FREE NEW PHLAN!
The New Phlan City Council is leading the fight to free their captive city. Heroes are retaking the city block by block from the evil hordes.

RICHES & FAME!
The council is looking for soldiers and rogues, mages and clerics, heroes of all kinds, to come to New Phlan. The wealth and land of an ancient city await those willing to reach out and take it.

GLORY!
Legends will be written about the heroic struggle to free New Phlan! Ships to New Phlan depart twice monthly. When you arrive, see the New Phlan City Council for the latest news and information.

MAKE YOUR FORTUNE IN NEW PHLAN!

The Civilized Area of New Phlan
What is the Adventurers Journal All About?

The Adventurers Journal is your guide to POOL OF RADIANCE. It includes fliers, maps, and information that your adventurers would know before beginning their quest. It also includes information that your adventurers will discover during their quest.

The journal is divided into several sections. The cover shows a recruiting announcement that tempted your adventurers to come to New Phlan and a map of the civilized area of the city. The next sections are a history of Phlan (pp. 2) and a bestiary of the monsters in and around Phlan (pp. 10). This is information your adventurers should already know, so read it carefully. The answer to Phlan's current plight may lie in its history.

The next three sections of the journal are information that the adventurers will come across during their adventure. POOL OF RADIANCE assumes that your characters, being careful and thorough adventurers, keep a written journal of important items that they find during their quest. Such items include announcements from the city council (Proclamations, pg. 13), information collected during an adventure (Journal Entries, pp. 16), and tales overseen in taverns (Tavern Tales, pg. 33).

During the game you will be referred to the entries in the Adventurers Journal for additional information. For example, if you go to the Hall of the City Council the program will refer to the council's currently listed Proclamations by number. Look up the specific numbered proclamations and read them. Ignore the other Proclamations until they are posted.

The game will also reference Journal Entries and Tavern Tales by number. When such a reference appears, look up the specific numbered entry and read it.

These items are information the adventurer would copy into his journal. As items are referenced check them off in the margin so you later know which items have come up during the game.

Not every Proclamation, Journal Entry, or Tavern Tale in this journal is actually true. Many entries are only rumors, dreams, or plain lies. Resist the temptation to read ahead in the journal; the true items may reveal information your adventurers couldn't know yet, and the false items will contain information that can lead them astray. When you've finished the game you can read through the whole journal and spot the false entries.

The final sections in the journal include reference material for playing the game. These appendices (pg. 35), are a quick reference for specific game information you may need during play. Together, all of the sections should give you everything you need to complete the quest in POOL OF RADIANCE.

A History of Phlan and the Moonsea Reaches

A Discourse on This Area and its Problems
by Jeff Grubb

To most inhabitants of the lands of the Inner Sea, the Moonsea and its cities represent the border between civilization and barbarism. The Moonsea sits like a great plug straddling the territory between the Mountains of Vasa and the Nomad Steppes, protecting the southern territories from the incursions of savage Northerners. To the south of the Moonsea lie the civilized lands of Cormyr and Sembia. To the north lay hundreds of square miles of cold and unforgiving waste. Even when the southern kingdoms are themselves besieged by orcish hordes, dragons, and fell monsters, they take comfort in the fact that, "It's worse around the Moonsea."

The Moonsea Reaches are defined by sages as being those lands bordering on the Moonsea and its major contributing rivers. These major rivers are the Tash, flowing past the shadowed battlements of Zhentarim; the Wyrmflow, a cold stream flowing from the east; the Druakhamp, also called the Eagenflow, beginning deep in the heart of the Elven Court and flowing north; and the Barren River which flows out of the Drongspine Mountains into the Moonsea south to the Inner Sea.

The Moonsea itself is an odd combination of abyssal deep spots, ship-ripping shoals, and rich fresh-water reefs. Despite this, travel across the Moonsea is generally safer than making the journey on land, so that most of the major merchant activity is by water.

This is not to say that the Moonsea is without dangers. While monsters are more infrequent along the Moonsea, those that exist are generally more powerful than their landed cousins.

Regions of the Moonsea are recorded as being haunted, and there have been numerous sightings of ghost ships.

The Ancient City of Phlan

Phlan was the first great city of the Moonsea, reaching its peak some thousand years ago. In those days, the Moonsea was better known as the Dragon Sea, named for the large numbers of great Wyrm that inhabited that area and the regions to the north. The Barren River was then called the Stojam, a dwarvish word meaning "Trade Route," for it was down this passage the ore-laden barges floated, bound for the south. Early Phlan was a trading outpost on the north shore of the Moonsea, set up to facilitate trade between the Elves of Myth Drannor (the most powerful elven capital of the time) and the tribes of Thar, Vasa, and the Stal, as well as the Drongspine Dwarves.
Trade between the powerful elves, the wild humans, and merchants grew to a great success for all sides. Soon Phlan was the most powerful city on the Moonside, ousting its only rival, the Erellike Shops of Hillsfar, on the south coast.

At this time, the elves planted the Quivering Forest north of the city. This cypress was Installed, hastening the growing season to produce a great woods in the span of a human generation. Though the woods have been felled on a number of occasions, it has always returned to its original form, becoming a forest within two years, and a deep shadow-filled forest by the end of a man's life.

The elves, the legend says, first discovered the Pool of Radiance. Its description has varied through the passage of the years. Many wise sages have declared it a myth and a con man's gambit. The location of the Pool changes from tale to tale. Sometimes it is deep in the heart of an eternal wood, sometimes on an island circled by great wyrm's, and sometimes in the heart of a huge solitary peak that rises above all others in the Dragonspine Mountains.

It is said that the pool glows with its own energy. Those that approach it feel new power within their bones, while an unreal melody holds them in a rapture. Legends say that the Pool's power created the Quivering Forest and caused the Sorcerer's Isle to appear.

The Pool is said to bring great power to the worthy, and death most hor- rible to the unworthy. Some tales say that the individual should drink it, bathe in it, or throw coins into it and wish. There are numerous folk tales of the wise fool stum-bling upon the Pool, and gaining wondrous power or meeting a gory end. The abilities of the Pool change according to the needs of the tale-spinner. In any event, a trader or adventurer who encounters a sudden windfall or great riches is said to have "visited the Pool."

Whether the Pool is real or some literary invention, the City of Phlan (also called Archaic Phlan) survived in peace for many generations of men. In the end, outside influences brought about its downfall. Settlers began to intrude from the lands of Cormyr and Sembia into the south of the Erellike Court. At the same time, the beast-men of Thar, which are today called ogres, began gathering into large hordes, ravaging the countryside.

Phlan built mighty walls and withstood a decade of constant invasion. Even so, its fate was sealed by the elves withdrawing within the Court combined with the dwarves pulling back into western reaches of the Dragonspine Mountains.

With its trading lifeline cut, Phlan fell into disrepair. When the Black Horde finally demolished the city walls in the Year of the Sack (112 Daelreckoning), the free folk found little use for an empty husk. The greatness that was Ancient Phlan had passed.

Greathammer and the First Rebirth of Phlan

Phlan remained relatively uninhabited for the next 500 years. The city's position at the mouth of the Stojanow did make it a useful meeting place for traders. Twice during this period a pirate community grew on the ruins of Phlan. The first time they were burned out by a navy sailing from Mulmaster. The second time a group known as the Red Horde, led by a red dragon of incredible age, leveled the community. Following this attack, buccaneers never regained their power in the Moonside (though small bands still persist).

With time, the civilizations of man moved farther north, the greater beasts retreated, and many cities were founded on the shores of the Moonside. Yet the beasts did not retreat far. Dragons nested in the Dragonspine Mountains, ogres raidied from the Great Grey Land of Thar, and horrible underthings lingered in the swamps and in the passage through to Vaasa.

Hillsfar retained its elven ties and flourished even as Phlan's power was deteriorating, growing from a small town into a large prosperous city. The foundations of Zhentil Keep and Mulmaster were laid while Phlan lay in ruins. Small towns such as Milraunten, Shenti, and Elswood were started during this period. The inland city of Yalasth, situated atop a great mountain that dominates the southwestern corner of the lake, rose to the zenith of its power during this time.

In 712 DR, the year of the Moon's Tears, Milnor the Valjefio, Founder of the Valjefio Dynasty, journeyed to Phlan to re-establish the city as a trading outpost. He was aided in his task by the Wizard Rimon and the Priestess Alonius of Tyr.

Milnor, Rimon, and Alonius gathered together interested adventurers and cleansed the city of the evil ones and goblins that had made it their lair. They cleared the banks of the Stojanow and drove the arch-lich Zanakar from the Sorcerer's Island in the center of Lake Kuro. In return for his efforts, Rimon was given the Sorcerer's Island as his home. Alonius, in turn, was given a wide area in the recovered regions of Phlan as a temple to Tyr, the god of justice.

By 750 DR the temple complex had been finished. In its day, it was said to be the largest temple of good in the entire North. The city as well had recovered, and large numbers of immigrants arrived. Some were natives of other Moonside cities seeking to make or expand their fortunes in the new lands. But others arrived as well, including men of the Dalelands and Sembians, as well as farmers and lumbermen, intent on making the region their home.

The newcomers built on the ruins of the old city, often not checking what had lay beneath their foundations. Some curious souls reported great, twisting passages leading far beneath the earth. Exploring such areas was first discouraged. It was later outlawed after a party of adventurers freed an extremely large beholder. The newcomers, led by Valjefio and his heirs, closed off the passages choosing to ignore the past and seeking only the future for their city.
The dalesmen spread up the Stojanow River. They diverted the river’s flow and turned the rocky terrain into a rich landscape of fields and orchards. The reach of the farmlands extended from Lake Kako to the city of Phlan at the mouth of the river. Some say the land was so rich because of the proximity of the enchanted Quivering Forest. Others ascribe the bounty to the wizardry of Rimon. Still others credit the series of dikes and levees that the farmers, aided by magical spells, used to harness the river itself.

Whatever the cause, the healthy harvests of the Stojanow River Valley provided Phlan with a solid trading base. For the next 200 years Phlan was the center of trade along the Moosel. Grains, fruits, and tubers filled the vaults from Mulmaster to Zhentil Keep. It appeared that civilization, after a false start, had finally made a major foothold in the lands north of the Moosel.

Such was not the case, for the forces of good and evil ebbed and flowed like the shores of the Moosel itself. In the 100th year of Phlan, [907 DR], the golden age ended in rust. A plant rust, which affected most of the farmlands around Phlan, destroyed harvests for the next three years. Suddenly the Moosel reached were in the grip of a powerful famine, relieved at great cost with shipments from the south. There was great suffering, and other cities, once so enamored of Phlan’s gentle power, were resentful that it had failed.

The native Phlanarans were resentful as well. Their once good rulers had fallen into a sloth and ease in the centuries since the reestablishment of the city. The Valfaso blood was said to run thin in the Princes and Princesses of Phlan. They reacted to the plague infesting the town by first ignoring it, then setting up committees, and finally legislating it out of existence. Only when the magnitude of the problem became clear, did they act. Even then they failed their people, overreacting to the point of placing a ban on all shipments out of the city, seeking to keep what supplies were left for the native population.

The other cities, already angry with Phlan for its rising prices in the face of the plague, rebelled against this new measure. Fleets from Mulmaster and Hilsfar began to raid cargo destined for the city. Smugglers operated out of the Twilight March and Stormy Bay despite official efforts to enforce the ban on shipments.

A large land force equipped with siege machinery set out from Zhentil Keep toward Phlan. The force encamped at Stormy Bay while the ruling heads of Phlan negotiated to spare the city. In the end, the Keeper force was turned back through a massive payment to their leaders. These leaders were the first appearance in Phlan record of the Zhentarim, which would increase in power over the next 300 years.

During this activity, Rimon, now old in the ways that only wizards can be, disappeared from his rocky abode. What became of Rimon is unknown, for the rulers of Phlan had not sought his council for a generation. Some say he became a lich himself, using the methods discovered by Zanakr. Others say that he sacrificed himself in battle on a far distant planet in order to save the lands of Phlan. Still others state that he had found the Pool of Radiance and became a great and powerful being in some other part of the Realms. Most likely Rimon merely fell prey to the effects of old age as all mortals do. Whatever the cause, Rimon was never seen again in the Realms, and his citadel became a haunted, abandoned ruin within a decade.

The famine of the Red Plains passed after three seasons, and an abundant harvest returned to Phlan. But the harvests were never to be as great as before, nor the fruit from the orchards as sweet. Whatever magic, true or imagined, that had reestablished Phlan passed. The city began to become gray and ordinary, losing power to the Keepers and the men of Mulmaster. The golden age was over.

The Valfaso Princes, their blood thin indeed, continued for another century. The century was filled with petty wars between the various city-states. No longer the leading city of the Moosel, Phlan battled with its rival more often. Piracy, or rather privateering, was on the rise, a situation that continues to this day among the city-states.

Phlan was wracked by interior torments as well. The people of the city were well aware of their loss of power and prestige. Farms north of Phlan were now being abandoned. Dark shadows lurked between the massive trunks of the trees in the Quivering Forest. An attempt to clear a path through that growth in 1023 DR resulted in the death of the last surviving Great Prince of the Valfaso family.

The death of the Great Prince resulted in a three-year civil war within the city, as various factions supported different candidates to take the mantle of the Great Prince. All candidates’ claims upon the royal blood were questionable and every faction sought to control Phlan’s future through placing their choice on the throne. During this time, the great temple of Tyr was looted and burned, leaving only a great blackened shell. Many of the leading merchant families fled to other climes.

In the end, the last survivor was a young noble supported by a group of powerful merchants. They created the first Council of Phlan to act as regents for the youth. The Council spoiled the child, who grew into a spoiled man who was unable and unwilling to take the reins of power. He died without issue forty years later, and the Council has ruled ever since.

The Fall of Phlan

The last 300 years of Phlan have been a continual retreat from the greatness that once was. Smaller rural towns were abandoned in the face of increasing evil to the north. Sorceror’s Isle was said to be inhabited again by fell powers. The city fell back upon that which it did so well so long ago: trading. It began to serve again as the middleman between the new powerful tribes and the established nations of the South. For a short time, about a hundred years ago, the awful tide of retreat seemed to be halted and the city was on its way to becoming a prosperous trading town once more.

Yet dark things continued to lurk on the borders of Phlan. Sorceror’s Isle was said to be inhabited by Jarakth, an evil mage who was said to be seeking Rimon’s power, the Arch-Lich's
**The Reemergence of Phlan**

That should have been the end of Phlan's story, but it is not so. Men remember the tales of Valjevo, who brought the first city of Phlan back from its ruins. Adventurers, smugglers, and small traders visited the region and brought back tales of Phlan under control of its evil masters. Many of the buildings were burned, but many others were spared. The shell of the temple of Tyr had been rebuilt, dedicated to some darker, more evil god. Zhentarim spies and agents of dark Vasaan nobles met and planned in Phlan, and the riches of the ages still survived for those who sought to look.

In time, more modest men returned to Phlan to rebuild her. A stockaded community rose from among the rubble of the past glories. These men intended to engage in the same profession as those before them, for Phlan still occupied a prime position for trading on the Moonsea. However, until the city was cleared, the Barren River made clean, and the competing city-states pacified, Phlan was likely to stay in impoverished ruins.

Two years ago, in the Year of the Worm, two things happened that would mean a change of Phlan's future. First was the flight of the Dragons that surged through the northern regions of the lands of the Inner Sea. Due to a cause unknown, great wyrm is down from the far north destroying all in their path. These are not the rare, opportunistic dragons seeking alliance with humanoid tribes, but rather huge waves of angry scaled monsters, bringing destruction wherever they travel.

Many of the Moonsea and Dale towns suffered great destruction in the battles that followed. Sualsh was utterly ruined by the attack, and Hillsfar was greatly damaged. The most telling blow was delivered by the body of a great dragon that fell into the Hillsfar harbor, blocking that entrance for a month.

Much of Phlan was also smashed into a smoking ruin by these beasts. Strangely, it worked in the favor of those who lived there. Most of the damage was taken in the already-ruined section of the city, where various evil warlocks tried for control and riches. The attack of the dragons broke their power, creating a vacuum in the control of the city and giving the men of Phlan a chance to re-establish themselves and their homes.

Yet this would not occur without leaders, and the reappearance of the Council of Phlan was the second great thing to occur in the city. Descendants of the last Council still survived all the turmoil that had occurred, and many families wished to return to the land. These leaders were not great mages or wondrous fighters, but traders, merchants, and clerics. Their leaders, who remain to this day, were the shrewd and powerful trader Urik Eberhard, the retired mercenary captain Werner von Urslingen, and the Bishop of Braccio of Tyr. They have been joined by their junior member, Porphyry of the ancient House Cadorna.

Together the council has proposed exactly that which Valjevo accomplished so long ago, clearing the city by means of recruited adventurers. The promise of great treasure and the myth of the Pool of Radiance provided adventurers with an irresistible draw. The Council published notices and paid traveling bards to make sure that the story of Phlan's waiting riches was distributed all around the Moonsea and beyond.

**Phlan Today**

The city of Phlan, built on ruins upon ruins, is a city at war. It is divided between the human forces of the Council, and those evil forces that hold a great deal of the city under their sway.

The human territories of Phlan are nestled behind a strong stockade of stone quarried from the ruins and trees felled from the Quivern Forest. A substantial city guard patrols the openings in the walls at all hours, always ready to repel any attacks by the old city's evil inhabitants.

The buildings of rebuilt Phlan are sturdy and utilitarian, with little of the splendor of the ancient past. The glories of the past shine through in an ancient column now used to support a stable's wooden roof or a faded fresco overlooking an adventurer's tavern. The past is always with the inhabitants of Phlan, reminding them of what once was and could yet be again.

The natives of Phlan are a mixed group, including descendants of the families of Valjevo's day and returnees who seek to reclaim lands and treasure lost to the dragon hosts fifty years ago. The city is also filled with adventurers seeking new fortunes and traders hoping to reestablish the old trading lines.

Orcs and other generally evil humanoids are viewed with alarm within the city, though evil humans come and go unmolested with the ships. It is said that spies from the other cities of the Moonsea make regular calls with the ships, overseeing...
Much of Phlan's ruined greatness can be found in the Old City. The main sights include: the forgotten riches of the wealthy old noble's houses; Podol Plaza, the center of the old trading district; and the Old Temple, now dedicated to the dark god Bane. Valsevo Castle has been refurbished and is being used as a headquarters for one faction leader or another.

Phlan remains now, as it has ever been, a city with the greatest of potential. In the cycles of its rise and fall, legends have arisen before. In engineering New Phlan's renaissance, new legends are sure to emerge.

**The Phlan Area Bestiary**

This is a list of some of the monsters found in and around Phlan and the north shore of the Moonsea. Most monsters can strike fear into the hearts of men, but some are more powerful than others. The monster's reputation is reflected in its monster level, listed as a Roman numeral after its name. Level 1 monsters are less powerful than a well-equipped beginning fighter. A Level VIII monster may be more powerful than several heroes.

- **Ahkrehog (VI):** Large burrowing insects with great mandibles. These creatures have been known to spit a powerful acid.
- **Basilisk (VII):** A giant eight-legged lizard. One of the most dangerous creatures in the realms because their gaze can turn creatures to stone!
- **Bugbear (IV):** Hideous giant sized goblins who stand over seven feet in height. Bugbears look clumsy but are strong, quick fighters with great stealth.
- **Centaur (IV):** These good creatures are half men and half horse. They are capable fighters and can be valuable allies.
- **Displacer Beast (VI):** These creatures are large, black puma-like creatures with two tentacle sprouting from their backs. These creatures can appear several feet from their actual location.
- **Drider (VI):** These creatures resemble a cross between a drow elf and a giant spider. They are powerful spell casters.
- **Efretti (VII):** These large powerful jinn are from the elemental plane of fire. They are very arrogant and will only serve a powerful master.
- **Ettin (VII):** These creatures look like giant two-headed orcs. They have great strength and usually wield two spiked clubs that inflict terrible damage in combat.
- **Fire Giant (VII):** These evil giants have flaming red hair and are immune to all fire. They usually attack with giant two-handed swords.
- **Giant Frog (III):** These are giant carnivorous frogs. They are fast, dangerous predators who may be poisonous.
- **Giant Lizard (IV):** These are the giant cousins to the common lizard.
- **Giant Mantis (VII):** These are the giant version of the common mantis. These creatures are fast, strong, and have good armor.
- **Giant Scorpion (VI):** These are the giant version of the common scorpion. Its poisonous tail can kill a man.
- **Giant Snake (V):** These are giant poisonous snakes.
- **Ghoul (I):** These are evil undead whose touch may paralyze a man in combat. They feed on corpses and attack all living creatures on sight.
Gnoll (II): These creatures are hyena-headed humanoids who stand over seven feet tall.

Goblin (I): These are small humanoids common in the Realms.

Hill Giant (VII): These are one of the smaller, more stupid giants, but they are still tough opponents. They usually carry large clubs.

Hippogriff (III): These magnificent creatures have the forelimbs and head of an eagle and the body and hind legs of a horse.

Hobgoblin (I): These are human-sized, intelligent relatives of the goblin.

Kobold (I): These are small, cowardly humanoids who delight in killing and torture.

Lizardman (III): These are lizard-like humanoids. They are omnivorous but they have a particular fancy for human flesh.

Medusa (VI): These are hideous women with snakes for hair. They can turn a man to stone with their gaze.

Minotaur (VI): These are strong bull-headed humanoids. They are cruel man-eaters, commonly found in mazes.

Mummy (VII): These are powerful undead with great strength. The mere sight of one has been known to paralyze a man in combat. The touch of the mummy causes a strange rotting disease.

Nymph (V): These are extremely beautiful creatures that appear as ever-young females. They usually inhabit wild lakes and streams.

Ogre (IV): These are large, foul-tempered, ugly humanoids. They are strong fighters.

Orc (I): These are evil, pig-faced humanoids.

Phase Spider (VI): These are giant poisonous spiders with the ability to phase in and out of this dimension. Usually they only 'phase in' to attack, then 'phase out' again.

Quickling (IV): These are small, fast-moving creatures. Because of their great speed they are invisible when they move.

Skeleton (I): These are the least of the undead. These animated skeletons are usually controlled by some evil force.

Spectre (VII): These are one of the most powerful of the undead. Their touch can drain the life out of men.

Stirge (II): These are small, blood-sucking birds.

Thri-kreen (VI): These are intelligent, carnivorous insect-men who live in burrows. They have four arms and a poisonous bite that paralyzes their foes.

Tiger (V): These are noble beasts who are both strong and silent. Though their normal prey are animals, they have been known to become 'man-eaters.'

Troll (VI): These are large, strong, ugly humanoids. They know no fear and can regenerate wounds.

Vampire (VII): These are one of the most dreaded undead in the Realms. They can drain life levels, are strong fighters, and are sometimes powerful magic users.

Vancog (III): These are large, strong dogs, trained to kill. Orcs, goblins, and other evil humanoids are known to use them.

Wight (VI): Evil, undead humans whose touch can drain the life out of a man.

Wild Boar (IV): These creatures are the wild relatives of the pig.

Wraith (VI): These creatures are non-corporeal undead. Their touch can drain the life out of a man.

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

Zombie (IV): Magically animated corpses controlled by an evil force. Zombies always fight back until destroyed or turned.
The Proclamations of The City Council of New Phalan

These messages are posted on the wall of the City Hall. They represent messages that the City Council wants to relate to the citizens and adventurers in New Phalan. When you go to City Hall, the game will refer to the posted proclamations by number. Each proclamation begins with:

From the City Council of New Phalan to all brave and hearty adventurers:

Proclamation LXIX
Be it known that the council is interested in reclaiming the remaining blocks of the city of New Phalan. To reclaim said blocks, they must be first cleared of monsters, vermin, and other uncivilized inhabitants. To this end, the council is offering a reward to any person or group who is responsible for clearing any block of the old city.

Proclamation LXXVIII
Be it known that the council is seeking a crew to undertake a mission of particular sensitivity. Any brave and clever band of adventurers, who are not adverse to earning a large reward, should present themselves to the council clerk for a special commission.

Proclamation CXX
Be it known that the council has decreed that the threat of the pirates who plague eastern shipping to New Phalan will be eliminated. The council offers a generous reward for the exact location of the pirates' stronghold, with an even greater reward offered for the elimination of the pirates as a threat to shipping. Apply to the council clerk for a commission.

Proclamation CXXX
Be it known that the council has declared those individuals who have taken up residence in the mansion of the former Royal Family to be traitors and thieves. Be it further known that a reward has been offered for the elimination of these traitors. A commission to rid the city of this threat may be obtained from the council clerk.

Proclamation CXLV
Be it known that the council has proclaimed a generous bounty for each undead killed. Be it also known that in addition to said bounty, the council is willing to provide a special enchanted item, useful in the destruction of undead, to any group of adventurers who accepts the commission to cleanse Vathigen Graveyard. Apply to the council clerk for said commission.

Proclamation CXLVI
Be it known that the council is seeking a hearty band to undertake a mission to rescue the Duchess of Melvount. The duchess is supposedly being held by a band of ogres in a cave to the northeast of Phalan. A generous reward is offered for the safe return of the duchess. Apply to the council clerk for commission and additional information concerning the abduction.

Proclamation CXIX
Be it known that the council has decreed that the foul poisoning of the river formerly known as Stojanov is to be brought to an end. Accordingly, a reward is offered to any group which shall travel up the river currently known as Barren, locate the source of its poisoning, and eliminate said source. A commission may be obtained from the council clerk.
Journal Entries

These entries include items which the adventurers might copy or file in their journal as they travel. During the game these entries are referred to by number. When the game refers to a journal entry read the specific entry and place a checkmark in the margin to keep track of which entries have come up in the game. Do not read ahead to other journal entries; some entries are false and may lead your adventurers astray.

Journal Entry 1:
A loud voice coming from a magic mouth cast on a stone tablet.
"I am Jarash the Sorcerer!
Be known that for every living giant insect you return to Sorrent's Island I will pay a generous bounty, including a weapon empowered by magic. I will pay for giant insects such as thri-kreen, giant mantis, and ankheg. The insects may be bound by magic but dead insects are of no use to me.

Bring any bodies to the northern river mouth on Lake Kuto. Call the name of 'Jarash' loudly three times and I shall come. Do not call unless you have something for me. I shall be very angry if I am disturbed without cause!
"I am Jarash the Sorcerer!"

Journal Entry 2:
Told in a painful whisper.
'I never liked pain. Let me go an' I'll tell ya of the kobold treasure hoard. We attacked a gold shipment once -- took it by surprise. Thirty times my weight in gold pieces were taken. We knew if we were caught we'd lose the stuff in the treasure room. So we hid it behind a secret door in the warrens -- that's where we keep the womenfolk. They tossed me in here to die, so it don't do no harm to tell ye. Find it and good riddance.'

Journal Entry 3:
An old leather-bound book, written with a small, firm hand.
'The horde came again last night. Their coordination was frightening. Under the cover of darkness, goblins and kobolds pushed bundles of sticks to within bow range. These bundles formed a wall that protected the small ones from our archers. Once the wall was erected our archers took up safe positions there and began pelting the castle walls with arrows.

'We tried shooting flaming arrows at the wall of sticks to set it afire. Monsters are normally afraid of fire. But these monsters showed no fear. They simply scooped dirt on the flames to put them out. Before all the fires were out they had resumed firing at us. Surely, some unnatural force must have been at work to weld these quarrelsome beasts into an organized fighting force.

'I do not know if we can combat the monsters onslaught much longer. We lost 12 more men last night. The monsters seem to have an unlimited number of reinforcements. The Last Priest of Tyr, Ferran Martinez, says he has a way to protect the keep, but he says that it's so terrible that it may only be used as a last resort. Unless we receive reinforcements shortly, Ferran Martinez is our only hope.'
Journal Entry 4:
A roughly drawn cloth map.

Journal Entry 5:
A small piece of parchment folded into the spine of a family's holy book.

The family's treasures are buried in the tunnels beneath Kuto's Well. Climb down the well and search for a secret passage. In the passage there is a dangerous trap. Search the walls until you find the lever to disarm the trap. Then proceed through the passage into an adjacent chamber. The treasures are buried in the southwest corner.

Journal Entry 6:
A quickly scratched note.
"Show the Boss's Seal to the thri-kreen guards. Be careful, they are wary of outsiders. Keep your hands away from your weapons no matter what they do."

With the seal you should gain safe passage to see the Queen. She will give you the artifacts in exchange for the seal and the treaty. Do not do anything to get her mad, the bugs would just as soon kill you as look at you. Once you have the artifacts, get out of the stinking burrow and get back to the castle."

Journal Entry 7:
A tightly bound scroll, seemingly immune to the ravages of time.

"Fountains and pools hold great power that can only be reached by performing proper ceremonies. Most of these is immersion, for in this way the bather surrenders himself to the spirit of the water. That spirit, or some portion of it, enters into the bather, whereby he gains great powers. Yet, to the weak-willed whose spirits are sure to be consumed by spirits that put even the strong at great risk, Kurax holds that the Falls of Xare are greatest of all these. Morden writes that the Pool of Radiance is greater still."

Later in the book...

"Places of magical power are not necessarily tied to one physical location. Power often moves from place to place along the path of least resistance. The termination of the path determines the place's location on this plane. Volatile upheavals between the planes may lead to a change in the path of least resistance. This can change where the path terminates on this plane, thus moving the place of power."

Some who wield strong supernatural forces can bend the path like an engineer damming a river. When the path is bent, it can terminate in a new location, moving the place of power on this plane. If the supernatural force that bent the path is removed, the path will snap back to its original form and the place of power will return to its original location. Such disruption can have violent and unpredictable results.

"Thus, inter-planar upheavals and directed supernatural forces may hold the answer to the seemingly ever-changing location of places of power, such as the Pool of Radiance."

Journal Entry 8:
A rugged popular account of the northern lands.

"Ten days ride north of the Varm is a barren and dead country called the Lee-wal, land-in-pain or land-of-caused-pain. Further to the south this place is known as the Tortured Land. It is said to be an evil place, shunned by the Riders. They speak little of this land. But, yearly, during Chas, they make a trip into its heart. There they go to praise the spirit of a glowing spring. This they have done for ages and so shall they do for years to come."

Journal Entry 9:
Several pieces of paper with highly organized writing.

Fact: Joran Alberach is a special envoy, from Zhentil Keep to the City Council of New Phlan.

Strong Rumor: Here to negotiate a military assistance agreement between Zhentil Keep and New Phlan.

Journal Entry 10:
A crude map scratched onto an old piece of parchment:

X = Bad Things

Journal Entry 11:
A mangled page of fine paper with entries written in a very fine hand.

"He is livid about the undead coming out of Valthingen Gravenyard. Three times He has sent assault groups, three times none have returned. He dares not send any of the priests of Bone to clear the graveyard. He assumes that if a priest could control the undead from their current master, that the priest would then become a threat to His power."

"I suggested that if we could neutralize the power that leads the undead, that we could then use the undead as a tool."

Adventurer's note: Legend for all maps...

- Mountains
- Swamp
- River
- Travel route
- Hills
- Grassland
- Target
- Hills with caves
- Waste land
- Water
- Forest
Journal Entry 12:
Message scratched into the wall over the pool.
Beware the power of the pool.
Death to those unworthy of the gifts of the pool.
Power to those who will use the gifts of the pool wisely.
Bathe in the pool if you dare.

Journal Entry 13:
A flowery note written on stationary emblazoned with the symbol of the City Council of New Phlan.
With the artifact and agreement in this pouch we have made our final conformations to your demands. We have given everything you have asked for. This should settle our differences and cement our alliance.

Now that we have delivered our part of the bargain we will expect you to uphold your end. Use this protected pouch and our representatives to deliver your part of the bargain to the city council. Remember to include all of the magical items we agreed upon.
With the buried riches in the reclaimed Phlan, and the might of Zhentaril, keep we will be able to control all of the northern shores of the Moonsea.
Signed
Porphyrys Cadorna
City Council
New Phlan

Journal Entry 15:
A clean map drawn with exact lines.

Journal Entry 16:
Told in a proud, haughty voice.
'I am a princess of a tribe of nomads to the northwest. My father is an old fool. He wanted me to marry King Al'Ra'id, to cement an alliance. I had more important things to do; than be tied down to an aging monarch. When I marry, I shall be to someone who has the same taste of adventure and the same skill with a sword.'

Journal Entry 17:
A quick note on an often used piece of paper.
I must find some handy allies in case this monster from Phlan sends his troops to attack my island. I need a small, intelligent party who can move through the civilized areas without notice, but who have the skill to traverse the uncivilized areas and the wilderness. I must watch the next groups to come to the lake and see if any could make proper allies.

Journal Entry 18:
A tatty piece of parchment with large writing on one side.
Hold the Sokal Keep on Thorn Island at all costs. If attacked, sacrifice your troops as necessary to hold out until relieved.
In your deployment set two squads of hobgoblins to patrol Thorn Island at all times. At least 2 squads of archers are to be deployed on the walls at all times. Let the pack of wardogs loose to cover the island several times a day at random intervals. Set pairs of Kobolds as observers in hidden locations around the island.
If Thorn Island is invaded immediately dispatch a message back to the castle. We will send over however many reinforcements are necessary to hold the island.

Journal Entry 19:
A black bound tome written in a strange halting hand.
...and settled foremost in the hall of Minor Couriers were the lesser powers:
Maram of the Great Spear; Haask, Voice of Harquat; Tyrannus, the Flamed One; Borom of the Lake of Boiling Mud; and Cannond the Unseen. These two fell down and became servants of the great lord Bane.

Journal Entry 20:
Told in a pained voice.
'We just got the cut through to the beastie's lair when I injured my leg. King decided there wasn't much use for me anymore. Made me a proposition though. Said if I went into the lair and brought out the treasure, he'd feed me till I stopped breathing. Best deal I had, so they tossed me down here. Not being a fool, I cut out for the deepest hidey-hole. Thankfully the beastie was asleep. I can still move real quiet when I must.'

'Anyway, if there hasn't been much of an alarm, then drunken Perd must be on watch at the rock. He's the King's son, so he ain't here with me--worthless son. If he's there, he's got less brains than a fermented rat, just act officious and he'll take ya ta the king. Wouldn't mind hearin' of that tyrant's demise. Ya seem just the types ta do it too.'
Journal Entry 21:
A crumbling old book; one of a massive series.
At this time there ruling the Twisted Ones was a powerful general named Tirananthraxus. He strode before his armies cloaked in flame and led the Riders out of the Waste. At his hand the Kingdom of Barze was conquered. Turning south he led his army to conquer the Horrebs and the Plane. Tirananthraxus was a cruel man and leveled all that he had taken, murdering the princes of these lands. The flames that surrounded him consumed him, destroying his body. Freed of its shell, it flew among the men of his army, lighting on each and claiming it. It was then when Baron Schott imprisons Tirananthraxus in a vast of water which shone like the light of day. This he sank in the watery depths of Lake Longreach, defeating the armies Tirananthraxus had raised.

Journal Entry 22:
A new folded cloth map drawn in waterproof ink.

Journal Entry 23:
Several pieces of paper with highly organized writing.
Fact: Ulrich Eberhard is old, hard headed in every sense of the word, leader of the initial expedition to retrieve Phlan.

Journal Entry 24:
A piece of old, expensive paper written in a dried brown fluid.
Cursed is the child Porphyry. He who was visited by the spirit of fire in his cradle. He who burned bush nursemaid, and he who called the armies of the night down from the mountains.
Possessed is the one called Porphyry. When the spirit of evil is in him you can see the fire in his eyes. When he is possessed, the ground trembles with his power and the nearby plants wither as if exposed to a great heat.
None of the servants will go near the child any more. I think he should have been drowned at birth. But his mother is blind to his possession. She guards him like a tiger protecting a kitten. I think he has ensorcered her.
For now we have no choice. We will evacuate the city by ship on the morrow. And the accursed child shall come along. I swear that he smiles every time there is an explosion, or anytime you hear a man scream. Saints preserve us all from this demon child.

Journal Entry 25:
An official-looking notice.
The number of undead creeping out of the Vahingen Graveyard is increasing. These undead have disrupted training.

Journal Entry 26:
A small bound book.
'I have charted this maze as closely as I can. My way is blocked by both leaning and mystic death traps. Yarash must have used his magic to escape this place. I can find no other way out.'

Journal Entry 27:
An impressive announcement.
Bounty of 10,000 Gold!
I will pay 10,000 gold pieces for a live sahuagin! I will pay 1,000 gold pieces for a recently dead sahuagin in good condition. I need a specimen of this man-like saltwater aquatic creature for my studies.
Bring your specimen to the shore of Lake Kuto and build a fire as a signal. Your specimen will be examined. If it is truly a sahuagin you could end up with 10,000 gold pieces. But beware, I will know any forgeries, and I will punish any attempt at deception.
'So, capture a live sahuagin, bring him to Lake Kuto, and walk away a rich man.'
Signed
Yarash the Sorcerer

Journal Entry 28:
A crude map burned into an animal skin.
Journal Entry 29:
A clean map drawn with exact lines.

Journal Entry 30:
Carefully prepared notes.
Note 1: Tyrannithraxus is definitely a product of immersion in the Pool of Radiance. His extraordinary brilliance, vigor, charisma, and power of command must be a direct result of exposure to the effects of the Pool.
Note 2: The Pool of Radiance may grant special magical abilities. Tyrannithraxus exhibits a fiery aura, obviously magical. He also seems to have extraordinary means of obtaining information. Special magical powers granted by the pool would explain both the aura and the extra information gathering capability.
Note 3: Tyrannithraxus tells stories about moving down from the north. Though he never mentions the Pool, I gather that it is northwest of the Dragonspine Mountains. Strangely, he occasionally lets slip that he is never far from the Pool, but that must be a parenthetical reference.

Journal Entry 31:
Told in quiet, hissing speech.
"Thank you for saving my children from the Mutilator Yarash. In return I will aid you in any way I can, though that may not be great."
"I have lost much of my following to young Dyrath who listens to the false promises of Tyrannithraxus...and if he shows his troops to invade Phlan, we will rule the riverbanks."
"So, Dyrath and his followers have been living themselves in raids upon the kobold caves to the southwest and the hrothgoblin caves to the south."
"For some time my followers have been disappearing. But, when you freed my children from the clutches of the evil Yarash my status was increased. Dyrath kept quiet for a time, but once again the young warriors listen to him and not to me."

Journal Entry 32:
An announcement on rugged paper written in large clear symbols.
"It is announced that Mace the former cleric of our lord Bane, is hereby ejected from the church. His crimes include refusal to follow temple dictates, unauthorized performance of major miracles, and the great heresy of placing other gods above our almighty lord Bane.
All loyal followers of lord Bane must report Mace's presence on sight. He is to be captured, brought before a tribunal for fair and just judgment, and then burned at the stake."

Journal Entry 33:
An official looking notice
Yarash
"The time has come for you to add your power to the growing legions of my followers. Come and supplicant yourself to me and I will reward you as an important officer in my magical forces. You will serve as the advisor to the cohort of soldiers to be based at Sonceré's Island.
Resist and you shall be crushed before my almighty power. I expect your positive reply within the week."
Signed,
The Boss

Journal Entry 34:
Told in a triumphant tone.
"You have no understanding of the subtlety of Tyrannithraxus and his allies. Here you have trusted me enough to let you guard down. Now you are my prisoners."
"My kobold friends deserve some reward for their help. Therefore, you are to be taken to their pit. There, unwarmed, you shall fight Bersheer, my pet serpent. He should be hungry now, merchants don't satisfy him for long."

Journal Entry 35:
Told in halting speech.
"Thank you for freeing us. Yarash has been experimenting on our people, chang- ing them in horrible ways. Every night we carry off another lizard man with his chest burst open or his head mangled."
"Yarash say he make us like Sa-Hag-Arr. He always say that he make us stronger, better hunters. But all he make us is dead."
"We were not allowed to speak when Yarash was around. These marks were passed down to us and remind us of home. They represent the friend word used between lizard men of different tribes. If you meet lizard men on the outside, this word may help you."

The lizard man carefully scratches marks into the dirt. You recognize the marks as two runes and a path symbol.

Journal Entry 36:
Carefully prepared notes.
Note 4: He has fooled me. All this time he has called himself Tyrannithraxus the Flamed One. He exhibited his flame, and spoke of deeds attributed to Tyrannithraxus. But today, while he did not know I was around, he revealed his true identity. He spoke into the great pool in his lair. I think he spoke to Lord Bane himself. And he referred to himself as Maram. Maram, he of the great spear, is also a servant of Bane.
"Why would my leader use a false name? He hides his identity from the world, so that they do not research his past and discover his weaknesses. What if he also hides his identity from his closest advisors, so that they also cannot know his true abilities and weaknesses? Anyone who attacked him, thinking to utilize the weaknesses of Tyrannithraxus, would be destroyed by the different powers of Maram of the Great Spear.
"My research into Tyrannithraxus is now useless. I must scour my records for details concerning Maram of the Great Spear. I have much work to do."

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Journal Entry 37:
A massive atlas drawn by the great mathematician Tomarus.

THE MOONSEA

[Map of the Moonsea with various locations marked, including:
- Glister
- Vaasa
- Tranquil
- Stojanow
- Thar
- Tesh
- Kesh
- Tulash
- Moonsea
- UKA
- Sunn
- River Duathmaer
- To Cormyr
- To Sembia]

AREA NEAR PHLAN

[Map of the area near Phlan with various locations marked, including:
- Dragonspine Mountains
- Stojanow
- River Quivering
- River Twilight
- Stormy Bay
- Moonsea
- UKA
- Sunn
- Podol Plaza
- Kult's Well
- civilised
- Thorne Island]

PHLAN

[Detailed map of Phlan with various landmarks and structures, including:
- Uffel Mansion
- Valhingen Graveyard
- Thorne Keep
- Mendor's Library
- Kult's Well
- Mendor's Wellhouse
- Podol Plaza
- Civilized
- Bay of Phlan]
Journal Entry 38:
Several pieces of paper with highly organized writing.

Fact: Werner von Urslingen is a retired mercenary captain turned businessman.

Strong Rumor: mostly interested in the military aspects of the reconquest of Zhland.

Rumor: fought in a mercenary unit hired by The Boss early in his career.

Rumor: hates Zhentilaki because he fought in a unit against them several times.

Rumor: has strong contacts with other mercenaries and some ruffians in town; none of our informants confirm such contact.

Vague Rumor: Von Urslingen's unit was wiped out by enemy magic users; he was the only survivor; he retired and now secretly hates magic users.

Journal Entry 39:
A preserved parchment covered with giant script.

'I am writing to you to describe my further inquiries into the legend of the Pool of Radiance. It seems the pool has moved several times. Long ago, at least one wise wizard actually moved the pool into his abode for a period of time to study it. However, the pool seems to return to its original location after every move. I am now watching the dry hole that is the pool's natural location. When it returns I will be ready. I truly believe that the Pool of Radiance is the key to the secret wisdom that I seek.'

Yours in wisdom
Soraszar

Journal Entry 40:
A quick note on an often used piece of paper.

'Both kobolds and hobgoblins exist in large numbers to the east. Experiments show neither makes good breeding material.'

Journal Entry 41:
A clean map drawn with exact lines.

Journal Entry 42:
A sketch drawing.

Journal Entry 43:
A loosely wrapped scroll.

'Aramagal-the-Good, paladin and brother of Taimalgal-the-Invincible, and Sarasim of Teshuwine, the high priestess of Sune, attacked the demons of the Vahuringen graveyard with a holy vengeance. They came in search of Taimalgal and his mercenary band who assaulted the graveyard and did not return.

Sarasim used her holy power to dissipate and turn the undead that confronted them. Aramagal wielded his vorpal sword and slew the few that fought her power.

Together, Aramagal and Sarasim penetrated the graveyard to an evil marble crypt. They found and splintered an empty coffin, blessing the remains and sprinkling it with holy water. Then they confronted the owner of the coffin, a creature of great evil and the leader of the undead in Vahuringen, an ancient vampire. The three began a furious melee.

The vampire was vanquished by Aramagal and Sarasim's power, but would not be turned. The vampire shouted, 'I have defeated Taimalgal and his warriors. I shall defeat the brother of Taimalgal as well!'

The vampire summoned an army of rats and tried to charm Sarasim to his side, but to no avail. Sarasim resisted his charm and Aramagal charged through the masked vermin. The vampire fell before the mighty blows of Aramagal's holy sword and Sarasim's enchanted race.

'Defeated, the ancient vampire dissolved into gas and fled to his coffin. Finding the coffin destroyed he returned to solid form and screamed. Seizing the moment Aramagal grabbed the vampire and held him with all of his strength. Sarasim ran up and drove an oaken stake through the vampire's heart.'

Aramagal and Sarasim performed the proper rituals to banish the vampire forever. Then, wounded, Aramagal and Sarasim left Vahuringen Graveyard. It was beyond their power to completely cleanse the evil place, but they had extracted proper vengeance for the death of Taimalgal and his troops.'

Journal Entry 44:
A clearly written note on standard paper found on the body of a dead trader.

'Hello my good friend. I hope you and your brood are well. I am tired. I've been trekking through unspeakable swamps and over unclimbable mountains to try to get my wares to ungrateful customers.

'Only one event has saved this year's sales. I found a castle full of happy folk, who were very good customers. They were started for goods and news from the outside world. And well they should be, their castle was in the middle of a small forest, and the forest was in the middle of a swamp!

'These people seemed to know nothing of recent events. They still spoke of Zhlan as if it were in its full flower. And they paid in old Zhlanian gold sovereigns, double the weight of the newer gold coins!'

'If they were out of date, they were very friendly and prosperous. I saw more than one gem glitter in the sun, and several swords showed a flash that made me think they were magic. If you are willing to dodge the vermin of the swamp I would add this castle to your trading route. Speed to your hourse, strength to your arm, and skill to your trading.'

Your Friend,
Burach
Journal Entry 45:

Told in perfect, stylized, common.

Generations ago, flesh things were fewer and we hard-shelled beings ruled the shores of Lacara, what flesh things call the Moonsea. We gathered much gold and plum granite, plus many gems for decoration and to appease our own gods. We are quite adept at finding such trinkets as we make our home by burrowing with our own mandibles. We know the earth like none other can.

When flesh things began to multiply, we did not look on them as intelligent. They could not decipher our glorious lenguage of sounds and movement and we could not fathom intelligent communication limited to their feeble squeaks and grunts.

As we assumed the flesh creatures were unintelligent, we looked on them as slow, soft, weak, but tasty, prey. But the prey was coming riding swift beasts, and so we were no longer slow. Then they came in metal shells, and so were no longer soft. And then they came hurling balls of fire and clouds of stink, and so we were no longer weak. Our gods told us that the flesh creatures would multiply and that our only hope was to retreat.

We retreated underground, into caverns carved by our own mandibles. We only venture to the surface to guard our lands and to find food less powerful than yourselves. We have kept the location of our nest secret for many generations.

But now you have come. You have defeated our warriors, evaded our traps. We admit your power. We have nothing further to gain by combat. If you will leave us in peace you may take the gold and gems that were sacred to our gods, we have been abandoned by them. If you will not leave us in peace then we must fight to the last. What is your decision?

Journal Entry 46:

Told as jaunty, after dinner conversation.

'This is an old story that I first heard while serving at the Citadel of The Raven. Ding was the usual barbarian hero -- the type able to snap five men's backs with his bare hands, wrestle and tame the herd horses, pierce a man with a javelin from many miles away, and other equally preposterous things.

The story goes that Ding and his band of men found a pool of unfrozen water while wandering in the snowy wastes. Ding's little pet lizard, Jeezea, got too close to the pool and discovered that it was not only the water not frozen, it was boiling hot; so hot that it cooked the skin right off of Jeezea.

Ding was so angered he thrust his spear into the pool and rolled the waters. The demon of fire that inhabited the pool was disturbed and raced out of the pool to do battle. The demon leapt from man to man, consuming them in a single touch.

But the demon of fire could not defeat Ding. Neither could Ding find a weapon strong enough to withstand the creature's fire. After battling for an entire day, Ding finally called upon his totem god for aid. With this magical aid, Ding was able to trap the flaming demon in a triangle of power where supposedly he is even to this day.

Journal Entry 47:

A small wrinkled parchment with roughly scratched notes.

'Hogobins transferred out of Valjevo Castle. Now replaced by giants and trolls. Sounds very tough.'
Journal Entry 51:
Several pieces of paper with highly organized writing.
Fact: Bishop Braccio is the highest ranking religious leader in Phalan. Runs small temple in civilised section of city.
Vague Rumor: Braccio is actually a front-man for a powerful high priest who never leaves the small temple.
Strong Rumor: Braccio is under fire to 'do something' about the undead problem. So long as the undead were causing the monsters more trouble then the settlers he had other, more pressing, problems.
Rumor: Braccio is opposed to the temple tendency to sell clerical 'miracles'; but he understands that the temple needs funds. Braccio would rather perform such 'miracles' in exchange for good works done in the name of the church, not just for money or items of power.

Journal Entry 52:
Delivered in chillingly clear tones.
"Hear us in our hour of need!" the nomad witchdoctor cries. "This night we fight a great battle. By the breaking of dawn either our enemies will be dead or we will have been destroyed.

"Accept the sacrifice of these outsiders and give us the strength to defeat the hordes of our enemies. Fill our limbs with your fire, and fill our minds with your fury. Let us vanquish our enemies just as we vanquish these invaders who have come among us."

Journal Entry 53:
A crumpled discarded piece of paper, full of rub outs and scratch overs.
Priests: 1
Acolytes: 4
Ogres: 1
Hobgoblins: 40
Orcs: 90
Goblin Slaves: 20

Journal Entry 54:
A page from an unknown diary.
"They stole my map to the Pool. Somehow they knew when I was coming and exactly what to look for. They didn't even bother to kill me; they said I wasn't worth killing. They just crippled my legs, took the map, and rode away laughing.

"After the attack and the rigors of my trek all I remember is that the Pool is in the Dragonspire Mountains to the northwest. Keep search parties away from the area so as not to catch the dragon's attention."

Journal Entry 55:
Delivered as you sit around the campfire.
"You must beware of the many dangers in this region. Several days walk to the west there is the pyramid of evil. It has been long avoided by all sensible men. To the southeast is a lair of many ferocious hobgoblins. The areas to the southwest is inhabited by evil men - buccaneers, marauders, and soldiers of an evil empire far to the east. And all good folks avoid the swamps to the east. Nothing but danger grows in the swamps."

Journal Entry 56:
An uncut note written on study parchment.
"An active dragon has made its home in the Dragonspire Mountains to the northwest. Keep search parties away from the area so as not to catch the dragon's attention."

Journal Entry 57:
A tattered piece of parchment with large writing on one side.
"Our spies in the city inform us that a party of invaders will travel to Sokal Keep to free it. To combat these invaders, assemble a force of no less than three squads. Travel by boat from the small docks at the west of town to Thorn Island. Move undetected to Sokal Keep. Find the adventurers in or around Sokal Keep. Kill them before they can return to the city council with information about the true situation at the keep. Return with the invaders' heads as proof of completion of your mission. Upon completion you will be rewarded with food, treasure, and many slaves."

Signed,
The Boss

Journal Entry 58:
A tattered piece of parchment
Tavern Tales

The taverns of New Phlan are filled with scoundrels, con-men, and adventurers - every one a liar and a gossip. The following tavern tales represent such rumors and lies.

When you are in a tavern, you may be referred to a particular tale by number. Find and read that tale. If you really think of your adventurers as rumor mongers, read all the tales.

Some of these tales are true, some are based on truth, and some have never been corrupted by a hint of truth. Even when a tavern tale is referred to by number, it might be false.

Tale 1: Far to the northeast, in the midst of a vast swamp, lie the uninhabited ruins of a powerful wizard's castle.

Tale 2: A drunk bard sits in a corner of the tavern spinning a seemingly endless tale, but no one is listening.

Tale 3: Wells throughout the city often provide access to hidden dens and underground passages.

Tale 4: An angry lord commandeers one corner of the bar to lecture on the ultimate range of his adventures. The crowd ignores him.

Tale 5: To the east of Phlan lies a gleaming castle of gold that shifts its location from time to time.

Tale 6: A weird looking wizard, dressed all in black, sits alone and mumbles into his beer, "I'll return next time and show them all!"

Tale 7: Great treasures are to be found on the banks of the Barren River as one ventures northward.

Tale 8: The graveyard is controlled by a very powerful and clever undead creature.

Tale 9: A puzzled patron with a limited vocabulary questions everyone he comes across about how to complete a manuscript dated 1977 GUYE. Unfortunately, no one can help him.

Tale 10: To the west lives a tribe of insect men who worship normal men and give valuable gifts to all who visit them.

Tale 11: The Dragonspine Mountains are inhabited by a race of evil dragons who lure travelers to their lairs and slay them.

Tale 12: A bedraggled adventurer decryes, "There was a man called turtle, walls that aren't there, living dragons; I never did figure out what was going on!"

Tale 13: A master thief has set up a hidden training ground deep in the old city, right under the noses of monsters.

Tale 14: Ogre's who live to the east of Phlan are holding captive a princess for whom a huge reward has been offered.

Tale 15: The merchants of Zhentar Il is setting up a trading base far to the west of Phlan. They're hiring caravan guards for good wages.

Tale 16: Buccaneers operate a slave auction out of a hidden camp near Stormy Bay.

Tale 17: An old sage sits in a corner with a dark wizard. You're right," laughs the sage. "They'll do anything I tell them to, no matter how silly or phantastic."

Tale 18: Off to the east of Phlan roams a tribe of marauding nomads. They have been pillaging villages in the plains with the help of a powerful artifact they have discovered.

Tale 19: Mighty tribes of wild dwarves, the Dragonspine Mountains, destroy villages and killing travelers.

Tale 20: "I was totally confused; it was like being lost in the darkness," sighed the overwrought adventurer. "Rabbits, hats, bowling balls? Where in the realms was I?"

Tale 21: The monsters in Phlan are led by one of the generals who sacked the city a generation ago. The general has used great magic to make himself immortal.

Tale 22: A vast fortress of kobolds dominates the western tip of the great swamp. These normally weak creatures grow to great size and have extraordinary powers here.

Tale 23: An ancient, Silver Dragon still lives in the Mountains. The dragon is evil and will help travelers who battle evil.
APPENDICES

MONEY CONVERSIONS

<table>
<thead>
<tr>
<th>Coin Type</th>
<th>Gold Equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Copper</td>
<td>200 cp = 1 gp</td>
</tr>
<tr>
<td>Silver</td>
<td>20 sp = 1 gp</td>
</tr>
<tr>
<td>Electrum</td>
<td>2 cp = 1 gp</td>
</tr>
<tr>
<td>Gold</td>
<td>1 gp = 1 gp</td>
</tr>
<tr>
<td>Platinum</td>
<td>1/5 gp = 1 gp</td>
</tr>
</tbody>
</table>

SPELL LIST

This is a listing of spells available to player character clerics and magic-users as they gain in level.

FIRST LEVEL CLERICAL SPELLS

- Bless/Curse
- Cure Light Wounds/Cause Light Wounds
- Detect Magic
- Protection from Evil/Protection from Good

SECOND LEVEL CLERICAL SPELLS

- Find Traps
- Hold Person
- Resist Fire
- Silence 15’ Radius
- Slow Poison
- Snake Charm
- Spiritual Hammer

THIRD LEVEL CLERICAL SPELLS

- Animate Dead
- Cure Blindness/Cause Blindness
- Cure Disease/Cause Disease
- Dispel Magic
- Prayer
- Remove Curse/Bless Curse

FIRST LEVEL MAGIC-USER SPELLS

- Burning Hands
- Charm Person
- Detect Magic
- Enlarge/Reduce
- Friends
- Magic Missile
- Protection from Evil/Protection from Good
- Read Magic
- Shield
- Shocking Grasp

SECOND LEVEL MAGIC-USER SPELLS

- Detect Invisibility
- Invisibility
- Knock
- Mirror Image
- Ray of Enfeeblement
- Slinking Cloud
- Strength

THIRD LEVEL MAGIC-USER SPELLS

- Blink
- Dispel Magic
- Fireball
- Haste
- Hold Person
- Invisibility, 10’ Radius
- Lightning Bolt
- Protection From Evil, 10 Radius/Protection From Good, 10 Radius
- Protection from Normal Missiles
- Slow

ARMOR LIST

<table>
<thead>
<tr>
<th>Armor Type</th>
<th>Weight In gp.</th>
<th>AC</th>
<th>Maximum Movement*</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>0</td>
<td>10</td>
<td>-</td>
</tr>
<tr>
<td>Shield, Small#</td>
<td>2</td>
<td>9</td>
<td>-</td>
</tr>
<tr>
<td>Leather</td>
<td>150</td>
<td>8</td>
<td>12 squares</td>
</tr>
<tr>
<td>Faded</td>
<td>100</td>
<td>8</td>
<td>9 squares</td>
</tr>
<tr>
<td>Studded</td>
<td>200</td>
<td>7</td>
<td>9 squares</td>
</tr>
<tr>
<td>Ring</td>
<td>250</td>
<td>7</td>
<td>9 squares</td>
</tr>
<tr>
<td>Scale</td>
<td>400</td>
<td>6</td>
<td>6 squares</td>
</tr>
<tr>
<td>Chain</td>
<td>300</td>
<td>5</td>
<td>9 squares</td>
</tr>
<tr>
<td>Splint</td>
<td>400</td>
<td>4</td>
<td>6 squares</td>
</tr>
<tr>
<td>Banded</td>
<td>350</td>
<td>4</td>
<td>9 squares</td>
</tr>
<tr>
<td>Plate</td>
<td>450</td>
<td>3</td>
<td>6 squares</td>
</tr>
</tbody>
</table>

* A character carrying many objects, including lots of coins, can be further limited in movement to a maximum of 3 squares per turn.
# A Shield subtracts 1 AC from any armor it’s used with.

TABLE OF EXPERIENCE PER LEVEL

The following shows the amount of experience a character must earn to gain a level in his character class. All experience earned by multiple-class characters is divided by the number of classes. When a character has earned a gain in level for one class but not another, the show command shows his highest level. Thus, a character who is a fighter-thief and has earned 1,800 experience points in each class (a total of 3,600 XP), will be shown to be 2nd level because he has earned that level as a thief, though not as a fighter. His fighting abilities are still based on his being a 1st level fighter.

CLERICS vs. UNDEAD

A good or evil cleric (not a neutral one) has a certain influence on undead. He extends this influence by using the Turn command in the Combat Menu. His level determines how many undead and what kind he can influence. Evil clerics can make undead either neutral or friendly to the party. Good clerics can drive the undead away and may be able to destroy them if the cleric is of a high enough level and the undead are of a low-enough level.

The following is a list of undead in increasing order of power and what minimum level of cleric a character has to have to have any influence over them. Low level clerics generally have a chance, not a certainty, of affecting undead.

<table>
<thead>
<tr>
<th>Undead Type</th>
<th>Level of Cleric</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skeleton</td>
<td>1st</td>
</tr>
<tr>
<td>Zombie</td>
<td>1st</td>
</tr>
<tr>
<td>Ghoul</td>
<td>1st</td>
</tr>
<tr>
<td>Wight</td>
<td>1st</td>
</tr>
<tr>
<td>Wraith</td>
<td>3rd</td>
</tr>
<tr>
<td>Mummy</td>
<td>4th</td>
</tr>
<tr>
<td>Spectre</td>
<td>5th</td>
</tr>
<tr>
<td>Vampire</td>
<td>6th</td>
</tr>
</tbody>
</table>

GLOSSARY OF AD&D® GAME TERMS AND COMPUTER TERMS

Ability Scores. These are numbers that describe the attributes of the characters. There are six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. For the most part, the range of numbers runs from 3 to 18, the higher the better.

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

Alignment. This is the basic philosophy of a character. See Alignment in the What are Characters? section of the rule book.

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

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

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

Enter. The act of giving a command to the computer. How this is done varies depending on the computer.
Experience Points (XP). Every encounter the characters have yields experience points for every character depending on how successful the encounter was. A character who gains enough XP can advance a level if he has enough gold for training.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Spell. This is a magic incantation that can alter the nature of reality. Both magic-users and clerics can cast spells after memorizing them. If the spell is cast, it is gone from the users mind and must be remembered.

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

This new role-playing game module from TSR is based on SSI's first official AD&D® computer software release, Pool of Radiance.

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