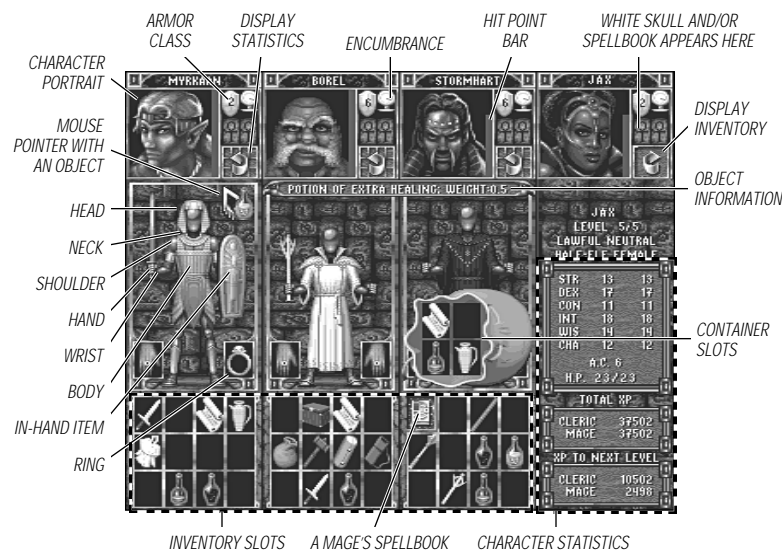
QUIT GAME

To quit the game, left-click when the mouse cursor is over the Eye of Ra. The Main Menu appears in the center of the Adventure Screen. Left-click over the QUIT option to end your game.

It is also possible to quit the game at almost any time by pressing Alt-**Q** on your keyboard.

PLAYING IN-DEPTH

Inventory Screen



To display the Inventory Screen, move the cursor over one of the character portraits at the bottom of the Adventure Screen and left-click.

The Inventory Screen is divided into four sections, one for each of the four possible characters. It contains slots for storing various pieces of equipment in inventory. Names and character portraits appear at the top of each section.

CHARACTER RANKING IN PARTY

Characters whose portraits appear on the left and right sides of the screen are considered to be in the rear rank of the party. Characters whose portraits appear near the center of the screen are considered to be in the front rank. This front and rear ranking applies only to interior locations. When the characters are outside they are considered to have formed a less-ordered group and all react as if they have positions in the front rank.

In interior locations, characters in the rear rank can attack only with long or ranged weapons (spear, sling, bow, etc.).

To change the positions of your characters, left-click over the character's portrait at the top of the screen. The character's slot becomes outlined in white. Click on a blank slot to move the character to that slot; clicking on another character's portrait causes the two to switch positions.

HIT POINT BAR

Hit points for each character are represented by a yellow bar at the right of the character's portrait. As a character takes damage, the bar descends to the bottom of the portrait square. When hit points are dangerously low, the bar turns red.

ARMOR CLASS SYMBOL

The golden shield to the right of the character portrait represents his or her Armor Class (AC). The number displayed on the shield is the current AC.

SCALE SYMBOL/ENCUMBRANCE

To the right of the Armor Class symbol is the scale symbol. Left-click on this icon and a window appears displaying how much weight the character is carrying, how much he or she is capable of carrying, and an encumbrance rating from the encumbrance table found on page 91. The inside of the scale changes color as encumbrance increases and shows red when a character becomes severely encumbered.

A moderately encumbered character receives a -1 penalty to attack; a heavily encumbered character receives a -2 penalty on the attack and a +1 penalty to Armor Class; a severely encumbered character receives a -4 attack penalty and a +3 Armor Class penalty.

Among the NPCs which can join your party are a wemic adventurer and a desert troll. Both of these characters are capable of carrying twice the weight in equipment and supplies as other characters.

WHITE SKULL SYMBOL

Left-click on this icon to display a list of afflictions currently affecting a character. Poison, paralysis, and rotting disease are but a few of the unwelcome examples. **Note:** this icon does not appear unless a character is afflicted in one form or another.

WHITE SPELLBOOK

Left-click on a white spellbook and a list of magic spells currently influencing a character is displayed. As with the white skull symbol, this icon does not appear until active magic begins to affect the character.

STATISTICS DISPLAY

Next to the character's portrait on the Inventory Screen is a small green box with a curved arrow inside. Left-clicking on this icon displays the character's statistical information. Information displayed includes the character's class and alignment, as well as total experience points gained and the number of experience points necessary to reach the next level. Right-clicking on the green box icon displays statistical information for all of the characters in the party at once.

When a character's statistics are displayed, the green box appears with a curved arrow inside. Left-clicking on the changed icon returns to the character's inventory information. A right-click on the changed icon returns to the inventory information for every character in the party.

CHARACTER MANNEQUINS

Below the character portraits on the Inventory Screen stand character mannequins. These represent the characters' bodies, where clothing, armor, various weapons, and items such as key rings and helmets can be placed. Items may be placed on the following areas.

- ◆ Head: helmets
- ◆ Neck: amulets and medallions
- ◆ Hands: weapons, shields, sacks, key rings, potions, or any similar objects
- ◆ Wrists: bracers and gloves
- ◆ Shoulder: a quiver to hold arrows
- ◆ Body: armor, cloaks, robes

Though male, female, short, and tall figurines are displayed, any clothing found fits any character. Two exceptions to this rule exist: the wemic wears only wemic armor and the desert troll wears only desert troll armor.

Note: The desert troll NPC cannot wield any weapons or carry any objects in his hands. The only item of use to the desert troll is his special armor.

RINGS

To the right and left of each character mannequin is a representation of the character's hands. Rings can be placed on these representations by left-clicking when a ring is over the hand icon. Each character may wear two rings at any one time.

INVENTORY SLOTS

Twelve inventory slots exist beneath each character mannequin. An exception to this is the desert troll, who has only eight inventory slots. While the troll has fewer inventory slots, he has twice the weight carrying capacity of a fighter. Objects you wish your characters to carry with them on the adventure may be placed in each character's inventory slots. To do this, use the object manipulation techniques described in the "Pick Up and Drop Objects/Add Items to Inventory" section on page 17.

TO OPEN A CONTAINER

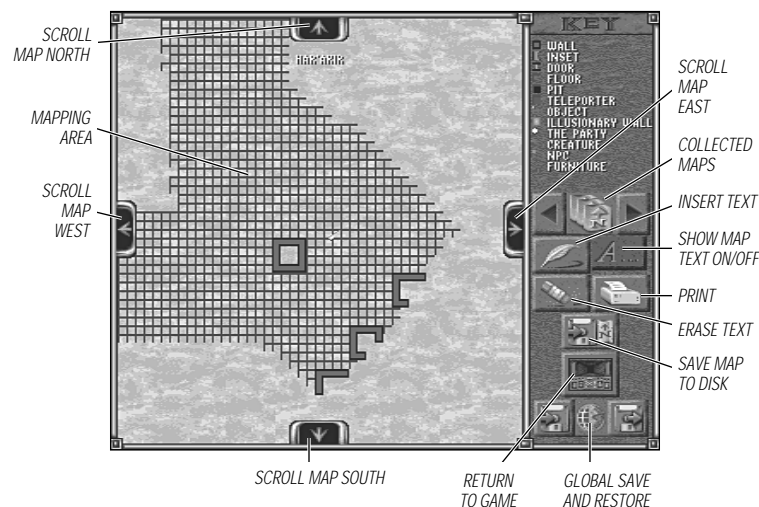
To open a container, such as a sack or a chest, place the object in the *left* hand of a character mannequin. When this is done, the container opens up and displays its contents. Objects within the container may now be put into inventory, swapped with items already in inventory, or the character may simply place the entire container in inventory. To close the container, left-click on the character's left hand.

OBJECT INFORMATION

When an object is selected, it is superimposed over the mouse pointer. When selected on the Inventory Screen, a message bar appears in the center of the screen below the character portraits and gives a short description of the object.

To return to the Adventure Screen, right-click with the mouse anywhere on the Inventory Screen, except over the statistics icon.

Automapping



As your party explores the many lairs and labyrinths of Har'akir, the last thing you want to do is map each step of the way with pencil and paper. We've made it easy by including a versatile automapping feature. The map is displayed from the Adventure Screen. To the left of the movement arrows at the bottom of the screen are four icon buttons, the third of which represents a parchment map. Left-click on this button to display the automap. You may also choose the automap feature from the Main Menu. To do this, move the cursor over the Eye of Ra icon and left-click, bringing up the Main Menu. Choose AUTOMAP from this menu by placing the cursor over the option and left-clicking.

LINE OF SIGHT

The area map is based on your characters' line-of-sight, so the only parts of a dungeon which have been explored are shown. Everything on the map reflects the current status of the items shown. Doors are displayed open or closed. This makes automapping a very useful tool. Walls, insets, doors, floors, trap doors, rugs, pressure plates, illusionary walls, your party, trees, creatures, NPCs, and furniture are all displayed on the map. Note, however, that items and creatures of which your characters are not yet aware remain hidden.

MAP SCROLLING

At the top, bottom, and sides of the automapping window are small arrows, icons which can be used to scroll to the north, south, east, and west of the map. This becomes useful when the map grows larger than can be displayed all at once.

MAP ICON BUTTONS

Various icon buttons are displayed below the legend to the right of the screen. Representing the abilities to scroll through several maps, display text, save to disk, return to the game, and use global save and restore, these buttons add a number of versatile features to the mapping process.

COLLECTED MAPS

The first icon below the legend appears as a number of parchments between a right and a left button. By clicking on the buttons to either side, you may scroll through the maps available from levels already explored.

INSERT TEXT

The second icon is a quill. Left-clicking on the quill allows you to type notes anywhere on the map window. Simply move the cursor to the desired position and left-click to begin your text line. Hitting the Enter key allows you to continue your text on the next line. Up to four lines of text are available for each entry. Press the Esc key to return the cursor to the screen, and left-click on the quill to exit this mode.

SHOW OR HIDE TEXT

The third icon appears as the letter A. Clicking on this button hides or displays the text which you have entered on the map. In this way any text can be temporarily hidden to allow better viewing of the map. The text can be restored by clicking A once again. Note that when the text button is off, the text is not printed when the print option is used.

ERASE TEXT

The fourth icon is a pencil eraser. Left-click on the eraser icon once and you may move the cursor over any line of text on the map. Another left-click erases the line you have chosen. Click on the eraser once more to exit this mode.

PRINT

The fifth icon is a computer printer, and clicking on this button sends the automap to print. This unique feature allows you to print the layout of the map your characters are currently exploring.

Note: Text is not printed as it appears on your computer screen. Text is printed below the map, but remains useful because of a footnoting technique wherein letters overlaid at various locations on the map are associated with text notes. A little practice quickly allows you to make the most accurate use of this feature.

Special Note: Please be certain your printer is On and set up to print out a map. In order for the print function to work, the printer must be set to print the IBM character set. Refer to your printer instructions for information on how to set up your printer, and if you are using a laser printer, be aware you may have to change the printer font to the IBM character set.

MAP SAVE

The sixth icon is a save button. It represents information being saved to a computer disk. By selecting this option you save the currently viewed map into a file in the "Automaps" subdirectory.

EXIT

The seventh icon is an exit button. It looks like a miniature version of the Adventure Screen. Left-click on this button to return to the Adventure Screen.

GLOBAL SAVE AND RESTORE

The eighth icon shows two disks, one on either side of a global map. The disk to the left is "global save" and the disk to the right is "global restore." Using this feature saves all of the maps, text, and information you have acquired, even if the last member of your party dies. Ordinarily, mapping information is lost when the last party member falls; however, if global save has been used, your party's hard won information can be made available to the next set of characters who venture into Har'Akir. Global save records all of the areas explored by the party at the time of the save. Global restore brings back the maps and information available at the time of the last global save. Map areas explored only in a previous game are shaded down. In this way you can see which areas are newly explored and which have been restored from a previous adventure.

Adventuring Strategy

ATTACKING OPPONENTS

Characters most often engage in “melee combat,” which is face-to-face battle with weapons such as swords and maces. Other options include casting spells and ranged combat using bows or slings.

COMBAT MECHANICS

Understanding the technical side of combat allows you to choose the most effective strategy for your party in battle. Each character’s ability in combat is defined by his Armor Class, THACØ, and damage.

Armor Class

Armor Class (AC) is how difficult an opponent is to hit with a weapon. The lower the Armor Class, the harder it is to hit the target. Armor Class is based on the armor worn and a bonus for the character’s Dexterity. Some magic items help improve (or lower) Armor Class rating.

THACØ

THACØ is your 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 hits, the number generated is from 1 to 20. The base roll is modified by the character’s ability scores and by the use of 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: (THACØ 15) - (AC 3) = 12 or higher. But to hit a monster with an AC of -2 he would need to roll: (THACØ 15) - (AC -2) = 17 or higher.

Damage

Damage is the hit point loss an attacker inflicts on his opponent. This damage is based on the attacker’s Strength and the weapon being used. What damage each weapon can do is summarized in the “Weapons Table” on page 90. Sometimes monsters take partial or no damage from certain weapons; stone golems, for example, can be damaged only by +3 or greater magical weapons.

COMBAT STRATEGIES

Thrown Weapons

Characters who use thrown weapons should carry them in-hand. Be sure to recover your character’s ranged weapons after each battle. It is best to collect all the ranged weapons your character finds, for they are used up quickly in battle.

Preparation

Prepare your characters for battle before opening any door, climbing or descending stairs, or pushing any button that might open a door or secret wall. Monsters often crouch behind closed doors or secret walls, waiting and hungry for combat!

Moving and Fighting

Remember, your characters can move and fight at the same time, even backward to dodge a melee attack and sideways to dodge a ranged attack. Another strategy is to retreat behind a door and close it, blocking the attack of a particularly nasty beast. Be careful though, some monsters can open doors to follow.

HINTS

Here are a few hints to help your characters along the way.

Carry Items

You never know when your characters might need something they’ve found! To carry an item along for the adventure, pick it up and move it into an inventory slot. If there is no more room in your character’s inventory, find a safe and easily accessible location to store items that can’t be carried.

Keep Track of Buttons and Levers to Solve Puzzles

Some puzzles are activated in one part of the dungeon, yet affect other parts farther off. If your characters cannot get through an area, go back and change a few buttons or levers, one at a time, then see if the change makes a difference.

Using the automap feature may help you figure out how certain puzzles work.

Look for Hidden Buttons on the Walls

Always check walls for hidden buttons and bricks. Moving your party sideways while facing a wall often makes such things easier to spot.

Keep Your Eye on the Compass

Watch the compass as your characters explore Har'Akir. There are a number of traps that can change the party's facing. Magic portals and teleporters may reveal themselves in this way. Slider traps move the party in a quick "slide" from one position to another.

When to Save the Game

Save the game any time you believe something might happen to hurt your characters. Use the quick save option by pressing **S** on your keyboard. Save the game at the beginning of each new level. If a puzzle is difficult to solve, save the game and try different solutions. If monsters are attacking thick and fast, save the game and try new strategies. When things are really tough, save before opening doors.

Go On

When all else fails, go on with the game. Your characters need not open every door, fight every monster, and obtain every item to win. Remember any areas your party bypasses. If they are stumped in a later area, or need an item to go on, go back and try the puzzle again.

Game Options

To the left of the movement arrows on the Adventure Screen are four icons. The top button is the game options button. By left-clicking on this button you display the game options screen. This screen can also be displayed by left-clicking on the **OPTIONS** choice from the Main Menu.

The game options screen displays the following options.

DOUBLE-CLICK SPEED

Click on this bar and move it with the cursor to change the mouse's double-click speed between its minimum and maximum values.

FLOORS

Turn the floors on or off by clicking on the appropriate button. When the floors are replaced by a neutral color, the game may operate more quickly.

CEILINGS

Turn the ceilings on or off by clicking on the appropriate button. When the ceilings are replaced by a neutral color, the game may operate more quickly.

SKY

Turn the sky on or off by clicking on the appropriate button. When the sky is replaced by a neutral color, the game may operate more quickly.

SPRITE DITHERING

Sprite dithering enhances the images of creatures as they come closer to your party. It works to blend the colors of adjacent pixels and keep the images of approaching creatures from becoming too "blocky." Turning this option off may slightly increase the speed at which the game runs.

DISTANCING

Switching between the minimum and maximum values of "distancing" determines whether monsters, trees, and objects are seen from as far away as possible or not until they are much closer.

SOUND

This option allows you to turn the sound on and off. Switching between the minimum and maximum values aids you in finding a balance between the game's sound effects and its music.

Note: The ability to increase and decrease volume with sound effects and music may not work with all sound cards.

MUSIC

This option allows you to turn the music on and off. Switching between the minimum and maximum values aids you in finding a balance between the game's sound effects and its music.

PALETTE INTENSITY

Altering the palette intensity changes the brightness of colors and images in the game. Left-click on the bar and move it with the cursor to change between the minimum and maximum values of palette intensity.

STEP MOVEMENT

Step movement allows you to turn the game's step movement on and off. For more information on what step movement is, refer to the "Step Movement" section on page 9.

SCREEN SIZE

Three buttons representing small, medium, and large appear with this option. They refer to the adventure window on the Adventure Screen. By making the window smaller, you enhance the speed at which the game runs. In addition to the three set sizes from which you may choose, you may also bring in the sides of the gaming window by using the < and > keys on your computer keyboard.

CREATING YOUR PARTY OF CHARACTERS



Generating Characters

Character generation in *STONE PROPHECY* is a unique and entertaining experience. When the character generator appears, it is as if the adventurers have followed a gypsy wagon, lost in the foggy mists of Ravenloft which, this time, have drawn their victims into the desolate land of Har'Akir. Within the wagon, a beautiful Vistani fortune teller awaits. She lays down the cards holding the secret to your characters' destiny.

In this reading, however, you choose the cards, determining each character's sex, race, class, alignment, and attributes.

The first two cards placed on the table bear the legend "Foresee This Character." Each card represents one of the two characters with which the adventure begins. The card in the lower right-hand corner of the display is labeled "Quit." If you do not wish to generate your own characters, choose "Quit" and the display screen returns to a menu screen.

GENDER

Move the cursor over the "Foresee This Character" card of your choice and left-click. The previous cards fade away and two new cards are dealt, one for male and one for female. Choose the gender of your first character by clicking over the appropriate card. Should you wish to move back one step before making a choice, click on the "Foresee New Character" card in the lower right-hand corner. It returns you to the previous set of cards.

RACE

After you select the gender of your character, the card chosen moves to the lower left of the screen, while six new cards are dealt across the table. These represent the six races available to your character: human, half-elf, halfling, gnome, dwarf, and elf. Left-click over the appropriate card for the race of your choice. Should you wish to move back one step before making a choice, left-click on the "Review Sex" card in the lower right hand corner. It returns you to the previous set of cards.

CLASS

After the race of your character is chosen, that card joins the gender card already in the lower left corner of the screen. Six new cards are displayed: fighter, paladin, ranger, cleric, mage, and thief. In this case, though, only the classes to which your race of character may belong are shown. Classes not available to a dwarf, for instance, are shown as cards turned face down on the table. All classes are available to human characters, while the other races have one or more limitations. To move back one step before making a choice, left-click on the "Review Race" card in the lower right corner.

Some races can belong to multiple classes. When this option is available for the character you are creating, the class card you have chosen is turned face down on the table while the other choices still available remain face up. Pick another class if you wish. For some races up to three different classes are available for the same character. To move back one step before making a choice, left-click on the "Restart Class" card in the lower right corner. When you are finished selecting multiple classes, left-click on the "Done" card which appears next to the "Restart Class" card. To learn more about how races and multiple class choices affect your character, review the "Character Basics" section starting on page 37.

ALIGNMENT

After selecting your character's class, six more cards are dealt. These are alignment cards: lawful good, neutral good, lawful neutral, true neutral, chaotic good, and chaotic neutral. Again, some cards may be turned face down on the table, choices not available to a character of the race and class(es) you have already chosen. If you make your character a paladin, for instance, the only alignment available is lawful good. For a paladin it is impossible to be anything else! To move back one step before making a choice, left-click on the "Review Class" card in the lower right corner.

CHARACTER PORTRAIT

When the character's class has been decided, that card joins your other selections of sex, race, class, and alignment at the bottom of the screen. The next cards dealt are character portraits, six faces from which you may choose. As you move the mouse cursor over the character faces, they change from black-and-white to color portraits. Click on the "More" card at the bottom of the screen to review additional portraits. Left-click over a portrait to choose it for your character. To move back one step before making a choice, left-click on the "Review Alignment" card in the lower right corner.

ATTRIBUTES

After your character's portrait card has joined the other choices at the bottom of the screen, three attribute cards are dealt. The card in the center displays basic information about your character, from his or her age, armor class, level, and hit points to the six attributes of Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Left-click on the "Reroll" card and a new set of numbers for your character are randomly generated. Left-click on the "Edit" card, and you may decide what numbers appear for each of the six attributes and your character's hit points.

Choose the "Edit" card, and the cards to the left and right of the attributes card become, respectively, a – card and a + card. By left-clicking over a number on the attribute card, that choice is highlighted and may now be modified. Change the highlighted number to a lower or higher value by left-clicking over the – card or the + card. Right-clicking sets the attribute number to its minimum or maximum value. The – and + on your computer's numeric keypad may also be used. Only the six attributes and your character's hit points are changeable, and then only to their minimum or maximum allowable values. To learn more about attributes, see the "Character Basics" section on page 37.

When satisfied with your character's attributes, left-click over the "Done" card in the lower right of the screen. This returns one step to where the attribute card was flanked by a "Reroll" card and an "Edit" card.

To accept the attributes displayed, left-click in the center of the attributes card or press Enter on your computer keyboard.

The last two cards displayed are "Keep" or "Delete" this character. If you choose to keep the character generated, you are prompted to enter the character's name on a card in the center of the screen. Press Enter to accept the name. The screen saves the character and moves on to the generation of a second character. Deleting the character starts the entire process over again.

Warning: You must generate two characters to enter the game. After you have generated your first character, the screen displayed shows the portrait and name of your character beside another "Foresee This Character" card. Should you not choose this card, but instead click on the "Quit" card in the lower right corner, your character's information will be lost when you leave the character generator. To return one step from this screen, left-click over the character's portrait.

After a character is generated, clicking over the character's portrait displays that character's attributes and takes you back one step to the "Keep" and "Delete" cards.

After both of your beginning characters have been generated, a "Watch the Future" card is displayed in the lower right corner of the screen. Select this card to begin the game and set your characters off on a grand adventure through the perils of Har'Akir.

Importing Characters from RAVENLOFT: STRAHD'S POSSESSION

To play RAVENLOFT: STONE PROPHET with a saved party from the original RAVENLOFT: STRAHD'S POSSESSION, choose IMPORT CHARACTERS from the main menu which appears after the game's cinematic introduction.

The first line displayed after choosing IMPORT CHARACTERS is a current directory listing. Next, all available drives are listed, followed by the directories and files in the current selection.

Left-clicking on a drive letter takes you to that drive. Left-clicking on a directory listing takes you into that directory.

By choosing the appropriate line and left-clicking, you can move to the appropriate drive and/or directory where your RAVENLOFT: STRAHD'S POSSESSION saved games are located. You can use the scroll arrows at the bottom of the screen to move up and down through the directory listings.

Left-clicking on a directory or sub-directory takes you into that directory or sub-directory. To move back a step, left-click on the drive letter followed by two dots (for example, **D>..**) which is located on the line above the directory listings. This moves you back one step to the previous directory or sub-directory.

At any point, a right-click takes you back to the main menu.

After locating the saved game of your choice, left-click on the "SAVE.DAT" file to bring up an Inventory Screen showing the characters which can be imported from the chosen saved game. Please note that you cannot import dead characters, nor can you import Non-Player Characters from a saved game. Only characters created using the Character Generator from *RAVENLOFT: STRAHD'S POSSESSION* can be imported into *RAVENLOFT: STONE PROPHET*.

Warning: *It is not possible to successfully import a "SAVE.DAT" file from a game other than RAVENLOFT: STRAHD'S POSSESSION. Attempting to do so may cause problems in RAVENLOFT: STONE PROPHET.*

With the characters from the saved game displayed on the Inventory Screen, left-click to accept the imported characters, or right-click to begin the process of choosing another saved game.

The party you import comes complete with any items in the party's inventory. Exceptions to this are "game specific items" such as keys, special scrolls, books, or special holy symbols. In addition, containers such as chests and sacks cannot be imported, as well as any objects stored within such containers.

Because imported characters are likely to start at higher experience levels than characters generated for *STONE PROPHET*, the difficulty of game play is adjusted when characters begin the adventure at an experience level greater than 6. Creatures become more difficult to destroy and receive bonuses to hit.

Character Basics

For each character, there are four basic factors which make up the foundation of his or her identity: Race, Class, Alignment, and Attributes.

RACES

Six races inhabit the world of *STONE PROPHET*; while humans prove the most numerous and adaptable, only you can decide if they are the best travelling companions.

- ♦ Dwarf
- ♦ Elf
- ♦ Gnome
- ♦ Half-Elf
- ♦ Halfling
- ♦ Human

While all races can become experts in fighting, some are more adaptable than others, and a few can wield powerful magic. Only humans may join those elite warriors battling in the name of truth, the paladins. Each race possesses certain abilities which show up as modifiers to their ability scores.

♦ Dwarves

Dwarves combine the qualities of the ferocious and the artistic. They are as at home crafting a circlet of jewels as they are wielding an axe in battle. Firm muscle accounts for much of their average 150 pound weight, although at a mere four to four-and-a-half feet in height, dwarves appear stocky at best. They are tenacious and demonstrate fanatical courage through most of their four centuries and more of life. Their weapons and other dwarven-crafted wares command high prices in the marketplace.

Part of the dwarven mystique is their innate resistance to spells and to many poisons. Dwarves are, by nature, non-magical creatures.

Ability Score Modifiers:

Dexterity -1, Constitution +1, Charisma -2

Allowable Classes:

Cleric, Fighter, Thief, Fighter/Cleric, Fighter/Thief

◆ Elves

Elves spend much of their time in the carefree company of nature, as far from cities and towns as possible. Because of this they are often thought to be haughty and cold, especially when forced into the company of others. At their best with a bow or a song, elves may spend more years in playful wandering than most other creatures live; their life span can exceed 1,200 years. They are distinguished by their fine features and pointed ears, and when standing beside the average man they appear a bit short. Taught archery from an early age, elves receive a +1 bonus with any type of bow, and with both short and long swords. Mages find elves resistant to any type of *sleep* or *charm* spells. Unfortunately, *raise dead* spells do not affect elves either.

Ability Score Modifiers:

Dexterity +1, Constitution -1

Allowable Classes:

Cleric, Fighter, Mage, Ranger, Thief, Fighter/Mage, Fighter/Thief, Mage/Thief, Fighter/Mage/Thief

◆ Gnomes

Gnomes may be the world's first practical jokers and have a proven reputation as enthusiastic pranksters. Carefree and lively, it is often as difficult to believe they are kin to dwarves as it is to get any gnome to admit the relation. They live to be around 600 years old, an age reached in part because of their resistance to magic.

Ability Score Modifiers: Intelligence +1, Wisdom -1

Allowable Classes:

Cleric, Fighter, Thief, Cleric/Thief, Fighter/Cleric, Fighter/Thief

◆ Half-Elves

Half-elves prove to be skillful in a wide range of activities, their mix of elven and human blood providing them with many advantages over other races. Their talents, however, are not so appreciated as to make them welcome company in either human or elven society. While they are seen travelling and mingling in both groups, they are often too tall and heavy to be accepted among the elves, while their slender, elven features often make them outcasts among men.

On the average, half-elves live for some 250 years and inherit an inborn resistance to *sleep* and *charm* spells, though this protection proves weaker than in true 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

◆ Halflings

Halflings avoid strenuous adventures as a rule. Their backsides are used to the comfort of padded chairs and their feet enjoy resting atop mounds of well-feathered pillows. This is not to say they are lazy, for as a race halflings prove to be sturdy and industrious, always making certain their larders stay full to bursting and their burrows remain warm, well-furnished homes.

A bit shorter than dwarves, halflings can usually be spotted by their curly hair and round, broad facial features. They are plump, quiet, and well-liked by the other races, especially the gnomes. When adventuring, halflings show their mettle by their innate resistance to magic and the +1 bonus they receive for their skill with slings.

Ability Score Modifiers:

Dexterity +1, Strength -1 (for non-fighters)

Allowable Classes:

Cleric, Fighter, Thief, Fighter/Thief

♦ Humans

Humans often risk their short, 70-year life span in quests for immediate, personal gain. Yet it proves difficult to say any one thing about them. Though often impatient and short-sighted, humans live in the most diverse societies and frequently strive to meet high ideals.

Ability Score Modifiers: None

Allowable Classes: Cleric, Fighter, Mage, Paladin, Ranger, and Thief.

CLASSES

While the race of each character is important, another quality critical to success is their class, or occupation. Some races boast talented members who are able to handle more than one occupation at one time. These characters are referred to as “multi-classed” characters.

Some characters learn magic while others become experts in battle tactics. Some are masters of the arcane art of spellcasting, while others are malcontents able to pick almost any lock. Each belongs to his or her own defined occupation, or class. While the members of some races may belong to more than a single class, the six basic choices are:

- ♦ Cleric
- ♦ Fighter
- ♦ Mage
- ♦ Paladin
- ♦ Ranger
- ♦ Thief

Select the classes of your characters with care. A good sword arm and knowledge of tactics are the hallmark of warriors such as the fighters, rangers, and paladins, but skill in battle alone is often not enough. To survive the many dangers of Har'Akir, the art of picking locks and avoiding hidden traps can be useful too. These are the skills of a thief. Magic-users such as mages and clerics possess the knowledge of powerful spells, and clerics are able to cure wounds.

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

♦ Clerics

Clerics, also called priests, may be the most favored class of the gods, for they receive their power directly from them and cast spells through their holy symbols. No cleric battles his adversaries with faith alone, however. They prefer to back up their magic with the authority of a mace or flail. Limited to using blunt weapons, clerics are not opposed to wearing a good suit of armor on their journeys.

No tomes of spells and rituals dangle from a cleric's belt or hide in the dark and musty reaches of his pack, for clerical magic is of divine origin. While mages pore endlessly over the spells they must memorize, clerics PRAY in order to become receptive to divine magic.

Clerics with a Wisdom score 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: Flail, Mace, Sling, Staff, Warhammer

♦ Fighters

Fighters often tread in harm's way, relying on a strong sword arm and their brave, sometimes foolhardy natures to win the day. Trained in the use and maintenance of all types of weapons and armor, fighters can utilize any available piece of hardware without restriction, including magical items such as rings and gauntlets.

Like practicing athletes, fighters improve their skills and speed as they move up in levels. An extra sword thrust, delivered with blinding speed, may prove the difference between the living and the dead, and high-level fighters such as paladins and rangers are able to attack more often with such melee weapons.

Prime Requisite: Strength

Races Allowed: All

Weapons Allowed: All

♦ Mages

Mages control powerful spells by memorizing their arcane words and ancient symbols. Knowledge of this art is their treasure and the secret to their mysterious power.

Because their ability to spellcast depends upon freedom of movement, mages cannot wear armor and tend to make poor fighters. Instead of weapons (and they can use but a very few), mages rely on their intellects and their ability to memorize spells to see them through.

Still, a high-level mage is a potent entity. When armed with a hoard of musty spellbooks and scrolls gathered after many trials and much experience, a mage can become truly powerful.

Prime Requisite: Intelligence

Races Allowed: Human, Elf, Half-Elf

Weapons Allowed: Dagger, Staff

♦ Paladins

Paladins radiate an aura of protection, a shield of sorts which causes their attackers to suffer a penalty even before these elite warriors have unsheathed their swords. In this and other magical abilities, paladins prove themselves as more than mere fighters.

Walking the most difficult path of any class, the paladin abides by the rules of the law and leads others by the example of his chaste and pious ways. In addition to skill with all types of arms and armor, paladins possess extra resistance to magical attacks and poisons. No disease can lay them low. Once per day, they can heal with their *lay on hands* ability, a skill similar to the cleric's *cure light wounds* spell. This restores two hit points per level of advancement.

Once they reach the ninth level, paladins can cast *bleed*, *cure light wounds*, *detect magic*, and *slow poison*; keep in mind, however, that paladins must also PRAY and REST before casting spells.

Prime Requisites: Strength, Charisma

Races Allowed: Human

Weapons Allowed: All

♦ Rangers

Rangers follow the tracks of their quarry across hard lands, or beneath the dim light of a forest canopy, yet never lose the trail. They are trained trackers, hunters, and woodsmen, succeeding by their wits as much as by their skills with the bow and sword. At one with any type of weapon or armor, rangers usually avoid heavy armor as too restricting. It prevents them from using their special ability to wield a weapon in both hands without penalty. For this reason they are seen more often in studded leather or other, lighter armors. Rangers, like other high-level fighters, can attack more often with melee weapons.

Prime Requisites: Strength, Dexterity, Wisdom

Races Allowed: Human, Elf, Half-Elf

Weapons Allowed: All

♦ Thieves

Thieves accept no single rule or philosophy by which to run their lives. While some, with sleight of hand, may steal change from a beggar's cup, others may share their ill-gotten prizes with the less fortunate. Still others see themselves as basically good businessmen, with perhaps a slight character flaw.

In a castle, town, or dungeon, an experienced thief of many levels is proficient at picking locks and avoiding whatever traps have been laid to catch the unwary. To move freely and quietly, thieves prefer to wear leather armor, though they are not averse to travelling well-armed.

Prime Requisites: Dexterity

Races Allowed: All

Weapons Allowed: All

SINGLE-CLASS VS. MULTI-CLASS

Single-class characters have more hit points than multi-class characters with the same amount of experience. They do more damage to their opponents in battle. Single-class clerics and mages gain higher level spells sooner than their multi-class counterparts.

Non-human characters may choose to belong to one or more classes, and in so doing reap a few rewards for their trouble. A fighter/mage can both melee effectively and cast spells, though his single-class counterparts prove better at their individual specialties. While this may sound at first like a weak choice, ask yourself what your brave fighter will do when he or she encounters a locked gate for which there is no key.

Because their experience points are distributed evenly between their classes, multi-class characters move up through the levels very slowly.

RACIAL ADVANTAGES

If you've been wondering which race/class combinations are best, here are a few examples:

Single-Class

Dwarven Fighter: This character has less to worry about than most when battling poisonous creatures. With a possible Constitution of 19, the dwarven fighter may also benefit from increased hit points. Reading dwarven writing is their specialty.

Paladin: With a gentle touch, your paladin may heal a wound which otherwise could signal the end for an afflicted character. Yet *laying on hands* is but one benefit of choosing this elite warrior to do battle in the land of Har'Akir. Capable of fighting as well as any fighter, when paladins reach the ninth level, they are able to master a few cleric spells as well.

Elven Mage: Moving swiftly, your elven mage steps between the paths of two hurtling arrows, demonstrating inhuman grace and dexterity. Benefiting from a high Armor Class (due to Dexterity) and the ability to gain levels swiftly as a single-class character, the elven mage boasts a maximum Constitution of 17 and a maximum Dexterity of 19. They also read elven writing.

Human or Half-Elven Cleric: Proud of their often formidable intellects, these single-class characters gain levels swiftly. They may be blessed with a maximum Wisdom of 18, and in so doing acquire the maximum number of bonus spells. A good human or half-elven cleric can attain the maximum levels permitted in the game.

Multi-Class

Half-Elven Fighter/Mage/Cleric: If this character can survive long enough, his various talents show promise in overcoming any obstacle Har'Akir might offer. With the exception of lock picks, a specialty of thieves, your half-elven fighter/mage/cleric can employ every item in the game. But while drawing a sword, casting a *magic missile* spell, and healing a spitting snake bite are all possibilities, he or she can do none as well as a single-class character with the same amount of experience.

Elven Fighter/Mage/Thief: Here is a jack-of-all-trades who can pick locks as well. But like the half-elven fighter/mage/cleric listed previously, this character also rises slowly through the levels and suffers from a scarcity of hit points for most of the game.

ALIGNMENTS

There are six possible alignments, or philosophies of life, although a character's chosen class may limit your selections. Paladins, for instance, can only be lawful good. The choices are:

- ♦ Lawful Good
- ♦ Lawful Neutral
- ♦ Neutral Good
- ♦ True Neutral
- ♦ Chaotic Good
- ♦ Chaotic Neutral

Two parts make up a character's alignment, and both are equally important: world view and personal ethics.

Lawful characters obey the laws of society and strive for those things which will bring the greatest benefit to the most people and cause the least harm. Whereas *lawful good* characters strive to do everything according to the law and believe the law is always right, *lawful neutral* characters believe in the institution of society and will obey orders even if they disagree with them.

Neutral characters believe in balancing the laws of society and their personal views. A baron who violates the orders of his king in order to destroy something he sees as evil is an example of a *neutral good* character. A *true neutral*, on the other hand, strives to maintain the balance of good and evil, even to the point of fighting on evil's side.

Chaotic characters impulsively follow their beliefs, no matter if they meet with society's views or not. Whereas a *chaotic good* character may show occasional streaks of kindness and benevolence, a *chaotic neutral* character may have no preference towards good or evil deeds, and not care about anything either way.

ABILITY SCORES

Ability scores are a summary of a character's natural faculties and abilities. The higher the score, the better their ability in that area. A character's summary includes the following abilities:

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

The Edit and Keep commands allow you to make changes to these scores and then save them.

Each ability score is at a value between 3 and 18. Modifications to the base score caused by the character's race are automatically factored in by the computer. The highest any score can be is 19, unless boosted upward through magic.

Strength

Strength provides a measure of effectiveness in battle. As the word implies, physical power, muscle, and stamina are being gauged. Stronger characters are able to swing a sword or mace more often and thereby receive bonuses for the extra damage they do.

Fighters, rangers, and paladins are capable of extraordinary feats of physical prowess and so may possess Strength scores higher than 18. These special scores are displayed as a percent value following the base Strength, such as: 18/23. Exceptional Strength means the character has a superior ability to hit an enemy, increase the damage done with each hit, and carry more without becoming encumbered. Refer to the "Strength Table" on page 89 and the "Encumbrance Table" on page 91 for more information.

Unfortunately, halflings, even halfling fighters, cannot acquire exceptional Strengths.

Dexterity

Dexterity measures a character's speed and agility. Accuracy in firing a bow or in letting loose with a sling are other advantages of a high Dexterity as well as receiving bonuses to one's Armor Class. Adversaries simply find it harder to hit a quick-moving target.

When the Dexterity score reaches 16 and above, fighters can more effectively manage a weapon in each hand.

Constitution

Constitution measures the fitness, health, and physical toughness of your character. A high score in this area boosts the total number of hit points your character receives, and with more hit points, your character becomes all the more difficult to injure or kill.

Note: A character brought back to life by the use of a raise dead spell has his or her Constitution reduced by 1. Raise dead can be used on any one character a maximum of five times, and then only if that character's Constitution is greater than zero.

Intelligence

Intelligence becomes a key factor in a character's ability to memorize and use spells. Mages in particular must be highly intelligent to learn and use their repertoire of magic. In all, this quality measures memory, reasoning, and learning.

Wisdom

Wisdom ensures that the character possessing a high value in this ability is less susceptible to magic. Likewise, a low score in this area (7 or less) leaves a character open to the slightest spell. Wisdom scores of 13 and above offer some protection.

Clerics find that a high Wisdom score (13 or more) enables them to cast extra spells. For more information, see the "Cleric Wisdom Spell Bonus" table on page 88.

Charisma

Charisma measures a character's ability to persuade and command others. A human character with a high charisma may become a paladin.

OTHER CHARACTERISTICS

- ◆ Armor Class (AC)
- ◆ Hit Points (HP)
- ◆ Experience Points (EXP or XP)
- ◆ Level (LVL)

Four other elements: Armor Class, hit points, experience points, and level, define how well a character is doing at any given point. Unlike race or class, these scores change constantly based on a character's actions (either on what he's doing or on what's being done to him).

Armor Class (AC)

Armor Class reflects both a character's Dexterity bonuses and whatever new armor or shield he or she may be wearing. As a score, it measures how difficult your character is to hit and damage. The lower the AC, the harder it is for him or her to be hit. But remember, low AC values are relative. While your character may wear the best, dwarven-tooled armor, that beast waiting around the next corner may boast the same Armor Class because it is both fast and small.

Both magical armor and a high Dexterity score improve a character's Armor Class.

Hit Points (HP)

Hit points act as a scale showing your character's life force. The more hit points a character has, the better, but when your character's hit points reach zero, he or she is dead. At that point you either have to replace the character with another one met by your party on its journey through Har'Akir, or have your party's cleric attempt a *raise dead* spell. Keep in mind that the *raise dead* spell is not effective on elves.

Experience Points (EXP or XP)

An experience point is a measurement of a character's progress. Avoiding the charge of the minotaur and turning to finish off the horrid beast taught your character something, as did honing his or her sword skills against the doom guard two levels back. Finding treasure, completing parts of the adventure, and dispatching foes all lead to increased experience points and, eventually, to an increase in a character's level.

Characters with *prime requisite* scores of 16 or more increase their experience earned by 10%.

All characters begin the game with some experience points, and earn more as they adventure. Multi-class characters, on the other hand, have these points distributed evenly among their classes and gain levels more slowly.

Level

Level measures how much a character has advanced in his or her class, and is raised automatically when a character gains enough experience points. When a character rises in experience level his or her hit points increase, and his or her fighting ability (THACØ) improves as well.

Characters at higher levels show a resistance to the effects of poisons and magical attacks. When at advanced levels mages, clerics, and paladins find themselves able to memorize a greater number of spells.

To find out how many experience points a character needs to achieve a certain level, refer to the "Level Advancement Tables" that begin on page 87.

SPELLS AND POWERS

In *STONE PROPHECY*, your party challenges the dangers of Ravenloft on a journey which takes them into the desolate, desert world of Har'Akir. To survive in this land, no party should be without its own mage or cleric trained in the ancient art of spellcasting. Following are descriptions of spells your magic-wielding characters may use to fend off the dangers of Har'Akir, or to conquer its greatest challenges.

In addition to spells, a number of character "powers" have been implemented. These powers include both class and race abilities. A ribbon appears when powers are present, displayed in the same location as a cleric's holy symbol or a mage's spellbook. The ribbon appears in combination with these icons if the character is a cleric, mage, or a multi-classed cleric or mage. Left-clicking on the ribbon icon brings up a standard spell list. To display a character's abilities, left-click on the ribbon appearing to the left of the 1st-level spell button.

In *STONE PROPHECY*, both spells and character powers appear in different colors for you to identify them. After a spell is cast, it appears in gray until it is again ready for use.

Mage Spells — Pink

Cleric Spells — Yellow-green

Elven Powers — Light blue

Half-Elven Powers — Blue

Jackalwere or Wemic Powers — Purple

Ranger Powers — Green

Paladin Powers — White

Thief Powers — Light green

LEGEND FOR SPELL AND POWER DESCRIPTIONS	Range:	0 = the spellcaster Touch = the character or creature touched Close = adjacent square Medium = up to 2 squares away Long = as far as visible range
	Duration:	Instantaneous = flash or instant effect Short = single combat round Medium = effect lasts for some time Long = effect lasts quite a while Permanent = effect lasts for entire game Special = see spell description

Character Powers

CLASS-RELATED POWERS

◆ **Turn Undead (Clerics and Paladins)**

RANGE: Close

DURATION: Instantaneous

AREA OF EFFECT: Special

One important and potentially life-saving power of clerics and paladins is the ability to *turn undead*. This special power is granted by the character's deity. When encountering undead, a cleric or paladin can attempt to *turn* the creatures (though a paladin *turns* undead as if he were a cleric two levels lower in experience). A successful attempt to *turn undead* affects 2–12 creatures, with the least powerful undead in any group being *turned* first. Affected undead, terrified by the power of the character's deity, flee the vicinity as quickly as possible.

◆ **Detect Presence of Evil, 60' Radius (Paladins)**

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: Special

Activating this ability allows the paladin with your party to use his or her natural ability to detect evil. If a specifically evil creature or opponent lurks in the area, the paladin responds by alerting the party to its presence. While the paladin does not discern a particular distance or direction to the offending presence, a warning of coming trouble is often appreciated.

◆ **Lay on Hands (Paladins)**

RANGE: Touch

DURATION: Instantaneous

AREA OF EFFECT: Character touched

Once per day, a paladin is able to heal two points of damage for every experience level of the paladin. This healing touch can be used by the paladin for his or her own good, or can be employed to heal a wounded party member.

◆ **Cast Cleric Spells (Paladins)**

RANGE: Special

DURATION: Special

AREA OF EFFECT: Instantaneous

Upon reaching his or her ninth level, a paladin is able to cast cleric spells, limited to the spheres of combat, divination, healing, and protection. The appropriate spells appear automatically in the paladin's spell list once the ninth level is achieved.

◆ **Speak with Animals (Rangers)**

RANGE: 0

DURATION: Medium

AREA OF EFFECT: 1 animal near ranger

This power enables the ranger to comprehend and communicate with a variety of animals, assuming they are not mindless. The ranger is able to ask questions and receive answers, although the cooperation of the animal in question is entirely up to the creature itself. If the animal is friendly, there is the possibility that the animal will perform some small task as a favor to the ranger. This power is effective on creatures such as cats, dogs, bears, and the like. It is not effective on monsters and other fantastical beasts.

◆ **Find and Remove Traps (Thieves)**

RANGE: Touch

DURATION: Instantaneous

AREA OF EFFECT: Trapped chest

A chest found by your party may contain treasure, or it may be booby-trapped. It may even be both! To find out, click on the *find and remove traps* power of your thief, then have the thief pick up the chest. While a trap may still do unwelcome damage to your party, a thief at least has a chance of disarming the problem beforehand.

◆ **Backstab (Thieves)**

RANGE: Close

DURATION: Instantaneous

AREA OF EFFECT: Creature attacked

The *backstab* power improves a thief's attack by adding +4 to his or her chances to hit. For thieves from levels 1–4, the damage done is doubled, for thieves of levels 5–8, damage is tripled, and for thieves from levels 9–12 it is quadrupled. To activate this power, click on *backstab* in your thief's ability list before launching his or her next attack.

◆ **Read Languages (Thieves)**

RANGE: 0

DURATION: Instantaneous

AREA OF EFFECT: Special

By the time a thief reaches 4th level, he or she has a fair chance of reading most languages. By clicking on this power and then on whatever runes or cryptic books present themselves, you call your thief's language reading skills into action. They may be up to the challenge, but then again. . . .

◆ *Hide in Shadows (Thieves)*

RANGE: 0

DURATION: Special

AREA OF EFFECT: Special

The temples and dungeons of Har'Akir present many opportunities for a thief to *hide in shadows*. This power works much like an invisibility spell, concealing the thief from the attention of his or her opponents. Unfortunately, once the thief makes an attack the concealment ends. This power is represented on the Adventure Screen by the shading down of the thief's portrait.

RACE-RELATED POWERS

◆ *Detect Secret Door (Elves and Half-Elves)*

RANGE: Medium

DURATION: Instantaneous

AREA OF EFFECT: Special

Concealed doors, such as illusionary walls, are difficult to hide from elves and half-elves. Merely passing close to a concealed door gives an elven or half-elven character a one-in-six chance to notice it. When the *detect secret door* power is used, your elven or half-elven character actively searches for concealed doors. This gives the character a one-in-three chance to detect an illusionary wall within the immediate area.

◆ *Change Form (Jackalwere)*

RANGE: 0

DURATION: Special

AREA OF EFFECT: Caster

By using his power to transform, the jackalwere can inflict 1–4 points of damage with each hand; receives a base AC of 4; and can only be hit by spells, powerful monsters, or +1 magical weapons or better. The effect lasts until *change form* is cast again, and reverts the jackalwere to his original form.

◆ *Jump (Wemic)*

RANGE: N/A

DURATION: Permanent

AREA OF EFFECT: The party

The wemic possesses a natural leaping ability. When this power is used, the wemic may leap from one level to the next, carrying the party with him. It is especially helpful when the only way to proceed forward is through an opening high above the party's present position. By use of the power *jump*, the wemic can aid the party in making its way straight up and through such an opening.

Cleric Spells

FIRST-LEVEL CLERIC SPELLS

◆ *Bless*

RANGE: Medium

DURATION: Medium

AREA OF EFFECT: Whole party

Weary from battle, exhausted by their ordeals, your party faces a squad of minotaurs. How can they go on? Upon uttering this spell the morale of your party is raised, and all members gain a bonus to their attacks. *Bless* spells are not cumulative. First-level clerics and high-level paladins can cast *bless* spells.

◆ *Cause Light Wounds*

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Creature touched

This spell is identical to the first-level *cure light wounds* spell, except that it causes 1–8 points of damage.

◆ *Create Water*

RANGE: Close

DURATION: Permanent

AREA OF EFFECT: The party

When the cleric casts a *create water* spell, he or she provides the entire party with a supply of water equivalent to one day's needs (returning the blue water consumption bar next to each character's portrait to its maximum value). The water is clean and drinkable, just like rainwater. If the party consumes all of its available water while resting, the cleric automatically casts this spell.

◆ *Cure Light Wounds*

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Character touched

By casting this spell upon a wounded character, up to eight hit points of damage can be cured. High-level paladins can cast *cure light wounds* spells, and often need to after tangling with the deadly creatures of Har'Akir.

♦ *Detect Magic*

RANGE: 0 DURATION: Long AREA OF EFFECT: Carried items

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

♦ *Detect Pits*

RANGE: 0 DURATION: Long AREA OF EFFECT: 10' path, 40' long

Upon casting this spell, the caster is able to detect pits in the immediate vicinity of the party. The spell is directional and detects dangers in front of the party. Although the caster may uncover the location of a pit by using this spell, neither the exact nature of the pit, nor how to overcome the danger it presents are revealed.

♦ *Invisibility to Undead*

RANGE: 0 DURATION: Medium AREA OF EFFECT: Caster

A useful spell for those stalked by the rotting terror of the undead while exploring Har'Akir. When cast, *invisibility to undead* causes an undead creature to lose track of and ignore your party. Powerful undead with many hit points may negate the effect of this spell. Note also that a cleric protected by this spell cannot *turn undead* and that the spell ends immediately if the affected character makes an attack.

♦ *Light*

RANGE: Long DURATION: Medium AREA OF EFFECT: Caster

This spell causes a luminous glow to appear around the caster. The light is equal in brightness to torchlight, but multiple castings do not provide a greater light. This is a good spell to use when torches are not available, and is especially useful in underground labyrinths.

♦ *Magical Stone*

RANGE: 0 DURATION: Special AREA OF EFFECT: Special

Temporarily enchanting up to two small stones (no larger than sling bullets), a cleric may hurl these at an opponent for 1–4 points of damage. The stones are considered +1 weapons for determining if a creature can be struck, and the magic of each stone lasts for one half hour or until used. To use this spell, your character must find the stones, hold them in his or her hands, and then cast the spell.

♦ *Protection from Evil*

RANGE: Touch DURATION: Medium AREA OF EFFECT: Character touched

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and all attacks made by evil creatures against the protected character receive a -2 penalty to each attack roll.

SECOND-LEVEL CLERIC SPELLS

♦ *Aid*

RANGE: Touch DURATION: Medium AREA OF EFFECT: Character touched

This spell acts like a *bless* spell and confers 1–8 extra hit points. The temporary hit points are subtracted before the character's own if he or she is injured in combat. The spell's duration increases with the level of the caster.

♦ *Draw Upon Holy Might — DEX*

RANGE: 0 DURATION: Medium AREA OF EFFECT: Caster

Invoking this spell causes the cleric's body to act as a vessel for the energy of his or her god. The caster's Dexterity increases by +1 for every three levels of experience. The effect lasts for the duration of the spell. It cannot increase Dexterity beyond a value of 18.

♦ *Draw Upon Holy Might* — STR

RANGE: 0 DURATION: Medium AREA OF EFFECT: Caster

Similar to *draw upon holy might* — DEX, invoking this spell causes the cleric's body to act as a vessel for the energy of his or her god. Upon invoking this spell, his or her body shudders with newfound energy. As a result, the caster's Strength increases by +1 for every three levels of experience. The effect lasts for the duration of the spell. It cannot increase Strength beyond a value of 18.

♦ *Flame Blade*

RANGE: 0 DURATION: Medium AREA OF EFFECT: Caster

This spell causes a flame-like blade to leap from the caster's hand. The blade attacks like a normal sword and does 7–10 points of damage. The character attacks as he or she would with 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: 1 target

Hold person affects human, demi-human, and humanoid creatures. Creatures that are affected become rigid and unable to move or speak. Spell duration increases with the level of the caster.

♦ *Slow Poison*

RANGE: Touch DURATION: Long AREA OF EFFECT: Character touched

This spell slows the effects of any type of poison for a limited time. When the spell dissipates the victim suffers 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.

♦ *Speak with Animals*

RANGE: 0 DURATION: Medium AREA OF EFFECT: 1 animal near cleric

This spell enables the cleric to comprehend and communicate with a variety of animals, assuming they are not mindless. The cleric is able to ask questions and receive answers, although the cooperation of the animal in question is entirely up to the creature itself. If the animal is friendly, there is the possibility that the animal will perform some small task as a favor to the cleric. This spell is effective on creatures such as cats, dogs, bears, and the like. It is not effective on monsters and other fantastical beasts.

♦ *Spiritual Hammer*

RANGE: Long DURATION: Medium AREA OF EFFECT: Special

The caster of the *spiritual hammer* spell brings into existence a field of force shaped like a hammer, one that seems almost eager to strike any opponent within its range. As long as the spell lasts, the *spiritual hammer* can be directed against any number of opponents, one at a time, in much the same manner that any regular weapon can be used. The *spiritual hammer* strikes as a magical weapon with a +1 for every six experience levels of the caster, up to a maximum of +3. The damage done is that of a normal war hammer, 2–5 hit points.

THIRD-LEVEL CLERIC SPELLS

♦ *Cure Disease*

RANGE: Touch DURATION: Permanent AREA OF EFFECT: Character touched

This spell enables the caster to cure most diseases by placing his hand upon the diseased character. Thereafter, whatever affliction tortures the character rapidly disappears, depending of course upon the type of disease and the state of its advancement when the *cure disease* spell is cast.

♦ *Dispel Magic*

RANGE: Medium DURATION: Special AREA OF EFFECT: Immediate area

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

♦ **Magical Vestment**

RANGE: 0

DURATION: Medium

AREA OF EFFECT: Caster

This spell enchants the caster's clothing, providing him or her armor protection that is at least the equivalent of chain mail (AC 5). The vestment gains a +1 enchantment for each three levels beyond 5th level. The magic lasts for five rounds per level of the caster, or until the caster loses consciousness. If the vestment is worn with other armors, only the best AC (either the armor or the vestment) is used, as this protection is not cumulative with any other AC protection.

♦ **Negative Plane Protection**

RANGE: Touch

DURATION: Long, or until character is hit

AREA OF EFFECT: One character

This spell gives the affected character partial protection from undead attacks that drain levels. Nevertheless, the character still takes any physical damage done by the attack. Undead creatures that attack characters protected by this spell normally take 2–12 points of damage from the spell's positive energy; in the demi-plane of Ravenloft, however, this damage is reduced to 1–6 points.

♦ **Prayer**

RANGE: 0

DURATION: Medium

AREA OF EFFECT: Whole party

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

♦ **Remove Paralysis**

RANGE: 0

DURATION: Permanent

AREA OF EFFECT: 1 character

For those who have mastered this spell, it negates the effects of any type of paralyzation or related magic. The spell counters *hold* or *slow* spells.

♦ **Summon Insects**

RANGE: Long

DURATION: Medium

AREA OF EFFECT: 1 target

The *summon insects* spell attracts a cloud or swarm of insects to attack a foe of the caster. A cloud of flying insects gathers at the point chosen by the caster, within the spell's range, and attacks any single creature to which the caster points. A creature so attacked sustains 2 points of damage if it does nothing but attempt to flee; otherwise it sustains 4 points of damage per round.

FOURTH-LEVEL CLERIC SPELLS

♦ **Cause Serious Wounds**

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Creature touched

The reverse of *cure serious wounds*, this spell inflicts 3–17 points of damage upon the creature touched by the cleric.

♦ **Cure Serious Wounds**

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Character touched

This spell is identical to the first-level *cure light wounds* spell, except that it heals 3–17 hit points of damage. Characters courageous enough to face a grave elemental and survive may well hope their party's cleric knows this spell.

♦ **Fortify**

RANGE: 0

DURATION: Special

AREA OF EFFECT: Caster

Cast this spell and the next *cure wounds* spell the cleric casts is strengthened. When complete, the *cure wounds* spell so fortified always functions to its maximum effect.

♦ **Free Action**

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Character touched

This spell enables the character touched to move and attack normally for the duration of the spell, even if under the influence of a magic or of a paralysis that impedes movement.

◆ **Neutralize Poison**

RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature or character touched

This spell detoxifies any sort of poison or venom, whether it exists in a poisonous creature or in a poisoned party member. It cannot, however, bring a character back to life if he or she has already died.

◆ **Protection from Evil, 10' radius**

RANGE: Touch DURATION: Medium AREA OF EFFECT: 10' radius sphere

The effect of this spell is centered on and moves with the character touched. It is identical to a *protection from evil* spell, except that it encompasses a larger area. Any protected character within the circle breaks this warding if he or she attacks an enchanted or summoned monster.

FIFTH-LEVEL CLERIC SPELLS

◆ **Cause Critical Wounds**

RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched

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

◆ **Cure Critical Wounds**

RANGE: Touch DURATION: Permanent AREA OF EFFECT: Character touched

The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell used by a first-level cleric. It can heal 6–27 hit points of damage.

◆ **Flame Strike**

RANGE: Long DURATION: Instantaneous AREA OF EFFECT: 1 square

The cleric calls out of the sky a column of flame, hopefully annihilating the unlucky target. Creatures affected by the spell suffer 6–48 points of damage.

◆ **Raise Dead**

RANGE: Long DURATION: Permanent AREA OF EFFECT: 1 target

When the cleric casts a *raise dead* spell, he can restore life to a dwarf, gnome, half-elf, halfling, or human. The raised character may remain gravely weakened for a short time after being revived. Unfortunately, this spell cannot affect full-blooded elves. **Note:** A character brought back to life by the use of a *raise dead* spell has his or her Constitution reduced by 1. *raise dead* can be used on any one character a maximum of five times, and then only if that character's Constitution is greater than zero.

◆ **True Seeing**

RANGE: 0 DURATION: Short AREA OF EFFECT: Special

The temples and ruins of Har'Akir can be a maze to those unfamiliar with its many twists, turns, and magical wards. With this spell, a cleric can see things as they really are. Illusionary walls cannot fool your character, and invisible monsters, items, or magical effects become visible.

SIXTH-LEVEL CLERIC SPELLS

◆ **Fire Seeds**

RANGE: Medium DURATION: Special AREA OF EFFECT: Special

The *fire seeds* spell creates special missiles which burn with great heat. Once cast, up to four grenade-like missiles can be hurled up to 40 yards. Each missile that strikes any hard surface creates a burst of flame which inflicts 2–16 points of damage. If resistant to fire-based spells, a creature within the burst area may receive only half damage.

◆ **Harm**

RANGE: Touch DURATION: Permanent AREA OF EFFECT: Creature touched

Terribly effective, this reverse of the *heal* spell brings 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. Is your cleric brave enough to shake hands with an undead mummy such as Senmet, or would so powerful a creature ever allow a cleric to approach that close?

◆ **Heal**

RANGE: Touch DURATION: Permanent AREA OF EFFECT: Character touched

A tremendously potent spell, when cast it completely heals the affected character of all damage, poison, blindness, and paralysis.

Mage Spells

FIRST-LEVEL MAGE SPELLS

♦ *Armor*

RANGE: Touch DURATION: Special AREA OF EFFECT: Character touched

When casting this spell, a mage surrounds himself or another 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.

♦ *Burning Hands*

RANGE: Close DURATION: Instantaneous AREA OF EFFECT: Caster

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 1–3 points of damage plus two points per level of the caster. For example, a 10th-level mage would do 21–23 points of damage.

♦ *Chill Touch*

RANGE: 0 DURATION: Medium AREA OF EFFECT: Caster

When casting this spell, a blue glow encompasses the mage's hand. This energy attracts the life force of any living thing upon which the mage makes a successful melee attack. To reflect this, the creature suffers a -1 to its attack rolls for every other successful touch. This spell can be deadly in Ravenloft, doing from 1–8 points of damage.

♦ *Detect Undead*

RANGE: 0 DURATION: Long AREA OF EFFECT: 60'+10'/level

Is your party being assaulted by creatures of the undead at every turn? This spell displays the dungeon map and attempts to show the location of any undead creature on that map. Unfortunately, undead in Ravenloft possess a limited natural resistance to such detection. When successful, the mage detects the undead through walls and obstacles, giving the party a chance to formulate a plan or run for safety.

♦ *Feather Fall*

RANGE: Long DURATION: Medium AREA OF EFFECT: The party

When this spell is cast, the party immediately assumes the mass of a piece of down. Rate of falling is instantly changed to a mere two feet per second, and no damage is incurred upon landing while the spell is in effect.

♦ *Jump*

RANGE: Touch DURATION: Medium AREA OF EFFECT: The party

When this spell is cast, the party gains the ability to leap from one level to the next. It is especially helpful when the only way to proceed forward is through an opening high above the party's present position. By use of the *jump* spell, the party can leap straight up and through such an opening.

♦ *Light*

RANGE: Long DURATION: Medium AREA OF EFFECT: 20' radius globe

This spell creates a luminous glow, equal to torchlight, within a fixed radius of the spell's center. It needs no target and is a good spell to cast when the party is low on torches.

♦ *Magic Missile*

RANGE: Long DURATION: Instantaneous AREA OF EFFECT: 1 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 2–5 points of damage, and for every two extra levels of the caster the spell does 2–5 more points. For example, a *magic missile* spell cast by a first- or second-level mage does 2–5 points of damage, but one cast by a third- or fourth-level mage does 4–10, and so on.

◆ *Protection from Evil*

RANGE: Touch DURATION: Medium AREA OF EFFECT: Character touched

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and all attacks made by evil creatures against the protected creature receive a -2 penalty to each attack roll.

◆ *Shield*

RANGE: 0 DURATION: Medium AREA OF EFFECT: Special

This spell produces an invisible barrier in front of the mage that completely 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: Touch DURATION: Special AREA OF EFFECT: Caster

When the mage casts this spell, he or she develops a powerful electrical charge that gives a jolt to the creature touched. The spell remains in effect for one round per level of the caster, or until it is discharged when the caster touches another creature. *Shocking grasp* delivers 1–8 points of damage plus 1 point per level of the caster.

◆ *Spook*

RANGE: 0 DURATION: Special AREA OF EFFECT: 1 target

A *spook* spell enables the mage to play upon the natural fears of the unfortunate creature upon whom this spell is cast. The target of a *spook* spell sees whatever it fears most advancing toward it, a phantasm of fear which pursues the creature without hesitation. If affected, the creature flees at its maximum speed as far from the casting mage as possible.

SECOND-LEVEL MAGE SPELLS

◆ *Agannazar's Scorch*

RANGE: 20 yards DURATION: Short AREA OF EFFECT: 2'x60' jet

Upon casting this spell, a jet of flame appears at the caster's fingertips and bursts outward toward a chosen target. If the target remains within range it suffers 3–18 points of damage in the first round and 3–18 again in the second. The casting mage cannot perform other actions during the second round of the spell or discontinue the spell until it has run its course.

◆ *Blur*

RANGE: 0 DURATION: Short AREA OF EFFECT: Caster

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

◆ *Detect Invisibility*

RANGE: 10 yards/level DURATION: Long AREA OF EFFECT: 10' path

When the mage casts a *detect invisibility* spell, he or she is able to see clearly any objects or beings that are invisible. It does not reveal the method of concealment or invisibility, but proves quite useful when the party begins to take damage from an unknown source — an *invisible* opponent close at hand and taking full advantage of its own magical concealment.

◆ *Flaming Sphere*

RANGE: 10 yards DURATION: Short AREA OF EFFECT: 3' radius sphere

A *flaming sphere* spell creates a burning globe of fire within ten yards of the caster. This sphere rolls in whichever direction the mage points, at a rate of 30 feet per round. Creatures coming into contact with the sphere suffer 2–8 points of fire damage. Those within five feet of the sphere's surface suffer 1–4 points of heat damage.

♦ *Ice Knife*

RANGE: Special

DURATION: Instantaneous

AREA OF EFFECT: Special

By casting the *ice knife* spell, a mage fires a dagger of ice at his target. A successful hit causes 2–8 hit points of damage. Should the dagger miss its target, it shatters, releasing a wave of numbing cold. Creatures within the range of this wave may suffer cold damage, moving slowly as if paralyzed. A thrown *ice knife* cannot be picked up and used again. Touching it results in the wave of numbing cold described previously.

♦ *Improved Identify*

RANGE: 0

DURATION: Instantaneous

AREA OF EFFECT: Special

When this spell is cast, all objects in the visible inventory and in the hands of the character who casts the spell are identified, revealing any magical nature they may possess to the caster. Unfortunately, this excludes any objects in inventory which may be placed inside a container.

♦ *Knock*

RANGE: Long

DURATION: Special

AREA OF EFFECT: 10' square/level

When casting a *knock* spell, a mage is able to open stuck, barred, locked, held, or wizard-locked doors. It opens secret doors, as well as locked or trick-opening chests. When opening a magically locked door, the spell does not remove the former spell, but merely suspends it from functioning for a single turn.

♦ *Levitate*

RANGE: Long

DURATION: Medium

AREA OF EFFECT: Whole party

When this spell is cast, the party can move vertically up or down. Horizontal movement is not empowered by this spell. A levitating creature attempting to use a missile weapon finds itself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2 and so on, up to a maximum of -5.

♦ *Melf's Acid Arrow*

RANGE: Long

DURATION: Special

AREA OF EFFECT: 1 target

By means of this spell, the mage creates a magical arrow that speeds to its target as if fired from the bow of a fighter of the same level as the mage. The arrow has no attack or damage bonus, but it inflicts 2–8 points of acid damage.

♦ *Stinking Cloud*

RANGE: Long

DURATION: Medium

AREA OF EFFECT: 20' cube

When a *stinking cloud* is cast, the mage creates a billowing mass of nauseous vapors up to 30 yards away from his position. Any affected creature caught within the cloud is sent reeling and is unable to attack because of nausea. While few may leave the cloud with no ill effect, others may continue to be affected for 2–5 rounds after leaving the cloud.

♦ *Summon Swarm*

RANGE: Long

DURATION: Special

AREA OF EFFECT: 10' cube

The swarm of small animals drawn by the *summon swarm* spell viciously attacks all creatures in the area chosen by the caster. Creatures actively defending against the swarm to the exclusion of other activities suffer 1 point of damage for each round spent in the swarm. Spellcasting within the swarm is impossible, and creatures taking other actions, including leaving the swarm, receive damage equal to 1–4 points +1 point for every three levels of the caster.

♦ *Wizard Lock*

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: 30' square/level

A *wizard lock* spell cast upon a door, chest, or portal magically locks it. While the mage can freely pass through his or her own lock without affecting it, other creatures must try to break in, or use magic several levels above the casting mage's to successfully *dispel* or *knock* their way in.

THIRD-LEVEL MAGE SPELLS

◆ *Dispel Magic*

RANGE: Long DURATION: Instantaneous AREA OF EFFECT: 30' cube

When a mage casts this spell, he or she has a chance to neutralize magic. It removes spells and spell-like effects from characters, creatures, and objects. *Dispel* does not counter *cure* spells, but it dispels *hold person*, *bless*, and similar spells. It cannot permanently affect enchanted items, such as magical rings, wands, or weapons.

◆ *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 1–6 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.

◆ *Flame Arrow*

RANGE: Long DURATION: Short AREA OF EFFECT: Special

With this spell, the mage is able to cast fiery bolts at opponents within range. Each bolt inflicts 1–6 points of damage, plus an additional 4–24 points of fire damage. The number of bolts a mage may throw increases with his experience level.

◆ *Fly*

RANGE: Touch DURATION: Medium AREA OF EFFECT: Whole party

This spell enables the mage to bestow the power of magical flight to the party. When affected by this spell, the party is able to move and maneuver in both the horizontal and vertical planes.

◆ *Haste*

RANGE: Long DURATION: Medium AREA OF EFFECT: 1 character

This spell allows the affected character to move and fight at double the normal rate. The spell's duration increases with the level of the caster. Whether it is nobler to turn and face the approaching stone golem with increased agility, or run as fast as possible, that is the question. **Note:** *The spell does not allow spells to be cast at a faster rate.*

◆ *Hold Person*

RANGE: Long DURATION: Medium AREA OF EFFECT: Up to 4 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. Even so, the undead target of this spell may prove resistant to its magic. Those affected become rigid and unable to move or speak. Spell duration increases with the level of the caster. Unfortunately, in the demi-plane of Ravenloft, undead creatures possess a limited natural resistance to this spell.

◆ *Invisibility, 10' Radius*

RANGE: Touch DURATION: Special AREA OF EFFECT: 10' radius of character touched

The mage confers invisibility upon everyone within 10 feet of the target of this spell. Gear carried is included, though light emitted from a light source remains visible. The effect moves along with the recipient, but creatures entering the sphere of radius after the spell is cast do not become invisible.

◆ *Lightning Bolt*

RANGE: Long DURATION: Instantaneous AREA OF EFFECT: Special

Upon casting this spell, the mage releases a powerful stroke of electrical energy that inflicts 1–6 points of damage per level of the spellcaster, up to a maximum of 60 points to each creature within its area of effect.

◆ *Protection from Evil, 10' radius*

RANGE: Touch DURATION: Medium AREA OF EFFECT: 10' radius sphere

The effect of this spell is centered on and moves with the character touched. It is identical to a *protection from evil* spell, except that it encompasses a larger area. Any protected character within the circle breaks the warding if he or she attacks enchanted and summoned monsters.

♦ **Slow**

RANGE: Long

DURATION: Long

AREA OF EFFECT: 2 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: 1 attack

AREA OF EFFECT: Caster

When this spell is cast, a glowing hand appears. A mage 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. In the demi-plane of Ravenloft, the effects of this spell are enhanced so that some of the damage inflicted becomes permanent and cannot be regenerated.

♦ **Venom Bolt**

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: Caster

Rushing toward his or her target, a burst of black, apparently blazing liquid erupts from the caster's mouth. To be successful, the caster must make an attack at a +4 bonus, otherwise the bolt fades without doing damage to its target. *Venom bolts* are corrosive in nature and can bypass armor or obstacles by acting like a gas or a mist of droplets. Its touch does any living thing 1–16 points of damage.

FOURTH-LEVEL MAGE SPELLS

♦ **Acid Bolt**

RANGE: Long

DURATION: Special

AREA OF EFFECT: Special

With this spell the caster creates a continuous stream of shimmering liquid that emerges from his or her hand. On impact, the bolt does 4–16 points of damage, and unless neutralized, continues to do damage at the rate of 1–4 points for every additional three experience levels of the caster.

♦ **Detect Scrying**

RANGE: 0

DURATION: Long

AREA OF EFFECT: 120' radius

By use of this spell, the mage immediately becomes aware of any attempt to observe him by magic means. The spell reveals the use of magical scrying devices, such as crystal balls or other magical reading devices.

♦ **Enchant Weapon**

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Weapon(s) touched

This spell turns an ordinary weapon into a magical one. The affected weapon becomes the equivalent of a +1 weapon with +1 to its attack and damage rolls. Thus arrows, axes, bows, daggers, hammers, swords, etc., can be made into temporarily enchanted weapons. Even existing magical weapons can have their abilities boosted by this spell, as long as the total combined bonus does not exceed +3. Missile weapons enchanted by this spell lose their enchantment after hitting their target.

♦ **Ice Storm**

RANGE: Medium to long

DURATION: Instantaneous

AREA OF EFFECT: 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.

♦ **Remove Curse**

RANGE: Touch

DURATION: Permanent

AREA OF EFFECT: Special

This spell attempts to remove a curse which has been placed upon a person or an object. While it may not alter an evil object so that it can be used by the party, it can enable a character to be rid of a cursed object. Certain curses may not be countered, or may only be countered depending upon the level of the mage casting this spell. In Ravenloft, the spell is known to work poorly and to be of limited duration.

◆ *Stoneskin*

RANGE: Touch DURATION: Special AREA OF EFFECT: 1 character

With this defensive spell, a mage may endow himself or a member of his party with virtual immunity to any attack by cut, blow, or projectile. Nevertheless, magical attacks have their usual effects. The spell blocks up to four attacks, plus one attack for every two levels of the caster.

◆ *Wizard Eye*

RANGE: 0 DURATION: Medium AREA OF EFFECT: Special

Har'Akir is a dangerous land, one where the ability to scout ahead is often the difference between life and death. With *wizard eye*, the mage creates an invisible eye which can travel in any direction as long as the spell lasts. It allows the mage to see along the path ahead, up to ten feet away. Unfortunately, the *wizard eye* cannot pass through solid barriers.

FIFTH-LEVEL MAGE SPELLS

◆ *Cloudkill*

RANGE: Long DURATION: Medium AREA OF EFFECT: 40'x20'x20' cloud

This spell generates a billowing cloud of ghastly yellowish-green vapors that is so toxic as to slay many weaker creatures. While powerful creatures may show some resistance, only creatures whose strength rivals that of Anhktepot himself are immune.

◆ *Cone of Cold*

RANGE: Close DURATION: Instantaneous AREA OF EFFECT: 3 squares

This spell causes the mage to project a chilling cone of sub-zero cold. The numbing cone causes 2–5 points point 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: 1 square

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

◆ *Teleport*

RANGE: Touch DURATION: Instantaneous AREA OF EFFECT: The party

When this spell is used, the party is transported to a well-known destination. Distance is not a factor. If the destination area is familiar to the spellcaster, he or she gains a clear mental image of the area, and can sustain the image in order to study it and choose the specific spot in which to arrive. The caster has no control over his or her directional facing upon arrival. **Note:** *When you use teleport, the automap screen appears. You may go to any map which the party has previously explored and select a location as the destination of the teleport spell.*

SIXTH-LEVEL MAGE SPELLS

◆ *Claws of the Umber Hulk*

RANGE: Touch DURATION: Medium AREA OF EFFECT: 1 character

When this spell is cast, the subject's hands widen and his fingernails thicken and grow, becoming equivalent in power to the iron-like claws of the umber hulk. The affected character can make two claw attacks per round, each one inflicting 2–12 points of damage plus any Strength bonuses.

◆ *Death Spell*

RANGE: Long DURATION: Instantaneous AREA OF EFFECT: 3 squares

This spell slays many weak creatures easily, but kills few strong ones. Some very powerful monsters may not be affected by this spell. Hordes of attacking fire toads may be good targets for this one.

◆ *Disintegrate*

RANGE: Long DURATION: Instantaneous AREA OF EFFECT: Special

Simply put, this spell causes matter to vanish. The effect is instantaneous and permanent. Creating a thin, green ray, the spell causes the affected opponent to glow briefly and vanish, yet it remains possible, with luck, for an attacking creature to avoid the dread affects of *disintegrate*.

♦ **Dragon Scales**

RANGE: Touch

DURATION: Long

AREA OF EFFECT: 1 character

This spell causes the body of the caster, or any character touched by the caster, to become armored in dragon scales, effectively improving the character's Armor Class by 2 for the duration of the spell.

♦ **Lich Touch**

RANGE: Touch

DURATION: Medium

AREA OF EFFECT: Caster

By using this spell, the caster gains both the *chill touch* of the lich and invulnerability to several lich-like attacks and effects. The caster is immune to all forms of paralysis and *fear*, and the caster's touch does 1–10 points of damage as well as paralyzing the target. Creatures not affected by paralysis are entirely immune to this spell.

♦ **Otiluke's Freezing Sphere**

RANGE: Special

DURATION: Special

AREA OF EFFECT: Special

When casting this spell, the mage creates a small globe about the size of a sling stone. It can be hurled by hand or in a sling, but upon hitting the target it does 6–36 points of cold damage upon all creatures within a ten foot radius. These special sling stones should be created just before a battle in which they are to be used, for they cannot be stored forever and disappear in time.

♦ **True Seeing**

RANGE: 0

DURATION: Short

AREA OF EFFECT: Special

The temples and ruins of Har'Akir can be a maze to those unfamiliar with their many twists, turns, and magical wards. With this spell, a mage can see things as they really are. Your mage is not fooled by illusionary walls, and invisible monsters, items, and magical effects become visible.

Strategies for Using Spells

In the hostile environs of Har'Akir, the spells memorized by your spellcaster are important to his or her strategy. In the following section, the spells are divided into types: offensive, defensive, curative, and others, and hints are given on when each type of spell is most effective.

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

♦ **OFFENSIVE SPELLS**

Burning Hands, ^**Cause Serious Wounds**, ^**Cause Critical Wounds**, ^**Cause Light Wounds**, **Chill Touch**, **Claws of the Umber Hulk**, ^**Harm**, **Lich Touch**, **Shocking Grasp**, **Vampiric Touch**

Because the spellcaster must touch his or her target for these spells to be effective, they can put a spellcaster's courage to the ultimate test. In using them, the caster places him or herself in the thick of the danger.

^**Flame Blade**, **Ice Knife**, ^**Magical Stone**

With these spells, the caster creates a weapon and so needs not expose him or herself to as much danger as with spells requiring his or her touch. The *ice knife* and *magical stone* are projected weapons, putting a little more distance between the character and the target.

Acid Bolt, **Agannazar's Scorchers**, **Death Spell**, **Disintegrate**, ^**Flame Strike**, ^**Hold Person**, **Magic Missile**, **Melf's Acid Arrow**, ^**Spiritual Hammer**, **Spook**, ^**Summon Insects**, **Venom Bolt**

These are ranged magical attacks affecting one target at a time.

The *hold person* spell only affects men and other humanoid creatures.

Cloudkill, **Cone of Cold**, **Fireball**, ^**Fire Seed**, **Flame Arrow**, **Flaming Sphere**, **Hold Monster**, **Hold Undead**, **Ice Storm**, **Lightning Bolt**, **Otiluke's Freezing Sphere**, **Slow**, **Stinking Cloud**, **Summon Swarm**

These spells affect several monsters in an area. Because of the damage they do, they are often the preferred offensive spells of high-level spellcasters. Look closely at the area of effect for each spell. Spells affecting several squares are more effective against monsters that cannot attack in groups. Spells affecting a single square are most effective against monsters that attack in groups.

Be careful when using the *ice storm* and *hold person* spells. If the target of an *ice storm* is within melee range of your character, your character takes damage from the spell.

◆ DEFENSIVE SPELLS

Armor, Blur, ^Magical Vestment, ^Protection from Evil, ^Protection from Evil 10' Radius, Shield, Stoneskin, Dragon Scales

These spells provide protection from physical attacks. Cast them on a character before battles that involve physical attacks.

^Bless, ^Negative Plane Protection, ^Prayer, ^Protection from Evil, ^Protection from Evil 10' Radius

These spells provide protection from magical attacks. Cast them on a character before battles that involve magical attacks.

◆ HEALING AND CURATIVE SPELLS

^Aid, ^Cure Disease, ^Cure Light Wounds, ^Cure Serious Wounds, ^Cure Critical Wounds, ^Fortify, ^Heal

Replace your characters' lost hit points with these spells. The *aid* spell can increase your characters' hit points over their normal maximum value, but only temporarily. Clerics should always have a few *cure light wounds* spells memorized to quickly heal any wounds while resting.

^Free Action, ^Neutralize Poison, Remove Curse, ^Remove Paralysis, ^Slow Poison

To slow or remove the effects of poison, paralysis, and curses, keep a number of these spells memorized whenever your character is near a monster who can poison or paralyze.

◆ DETECTION

^Detect Evil, Detect Invisibility, ^Detect Magic, Detect Scrying, ^Detect Pits, Detect Undead, Improved Identify, Wizard Eye, True Seeing

These spells allow the spellcaster to extend his or her senses by recognizing magic and looking ahead of the party. *Detect magic* is very useful in evaluating the items your party picks up during the game. The spell causes all magical items carried by the character to glow.

◆ OTHER SPELLS

^Dispel Magic

With this spell, the effect of other spells affecting your party is negated; however, it does not counter *cure* spells.

^Draw Upon Holy Might — DEX, ^Draw Upon Holy Might — STR

These two spells allow the cleric's body to become a vessel for the power of his or her god. As a result, the caster's Dexterity or Strength are increased by +1 for every three levels of experience.

Enchant Weapon

If you anticipate a difficult encounter ahead for the party, enchant your character's most powerful weapon for that extra boost which may ensure his or her survival.

Feather Fall, Fly, Jump, Levitate

These are useful spells when changing levels horizontally, whether descending safely from one level to another, rising to an overhead cavern entrance, or attempting to escape the attack of an unfriendly creature by flying right over it. *Jump* allows the party to leap forward through cavern openings above them and land safely on the other side.

Haste

Use *haste* when your party faces monsters who prove to be very fast. The *haste* spell allows melee attacks to be made more often. Cast this spell on a character before dangerous battles.

Invisibility 10' Radius, ^Invisibility to Undead

Invisibility spells are useful to hide your character from mystic sensors and prying eyes. Even when a character is invisible, most monsters sense his or her general location, though monsters receive big penalties on attacks against invisible targets.

Knock, Wizard Lock

Knock proves useful for opening stuck, barred, locked, or wizard-locked doors. *Wizard lock* magically locks doors (a useful method for keeping monsters from following the party).

^Light

A glow equal to torchlight is fixed on an object when this spell is cast. This is an especially useful bit of magic for any party exploring underground ruins or the depths of ancient temples.

^Raise Dead

With the *raise dead* spell, a cleric can bring one of his or her fallen comrades back to life. Unfortunately, this spell is not effective on elven characters.

^Speak with Animals

This spell allows a character to gain information from animals and occasionally to persuade the animals to do favors for him or her. It is effective on ordinary creatures such as cats, dogs, and bears, but does not work on fantastical creatures or hostile opponents.

Teleport

Teleport provides the party with a magical means to change its position, either to escape from an impossible situation or to attempt entry into a location for which no other method of entry has been found.

^True Seeing

When *true seeing* is in use, the cleric sees things as they really are; he or she is not fooled by illusionary walls, and invisible monsters, items, or magical effects become visible.

BESTIARY

Caterwauls, dust devils, and mimics are but a few of the dangers to be encountered in Har'Akir. This section contains descriptions of the creatures awaiting any traveller who dares to journey through the land ruled by Anhktepót.



Anhktepót



All the inhabitants of Muhar, the village at the center of Har'Akir, live in mortal fear of Anhktepót. He is the Lord of Har'Akir, a greater mummy of chaotic evil alignment. Wrapped in white strips of funeral linen that have yellowed with age, his eyes are golden lights, while his uncovered fingers are brown and withered. Once a powerful cleric of Ra, Anhktepót's search for immortality led to his present fate. The touch of Anhktepót causes a terrible rotting disease. In combat, the Lord of Har'Akir proves resistant to all but magical attacks, and he is somewhat resistant to these. A mummy of the fifth rank of invulnerability, Anhktepót's powers and spellcasting ability are such that no party is likely to defeat him in open combat, and merely standing in Anhktepót's presence may prove fatal.

Caterwaul

The caterwaul is a solitary, feline predator with short, midnight-blue fur, yellow eyes, and a long tail. Its lair is usually a cave, the walls of which bear the scratch marks of the caterwaul's relentless efforts to hone its claws to a razor's edge. While of low intelligence, the caterwaul moves swiftly to spring upon its unsuspecting quarry, releasing a keening wail which can do 1–8 points of damage. The caterwaul attacks with two claws (1–4 points of damage each) and one bite (1–6 points of damage).



Dark Naga

A snake-like creature, the dark naga possesses a somewhat human face endowed with sharp fangs. Although it is known to bite and to launch a poisonous tail sting, the most feared ability of the dark naga is its power to wield magic. A dark naga casts spells as a 6th-level mage, and as such can prove a formidable opponent. They are immune to the effects of all known acids, venoms, and poisons, and though spells such as *hold* can prove effective when used against them, they possess a degree of magical resistance. Though dark nagas tend to be solitary creatures, they are found together in Har'Akir more than in any other land. Perhaps this is due to the influence of the evil god Set.



Desert Troll

Trolls are horrid, evil carnivores, and most creatures avoid them since trolls know no fear and attack unceasingly when hungry. They walk upright but hunched forward with sagging shoulders. Desert trolls are tougher and more tenacious than their more common counterparts. They regenerate most types of wounds, though ordinary water is capable of inflicting terrible damage upon a desert troll. In combat, desert trolls use their claws and occasionally inflict a vicious bite.



Desert Zombie

Desert zombies are animated corpses controlled by their creator, the evil mummy Senmet. Dried-out human corpses, desert zombies march along in the tatters of whatever clothing they last wore in life, wielding whatever weapon last filled their hand when Senmet took away their wills. In combat, these zombies do 1–8 points of damage, regardless of the type of weapon used. Like most undead, desert zombies prove immune to *death* and ordinary *hold* spells. Senmet directs the activities of all desert zombies. He can see and hear through them and uses them to further his own plans in Har'Akir.



Doom Guard



Created by a series of arcane enchantments, doom guards begin their unnatural existence as nothing more than suits of armor. Once animated, they become guards, serving as treasure protectors or as temple guards to powerful mages. They are straightforward opponents. With a sword, axe, or similar weapon, they attack anything entering their area of responsibility. Their weapons inflict 1–8 points of damage, or, in rare cases, up to 10 points of damage.

Any spell depending upon a biological function is useless against a doom guard, although a *lightning bolt* spell can be effective. When defeated, doom guards explode, causing 2–12 points of damage.

Dust Devil



The dust devil of Har'Akir is not to be confused with the minor air elemental of the same name. When feeding, the dust devil appears as a large, swirling mass of air and sand, upon which rests a sharply angled head whose slanting, crimson eyes are meant to instill fear and hesitation in its foes.

When angry, the dust devil lashes out with a concentrated blast of air, inflicting 2–16 points of damage. With so much debris swirling about the form of the dust devil, its attack has been known to cause blindness, further hampering its victims' attempts at defense. The bite of a dust devil does from 1–8 points of damage. Only +2 weapons or better prove effective against this creature of the desert.

Fire Beetle



The smallest of the giant beetles, fire beetles are nevertheless capable of delivering serious damage with their powerful mandibles. They are found both above and below ground, and are primarily nocturnal. As with all giant beetles, these creatures are basically unintelligent and always hungry. Despite its name, the fire beetle has no fire attacks, relying instead on its huge mandibles to inflict up to three times the damage of a dagger in a single attack. Fire beetles have two special glands above their eyes and one near the back of their abdomens. These glands produce a luminous red glow, often used by inventive explorers as an economical light source.

Fire Toad



These large, red toads are about four feet long and covered with rough, purple warts. Fire toads shun water, preferring drier surroundings. They take their name from the ability to exhale small *fireballs*, the only known form of attack used by fire toads. A single *fireball* can travel up to 30 feet and do 2–16 points of damage. Cold-based spells inflict an additional point of damage against fire toads, and throwing water at one of these creatures causes it to retreat. Fire toads possess a limited resistance to fire-based spells.

Floating Death Head



The floating death head is thought to be the undead remains of those beheaded in tragic accidents or devious ceremonies. In Har'Akir, these creatures seem to have been clerics of the local deities and still wear their ceremonial headdress. They now float about in search of the means to wreak havoc and pain upon those who still possess mortal souls. In combat, the floating death head attacks with either a *lightning bolt* or a *fireball* attack, each inflicting from 6–36 points of damage. They are immune to poisons as well as *hold* or cold-based spell attacks. As the undead spirits of individuals who suffered horribly, floating death heads roam the desert around the ruins, temples, and crypts where they would have resided in life.

Giant Vulture



Vultures are scavengers that search for injured or dead creatures to feed upon. Giant vultures measure 3–5 feet, about twice the size of their ordinary cousins. Greasy, blue-black feathers cover the torso and wings, while their pink heads are bald.

Generally seen as cowards, giant vultures attack after their injured prey has stopped moving. When a number of giant vultures are present, they may attack what they perceive to be a weakened target, doing 1–4 points of damage per attack. In some cases, giant vultures have been known to be domesticated. Trained giant vultures always seek out a particular kind of prey (i.e., humanoids).



Grave Elemental

The grave elemental is a variant earth elemental that is drawn from the soil of a graveyard or similar resting place of the dead. It appears as a towering, man-shaped mass of earth with bones and the shattered remains of coffins protruding from it. The grave elemental moves effortlessly through earth and stone, often lurking beneath the ground while awaiting the approach of its prey. Its preferred attack is a

massive blow from its mighty fists. The damage done by such a blow depends upon the size of the grave elemental, but may vary from a minimum of 4–32 points of damage to a maximum crushing blow of 4–48 points of damage. The attacks of a grave elemental prove slightly less effective when launched against airborne opponents.

Hieracosphinx

Belligerent mutations, their origins unknown, hieracosphinxes are the only evil members of their breed. Unlike ordinary sphinxes, hieracosphinxes possess the body of a lion along with the wings and head of a hawk. Always male, hieracosphinxes speak both common and the languages of other sphinxes. Tenacious and evil, they are known for their vicious natures. In combat, their paws and sharp beaks prove deadly. Hieracosphinxes live in hilly regions, dwelling in caves overlooking nearby desert stretches. They delight in acts of evil, and sometimes gather into small bands in order to further some evil plan.



Hierophant



The Hierophant was once a Great Cleric of Ra, a sworn enemy to the pharaoh Anhktep in the days when the pharaoh pursued his quests for power and the secret to immortality. Nevertheless, the Hierophant should not be seen as standing on the side of good. Whatever his original reason for turning against Anhktep, the Hierophant shares a similar fate with the Lord of Har'Akir, for now both exist as greater mummies. In his single-minded devotion to the destruction of Anhktep, the Hierophant wastes no time in dealing with mortals. In combat, he can prove an adversary almost as terrible as Anhktep himself. The strike of the Hierophant causes 3–18 points of damage per blow and he radiates an aura of *fear*, causing all those who see him to quake in fear. He is also capable of launching magical attacks.

Manscorpion

These horrors are part human and part scorpion. A manscorpion has a dark-skinned human torso, its abdomen protected by bony plates, while its ribs and backbones protrude from the body. Curiously, the human face of a manscorpion appears handsome and noble, with only its glowing red eyes to betray the creature's evil nature. Most manscorpions have low to average intelligence, though the leaders among them are capable of spellcasting. In close combat, they attack with melee weapons and the strike of their tails. Anyone struck directly by the tail's spur begins to suffer weakness and die. As a rule, manscorpions live under the desert sands in burrows connected by tunnels.



Mimic



Mimics are magically created creatures with a hard rock-like outer shell that protects their soft inner organs. The most important thing to remember about a mimic, however, is that it can change both its form and pigmentation, taking on the appearance of an ordinary object. They usually appear in the form of treasure chests, a certain lure for unsuspecting adventurers. Mimics easily surprise their victims, lashing out with a pseudopod that inflicts 3–12 points of damage. Living underground in order to avoid sunlight, mimics occasionally set their traps by appearing in groups. When one "trapped" chest lashes out with a pseudopod, revealing its mimic nature, several other chests in the vicinity may suddenly spring to life and aid in the attack. A natural glue exuded by the mimic's pseudopod may hold a character in his or her place for a time, making the character vulnerable to continued attacks.

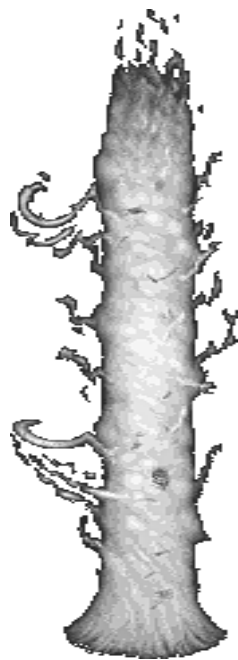
Minotaur

Minotaurs can be either cursed humans or the offspring of minotaurs and humans. They usually dwell in underground labyrinths, for in these surroundings they gain an advantage over their prey. With the head of a bull and the body of a human male, these creatures grow to over seven feet in height and are formidable opponents in physical combat.

Minotaurs fearlessly attack any creature, and gain +2 to the normal damage inflicted by their weapons (usually an axe or flail). Maze-like dungeons do not confuse them, and their carnivorous habits often earn them the title of "man-eater."



Pyre Elemental



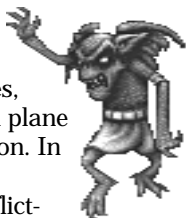
The wild and dancing pyre elemental is drawn from the flames of a funeral pyre or other large, ritual burning. It appears as a slender column of intense flame with tendrils of fire licking away from it like the waving arms of a dancer. A pyre elemental attacks those it encounters with unmatched savagery, taking delight in the destruction and death it inflicts. Anyone struck by one of its lashing streams of fire suffers 3–24 points of damage. Pyre elementals can be harmed only by +2 or better magical weapons.

Sand Mephit

Sand mephits, minions of the powers of the lower planes, are sent to the prime material plane to wreak havoc and destruction. In melee combat, sand mephits attack with clawed hands, inflicting 1–3 points of damage each.

They also utilize a breath weapon which can be employed three times per day. This blast of

searing heat delivers 1–10 points of damage. Sand mephits possess a limited immunity to heat-based spells and magical fire. Though they have a very short life span, sand mephits spend what time they have causing as much mishap and mayhem as possible.

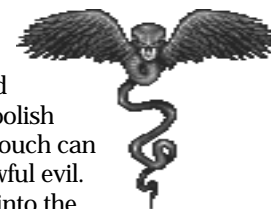


Senmet



Senmet is a "child of Anhktep," and as such is a greater mummy whose alignment is lawful evil. It was Anhktep's evil touch that took away Senmet's life and animated his undead form. Looking like a normal mummy, Senmet is covered in funeral wraps and staggers as he walks. Where some of the wraps are missing, his emaciated, dried-brown flesh shows through. Senmet can only be harmed by magic and magical weapons. In legends it is said that Senmet once schemed against Anhktep and allied himself with Isu Rhekotep, a powerful priestess of Set. He was thought to be destroyed when his schemes failed to destroy Anhktep.

Serpent of Set



The serpent of Set is a long, flying reptile with a poisonous bite. It is claimed that these winged beasts are actually what has become of those foolish enough to oppose Set. Legend has it that Set's touch can change the alignment of any being to that of lawful evil. In the process it transforms the victim's bodies into the shape of a serpent (or, alternately, a crocodile or scorpion). These evil creatures are usually found around the temples and ruins where the clerics of Set conduct their worship. Serpents of Set have no true society, but often appear in small bands, as though drawn together by the power of the fate which has overcome them.

Shadow



Shadows are insubstantial, undead creatures that drain strength from their victims with their *chill touch*. Nearly undetectable in all but the brightest of surroundings, shadows travel in loosely organized packs which roam ancient ruins, graveyards, and dungeons. They often appear as nothing more than their name would suggest, a shadow banished to the corners of some decaying ruin. The *chill touch* of a shadow inflicts 2–5 points of damage to its victim and drains one point of Strength. Shadows are

immune to normal *hold* spells and are unaffected by cold-based attacks. They can be *turned* by clerics. Shadows do not hoard treasure, but tend to roam aimlessly in search of the living beings on which they feed.

Spitting Snake

Spitting snakes are long, slender reptiles that can be found anywhere in the world, even in the extremes of both arctic and desert conditions. It is therefore not surprising that a variety of snake can be found inhabiting the desert sands of Har'Akir. Spitting snakes are capable of both biting their target and shooting poisonous spittle at a single target within 30 feet. The spitting snake's biting attack does 1-3 points of damage. Their venom is similar to that of non-spitting snakes, delivering damage which may range from slight, to incapacitation and death within a few rounds.



Stone Golem



The stone golem is over nine feet tall and weighs more than 2,000 pounds. Its body is of roughly chiseled stone, though always fashioned in humanoid form. The appearance of the stone golem is often stylized to suit the taste of its creator, so that its body may be chiseled to resemble a certain type of armor, or its head crafted to resemble a certain helmet or head-dress. A stone golem is always weaponless and never wears clothing. In combat, stone golems prove immune to any weapon, except those of +3 or better enchantment. Once every other round, the stone golem can cast a *slow* spell upon any opponent within ten feet of it. This creature is an automaton, artificially created and under the direct control of its creator. Stone golems are frequently used to guard valuable items or places, and they are capable of unleashing a *cloudkill* attack against their opponents.

TABLES

Level Advancement Tables

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

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

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

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

MAGE SPELL PROGRESSION

MAGE 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 AND RANGER
EXPERIENCE LEVELS

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

CLERIC SPELL PROGRESSION

CLERIC LEVEL	SPELL 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	-

PALADIN SPELL PROGRESSION

PALADIN LEVEL	SPELL 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	-

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.

Ability Scores

STRENGTH

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

STRENGTH TABLE

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 fighters, paladins, and rangers. # These scores are only possible in this game through magic.

CONSTITUTION

The Constitution table lists the hit point adjustment that a character gets every level.

CONSTITUTION TABLE

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.

DEXTERITY

The Dexterity table lists the modifiers to missile-hit probability and the Armor Class adjustment.

DEXTERITY TABLE

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

INTELLIGENCE

Intelligence represents a character's memory, reasoning, and learning abilities. It dictates spell level (the highest level of spells cast by a mage at his or her intelligence level) and the number of spells per level.

INTELLIGENCE TABLE

ABILITY SCORE	SPELL LEVEL	MAXIMUM # OF SPELLS/LEVEL
1	-	-
2	-	-
3	-	-
4	-	-
5	-	-
6	-	-
7	-	-
8	-	-
9	4th	6
10	5th	7
11	5th	7
12	6th	7
13	6th	9
14	7th	9
15	7th	11
16	8th	11
17	8th	14
18	9th	18
19	9th	All
20	9th	All
21	9th	All
22	9th	All
23	9th	All
24	9th	All
25	9th	All

WISDOM

This Wisdom table lists the bonus spells received for high Wisdom values. Bonus spells are cumulative, so a cleric with a Wisdom of 15 is entitled to two 1st-level bonus spells and one 2nd-level bonus spell.

WISDOM TABLE

ABILITY SCORE	BONUS SPELLS
3–8	-
9–12	0
13	1st
14	1st
15	2nd
16	2nd
17	3rd
18	4th
19	1st, 4th

Weapons

Weapons are divided into three classes: melee, thrown, and fired. Melee weapons are used only in close combat, while thrown and fired weapons are used at a range. Characters in the front rank can use melee and ranged weapons. Characters in the rear ranks can only use ranged weapons. Note the “Classes” section starting on page 40 that limits some character classes to certain weapons. The Weapons table 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 TABLE

	DAMAGE VS. SMALL & MEDIUM	DAMAGE VS. LARGE
Thrown Weapons:		
Axe of Hurling +1	2–12	2–8
Dagger of Throwing +2	1–4	1–3
Javelin of Lightning +2	1–6	1–6
Rock	1–2	1–2
Spear	1–6	1–8
Throwing Knife	1–3	1–2

DAMAGE VS.
SMALL & MEDIUM

DAMAGE VS.
LARGE

Melee Weapons:

Battle Axe	1–8	1–8
Broadsword	2–8	2–7
Dagger	1–4	1–3
Egyptian Battle Axe	1–8	1–8
Gypsy Dagger +3	2–5	2–5
Halberd	1–10	2–12
Khopesh Sword	2–8	1–6
Long Sword	1–8	1–12
Mace	2–7	1–6
Pick Axe	1–4	1–6
Quarterstaff	1–6	1–6
Scimitar	1–8	1–8
Scimitar of Speed +2	1–8	1–8
Short Sword	1–6	1–8
Short Sword of Quickness +2	1–6	1–8
Sword of Wounding +1	1–8	1–12
Two-handed Sword*	1–10	3–18
Warhammer	2–5	1–4

Ranged Weapons:

Bow & Arrows	1–6	1–6
Sling (Damage is for sling stone)	1–4	1–4
Sling of Seeking +2 (Damage is for sling bullet)		
	2–5	2–7

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

Armor

Armor provides your character with a base Armor Class. The lower a character's Armor Class, the harder it is for an attack to hit him or her. 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 40, that some character classes are limited to certain types of armor. The Armor table lists the types of armor and the base Armor Class they provide a character.

Boots, helmets, and non-magical bracelets 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 bracelets, however, can modify a character's Armor Class.

ARMOR TABLE

ARMOR TYPE	BASE AC	ARMOR TYPE	BASE AC
Robe	10	Elven Chain Mail	5
Shield*	9	Banded Mail	4
Padded Armor	8	Bronze Plate Mail	4
Leather Armor	8	Egyptian Light Armor +2	4
Ring Mail	7	Egyptian Heavy Armor +4	4
Scale Mail	6	Adamantite Plate Mail	3
Wemic Armor	6	Golden Plate Armor	3
Adamantite Chain Mail	5	Plate Mail	3
Chain Mail	5		
Desert Troll Armor	5		

* A shield subtracts 1 AC from any armor it is used with.

Encumbrance

Encumbrance is a measure of whether or not characters are “loaded down” with so much treasure and equipment that they cannot properly defend themselves. Following is the character encumbrance table:

ENCUMBRANCE TABLE

STR	MAX WEIGHT	UNENCUM- BERED	LIGHTLY ENCUMBERED	MODERATELY ENCUMBERED	HEAVILY ENCUMBERED	SEVERELY ENCUMBERED
2	6	0–1	2	3	4	5–6
3	10	0–5	6	7	8–9	10
4–5	25	0–10	11–13	14–16	17–19	20–25
6–7	55	0–20	21–29	30–38	39–46	47–55
8–9	90	0–35	36–50	51–65	66–80	81–90
10–11	110	0–40	41–58	59–76	77–96	97–110
12–13	140	0–45	46–69	70–93	94–117	118–140
14–15	170	0–55	56–85	86–115	116–145	146–170
16	195	0–70	71–100	101–130	131–160	161–195
17	220	0–85	86–121	122–157	158–193	194–220
18	255	0–110	111–149	150–188	189–227	228–255
18/01–50	280	0–135	136–174	175–213	214–252	253–280
18/51–75	305	0–160	161–199	200–238	239–277	278–305
18/76–90	330	0–185	186–224	225–263	264–302	303–330
18/91–99	380	0–235	236–274	275–313	314–352	353–380
18/00	480	0–335	336–374	375–413	414–452	453–480

THACØ

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

THACØ TABLE

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

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<i>Blur</i>	65	<i>Invisibility, 10' Radius</i>	69
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<i>Detect Presence of Evil 60' Radius</i>	50	<i>Protection From Evil (Mage)</i>	64
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