OFFICIAL Advanced Dungeons & Dragons COMPUTER PRODUCT

POOL OF RADIANCE

A FORGOTTEN REALMS™ Fantasy Role-Playing Epic, Vol. I

STRATEGIC SIMULATIONS, INC.
Prepare yourself for the first AD&D® computer fantasy role-playing game set in the magical world known as the FORGOTTEN REALMS.

Located on the northern shore of the Moonsea in the Forgotten Realms, the fabled city of Phian had been overrun by monsters led by a mysterious leader. Your quest: discover the identity of this evil force and rid Phian of its scourge.

POOL OF RADIANCE represents the first in a line of software created by SSI in collaboration with TSR — the producer of the legendary ADVANCED DUNGEONS & DRAGONS® fantasy role-playing system.

It adheres faithfully to AD&D® game standards. The monsters, items and spells used are from the famous AD&D Monster Manuals, Dungeon Masters Guide and Players Handbook. Roll up your characters from four Classes, six Races and nine Alignments in classic AD&D game fashion; or use the party already provided.

The computer graphics are strictly state-of-the-art. Each monster type is individually drawn. Cities, dungeons and encounters are shown in realistic 3-D perspective. Swinging swords, flying arrows and fireballs are all part of the Tactical Combat display. Personalize your heroes’ combat figures with individual weapons, armor and colors.

Add NPCs (computer-controlled Non-Player Characters) to your party of up to 6 PCs (Player Characters) to fill out your 8-character party. Control your PCs during battle, or let the computer handle some or all of the action.

To help your party on its many difficult missions, the Adventurer’s Journal guides you with history, maps, clues and rumors. A Translation Wheel converts Elvish and Dwarvish writing to English.

POOL OF RADIANCE: The ultimate breakthrough in fantasy role-playing computer games.
Before Beginning Play: You should back up both sides of all four game disks with the copy option on side 1 or a commercial copy program. Put the originals away and play off of the copies.

To Load The Game: Connect your computer, monitor, and disk drive. If you use a joystick, plug it into the joystick port, etc. For example, do not press shift when typing in text. Turn on the monitor, place Side 1 into disk drive 1, and then turn on the computer.

First you will be prompted to copy a disk. Type “Y” to make a backup disk or type “N” if you already made backups of the disks. Remember to match the two symbols and read the word under the arrow from inside to outside. For example, if the computer displays ‘BE =’ the word is ZOMBIE. After typing the translation, the game will load and display the Party Creation Menu.

How To Make Choices: Pool of Radiance is controlled by using menus. On each menu one item is highlighted. To indicate the command you want, use the joystick or cursor keys to highlight the command. Press the joystick button or Return to select your choice. For example, to look at an overhead view of the area you are in, highlight the Area command and press the Joystick button or Return key.
Prepare yourself for the first AD&D® computer fantasy role-playing game set in the magical world known as the Forgotten Realms.

STRATEGIC SIMULATIONS, INC.

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 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.

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FUJI FILM
FLOPPY DISK
MD2D
Double sided/Double Density/288K
Made in Japan/Fabrique au Japon
Prepare yourself for the first AD&D computer fantasy role-playing game set in the magical world known as the FORGOTTEN REALMS.

**POOL OF RADIANCE**

**Beginner Level**

You should back up copies of the game:

- The original copy program. Put the copy option on side A.
- ADVANCED DUNGEONS & DRAGONS

To Load The Game:

- Connect your computer monitor, power, and joystick, plug the joystick into the joystick port. Set the St grade key and do not press shift when typing text. Turn on the monitor, place side 1 into disk drive 1, and then turn on the computer.

First you will be prompted to insert a disk of type "N". You have the option to change the disk number to another.

The word is ZOMBIE:

- After typing the translation, the game will load and display the Party Creation menu.

**How To Make Choices:**

- Press joystick button "Enter" to load a new character. Use the joysticks or cursor keys to highlight the character you want to be active for the game.

**DISK D**

- Choose characters, and press "Enter" or joystick button of Return key. The game will ask you to enter the name of your character.

**FREE NEW PHLAN!**

- The New Phlan City Council is leading the fight to free their captive city. Heroes are looking for soldiers and rogues, mages and clerics, heroes of all kinds. The wealth and land of an ancient city await those who wish to make their fortune in New Phlan!

**MAKE YOUR FORTUNE IN NEW PHLAN!**

- SSI announces the NEWSLETTER OFFER: Advanced Dungeons & Dragons POOL OF RADIANCE Cluebook. All the maps, hints, and clues you need to complete the game. Tactics and strategy hints for Pool of Radiance tactical combat. Only $12.95.

**How to Order:** Visit your retailer, or call 600-248-4805 for direct VISA or Mastercard ordering. To order by mail, send check or money order to Pool of Radiance Cluebook, Strategic Simulations, Inc., P.O. Box 7590, Sunnyvale, CA 94088. Add $2.00 per order for shipping and handling. Allow 2-4 weeks for delivery. California residents will be charged sales tax. For ordering information, call 800-231-0754.
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POOL OF RADIANCE
Adventurers Journal

- All the maps, hints, and clues you need to complete the game.
- Tactics and strategy hints for tactical combat.
- Only $12.95.

How to order: Visit your retailer, or call 800-245-4525 for direct VISA or Mastercard orders. To order by mail, send check or money order to Pool of Radiance Clubbook, Strategic Simulations, Inc., P.O. Box 7830, San Mateo, CA 94403. Add $2.00 for shipping and handling. Allow 2-4 weeks for delivery. California residents add 8.25 state sales tax.
Strategic Simulations, Inc.
announces the
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Cluebook

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MAKE YOUR FORTUNE IN NEW PHLAN!

The Civilized Area of New Phlan
Journal Entry 12:
Message scratched into the wall over the vine: "SING StOr in city poly."

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 concessions to your demands. We have given you everything you have asked for. This should settle our differences and cement our alliance."

Journal Entry 14:
Several pieces of paper with highly organized writing. Fact: Porphyrus Cadorna is the last known surviving member of the Cadorna Clan.

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 Rasid, to cement an alliance. I had more important things to do, than be tied down to an aging monarch. When I marry, it 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 hardy allies in case this monster from Pilan 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 would make proper allies."

Journal Entry 18:
A nasty 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."

Journal Entry 19:
A black bound tome written in a strange halting hand. "...and settled foremost in the hall of Minor Courtiers were the lesser powers: Maram of the Great Spear; Haaak, Voice of Harug; Tyranthrax the Flamed One; Borem of the Laks of Boiling Mud; and Carned the Unseen. These too 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 breathin'. Best deal I had, so they tossed me down here. Not bein' a fool, I lit 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 Ferd must be on watch at the rock. He's the King's son, so he ain't here with me - worthless sot. If he's there, he's got less brains than a fermented rat, just act officious and hell hearin' of that tyrant's demise. I'd seem just the types to do it too."

Signed
Porphyrus Cadorna
City Council
New Phlan
Proclamation CXC

Be it known that the council is interested in obtaining information about the disposition of various hobgoblins believed to be gathering in support of forces bent upon the destruction of our fair city. A generous reward is offered to any who shall scout out the doings of these foul creatures and report such to the council. A larger reward is offered if the marshalling of said hobgoblins can be prevented. A commission may be obtained from the council clerk.

Proclamation CCXIV

Be it known that the council is interested in obtaining information about the disposition of a large nomad band currently believed scouting the approaches to our fair city. A generous reward is offered to any who can prevent said nomads from joining with the force now gathering to attack New Phlan. A commission may be obtained from the council clerk.

Proclamation CCI

Be it known that the council is interested in clearing obstacles to establishing a trade route to the east. Said obstacles currently include an infestation of lizard men in the swamps to the east. A reward is offered to any who can locate the source of the infestation and remove the lizard men as an obstacle to trade. A commission may be obtained from the council clerk.
The Proclamations of The City Council of New Phlan

These messages are posted on the wall of the City Hall. They represent miss- 
sages that the City Council wants to relate to the citizens and adventurers 
in New Phlan. 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 Phlan to all brave and hearty adventurers:

Proclamation CIV
Be it known that the council is offering a special reward for the safe 
return of the heir to the House of Biviant. Said minor was carried off during a buc-
caneer attack on the merchant ship in which he was sailing. Apply to the coun-
 cil clerk for the council's commission and additional information as to the 
abduction.

Proclamation CCXIV
Be it known that the council has declared those individuals who have 
taken up residence in the mansions of the former Royal Family to be traitors and 
thieves. Be it further known that a reward has been offered for the elimi-
 nation of these outlaws. A commission to rid the city of this fright may be obtained 
from the council clerk.

Proclamation CCXXXIV
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 
willion to provide a special enchanted item useful in the destruction of undead, 
to any group of adventurers who accepts the commission to cleanse 
Valligen Graveyard. Apply to the city 
council for said commission.

Proclamation CLIV
Be it known that the council is seeking a hearty band to undertake a mis-
sion to rescue the Duchess of Measount. The duchess is supposedly being held by 
a band of ogres in a camp to the northeast of Phlan. A generous reward is offered for 
the safe return of the duchess. Apply to the council clerk for commission and addi-
tional information concerning the 
abduction.

Proclamation CLXXIV
Be it known that the council is interested in obtaining information con-
cerning bands of insect men known to plague the grassy plains to the east 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 Zhavor.

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

Rumor: hates Zhentarim 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 to his abode for a period of time to study it. However, the pool seems to return to its original location after every

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: NW Castle
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 Taimag the Invincible, and Sarasim the Invincible, the high priestess of Sun, attacked the denizens of the Valhingen Graveyard with a holy vengeance. They came in search of Taimal 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 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 Valhingen, an ancient vampire. The three began a furious melee.

The vampire was swayed by Aramagal and Sarasim's power, but would not be turned. The vampire shouted, 'I have defeated Taimal and his warriors, I will defeat the brother of Taimal 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 massed vermin. The vampire fell before the mighty blows of Aramagal's holy sword and Sarasim's enchanted mace.

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.'

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

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

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

Once again, the FORGOTTEN REALMS™ Campaign Setting provides the backdrop for the thrilling adventure in the city of Phlan. Fifty years ago, the people of Phlan were driven out by evil hordes. A band of heroes (or are they??) has arrived to help restore order.

Pool of Radiance computer role-playing game players will find additional clues and background information in TSR's Ruins of Adventure module, to enhance their adventures in the computer version of this module.

Ruins of Adventure is now available at your local toy, book or hobby store.
EXPLORE FANTASTIC NEW WORLDS OF COMPUTER GAMING
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RUSSIAN FRONT:

HISTORICALLY:
Relive the invasion of Russia as Hitler unleashes “Operation Barbarossa” in this grand scale, division-level, strategic game.

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HYPOTHETICALLY:
Experience an explosive simulation of the potential war in Europe between NATO and the Warsaw Pact.
The Adventure Menu allows access to all of the main functions in the Foes of Radiance. This menu shows either the current 3-D picture of the area in front of the party and the status of the party (if in a town adventure), or the area around the party (if in the wilderness). If any party members are injured, their hit point numbers (showing how many they have now) are highlighted.

**SAVE:**
This command saves the characters and game as they are. Check the Quick Reference Card for any system specific details of how to save your game.

**VIEW:**
This displays the View Menu, as described under Viewing a Character. In camp, this does not display the Sell Item or ID commands.

**MAGIC:**
Magic is a very important part of Foes of Radiance and is described later under its own heading. Magical Spells can only be memorized while the party is in camp.

**REST:**
One of the most important aspects of the Encamp Menu is the chance to rest. Characters catch their normal sleep without having to go to camp. However, to maintain magical spells or heal naturally, specific rest time is necessary. For every 24 uninterrupted hours of resting in camp, every wounded character regains one hit point above and beyond any recovery gained from healing magics.

The initial resting time is established by anyone who is memorizing spells. The screen will show the days, hours, and minutes necessary for the spell-using members of the party to memorize (or pray for) the spells they want to memorize. Memorizing any spells at all takes a minimum of four hours. Third level spells take a minimum of six hours. See the Magic Menu for further description of memorizing spells.

Rest can be interrupted by any random encounters. Only long rests in safe places, such as inns, hideouts, or secure buildings.

**ALTER:**
This command is used to change the basic makeup of both the party and the characters who are part of it. You are given the following menu:

**ORDER:**
This command makes or breaks friendship ties between the party and other characters. This is used to add new party members.

**DROP:**
This command discards items or weapons any character is carrying.

**SPEED:**
This command changes the speed of movement for the party.

**ICON:**
This command changes the character icon.

**EXIT:**
This command exits from the Alien Menu.
### Character Race Limits

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<th>STR</th>
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<th>INT</th>
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<th>WIS</th>
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</tr>
</tbody>
</table>

**MAX** = maximum number for that ability score, **min** = minimum number for that ability score, **(xx)** = maximum percentage for an 18 strength.

### Race MAX Level by Class

<table>
<thead>
<tr>
<th>RACE</th>
<th>MAX LEVEL BY CLASS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dwarf</td>
<td>18th</td>
</tr>
<tr>
<td>Elf</td>
<td>unlimited</td>
</tr>
<tr>
<td>Gnome</td>
<td>unlimited</td>
</tr>
<tr>
<td>Half-Elf</td>
<td>unlimited</td>
</tr>
<tr>
<td>Halfling</td>
<td>unlimited</td>
</tr>
<tr>
<td>Human</td>
<td>unlimited</td>
</tr>
</tbody>
</table>

- = cannot be this class  U = unlimited level in this class

### Questions or Problems?

Our main business telephone number is (408) 737-6800. Recorded hints and other product information are available 24 hours a day, 7 days a week on our Hotline: (408) 737-6810. To speak with a member of our Technical Support Staff please call the Hotline number between 11 a.m. and 5 p.m., Pacific Time, Monday-Friday, excluding holidays.
Before Beginning Play: You should back up both sides of all four game disks with the copy option on side 1 or a commercial copy program. Put the original away and play off of the copies.

To Load The Game: Connect your computer, monitor, and disk drive. If you use a joystick, plug it into the joystick port. Set the Shift Lock key off and do not press shift when typing in text. Turn on the monitor, place side 1 into disk drive 1, and then turn on the computer.

First you will be prompted to Copy a disk. Type "Y" to make a backup disk or type "N" if you have already made backups of your masters. Next type "Y" or "N" if you wish to have the sound on. After pressing "Y" or "N" for sound, you will have the option to use a joystick by typing "y" or typing "n" to use the keyboard. Next, you will have the option to run your machine in Fast mode, type "Y" if your machine has an accelerator card or ligs board, otherwise type "N." Finally, the computer prompts you to change disks, place the correct disk in the drive and Press Return. Press any key to pass the title screen. After the credits, press Return to play the game, or if you are using a joystick you will now calibrate your joystick for play. Once your joystick is calibrated, press Return to play the game. Two symbols and a path are displayed. Find the first symbol on the outside of the translation wheel, and the second symbol on the inside ring of the wheel. Match the two symbols and read the word under the path from inside to outside. For example if the computer displays:

BZ -------

The word is ZOMBIE.

After typing the translation, the game will load and display the Party Creation Menu.

How To Make Choices: Pool of Radiance is controlled by using menus. On each menu one item is highlighted. To indicate the command you want, use the joystick or cursor keys to highlight the command. Press the joystick button or Return to select your choice. For example, to look at an overhead view of the area you are in, highlight the Area command and press the Joystick button or Return key.

Some commands, such as View, act only on a single character. Use the joystick or cursor keys to highlight the character you want to be active for

Rules Errata: Wilderness encounters replace your party's icon, they do not appear adjacent to it. Charmed characters will not join your party but they will fight on your side for one battle. Evil clerics turn undead, they do not charm them onto your side.

Differences In the Apple II Version: The Apple II version of Pool of Radiance is slightly different than the rules. These differences include:

Pressing the <ESC> key is the same as choosing the Exit command in a menu. While moving in combat, the <ESC> key will "take back" your current move, but it will not erase any damage you have taken during the move.

The Monster Portrait On/Off isn't used on the Apple II Version.

The "<" and ">" keys can be used for moving menu cursor up and down.

There is no Exit To DOS on the Party Creation Menu. Turn your computer off and then on to run other programs. A character's portrait picture is only shown in the civilized area. Some items can only be Readied in combat or in camp. If you try to Ready these items in other places, the computer responds "NOT HERE."

The following commands can be given at the Combat menu while a party character is moving under computer control. Press the key to execute the command.

C :Sets all characters to computer control.
Space : Resets all characters to manual control.
M :Toggles magic on or off for characters set to Quick.

Characters set to Quick will always use Readied Magic Items. Characters with Readied arrows will use bows if no enemy is adjacent.
How to Move Around: In 3D travel the right or left, or move backwards. In the wilderness or in combat you can move in any of eight directions. You may use the joystick or keyboard interchangeably to move in any mode. If you have a problem making a diagonal move with a joystick in combat or the wilderness, use the 2, 4, 6, or 8 key instead.

Joystick Movement

3D Move Forward: Combats & Wilderness

Move Right: Move Forward
Move Left: Move Forward
Move Down: Move Forward
Move Up: Move Forward

Joystick Movement

3D Move Backward: Combats & Wilderness

Move Right: Move Backward
Move Left: Move Backward
Move Down: Move Backward
Move Up: Move Backward

Keyboard Movement

3D Move Forward: Combats & Wilderness

Move Right: Press the Right Key
Move Left: Press the Left Key
Move Down: Press the Down Key
Move Up: Press the Up Key

Keyboard Movement

3D Move Backward: Combats & Wilderness

Move Right: Press the Right Key
Move Left: Press the Left Key
Move Down: Press the Down Key
Move Up: Press the Up Key

Some commands toggle the program between two states. When you select one of these commands, the name on the menu changes to reflect the new state of the program. For example, if you select the Characters On command in the Pecs menu, it will change to Characters Off. From then on the character's portrait picture is not displayed when you view the character.

How to Move Around: In 3D travel the party can move forward, turn right or left, or move backwards. In the wilderness or in combat you can move in any of eight directions. You may use the joystick or keyboard interchangeably to move in any mode. If you have a problem making a diagonal move with a joystick in combat or the wilderness, use the 2, 4, 6, or 8 key instead.

To Begin Playing Quickly: A pre-rolled and pre-equipped party of adventurers are stored as a saved game on disk side 4. Choose Load Saved Game from the Party Creation Menu. Insert disk side 4 in the drive when the save game disk is requested. After the saved game is loaded choose Begin Adventuring. You will get a tour of the main street of the civilized section of New Phlan. When the tour is over choose the Move command from the Adventure menu.

If you want to start the overall quest, turn around, go back to the city council building and obtain a commission. If you want to try out the game, walk forward into the slums. Once in the slums you won't have to go looking for danger, danger will look for you!
To Make Choices: Pool of Radiance is controlled by using menus. When a menu item is highlighted, to indicate the command you wish to execute, use the joystick or cursor keys to highlight the command. Press the button or Return to select your choice. For example, to look at an area view of the area you are in, highlight the Area command and press the joystick button or Return key.

Commands, such as View, act only on a single character. Use the cursor keys to highlight the character you want to be active for that command. Such commands, for example, View, act only on a single character. Use the cursor keys to highlight the character you want to be active for that command.
Party. Control your PCs during battle, or handle some or all of the action.

On its many difficult missions, the Quest Window converts Elvish and Quill to English. The ultimate

failing Courts a Fa At Ae tN EE een oe ie he ye | or ligs board, otherwise type "N." Finally, the computer prompts you to change disks, place the correct disk in the drive and press Return. Press any key to pass the title screen. After the credits, press Return to play the game, or if you are using a joystick you will now calibrate your in-game joystick. Once your joystick is calibrated, press Return to play the game. Two symbols and a path are displayed. Match the two symbols and read the word under the path from inside to outside. For example, if the computer displays: The word is ZOMBIE.

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Commands, such as View, act only on a single character. Use the cursor keys to highlight the character you want to be active for.

# ORDER OF HEROES!

Champion, Paragon, Master Mage, Renown Rogue, Chivalrous Knight, etc.

license to tell tall tales, embolden endeavors, and exaggerate exploits that bear a passing resemblance to real or imagined trials and tribulations suffered by his sponsored champions!

CHAMPIONS OF NOTE

Join Us For Adventure!

Answer the cry for Champions of Renown!

Join the elite ranks of the ORDER OF HEROES!

Here's something no self respecting hero should be without, membership in the most prestigious society of champions in the land and access to secrets of the sages! How can you build your legend if you don't know where the adventures lie or the dangers that may bar your pathway to the quests of the ages?

Members of the Order of Heroes will receive periodic parchments from S.S.I. as well as TSR, Inc., creator of the Advanced Dungeons & Dragons® game system. Highlights of new product offerings, rumors of adventures and legends in the offing, dissertations on surviving in the land of changing magic, and recent discoveries are included for free. Return your Order of Heroes application today!

Now the Adventure Begins!

ADVENTURER PAR EXCELLENCE

LICENSE: Be it known by the plodding, that the bearer, by virtue of dating decades and unflagging service in the name of goodness, is hereby granted license to tell tall tales, embark on endeavors, and exaggerate exploits that bear a passing resemblance to real or imagined trials and tribulations suffered by his sponsored champions!

CHAMPIONS OF NOTE

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<thead>
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<th>Class</th>
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<th>Champion #4</th>
<th>Champion #5</th>
<th>Champion #6</th>
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<tbody>
<tr>
<td>Name</td>
<td>Class</td>
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Noteworthy exploits:

By my oath, I swear that the above stated information is a true and fair representation of my champions, their accolades duly won through actual trials and tribulations.

Signature: Date