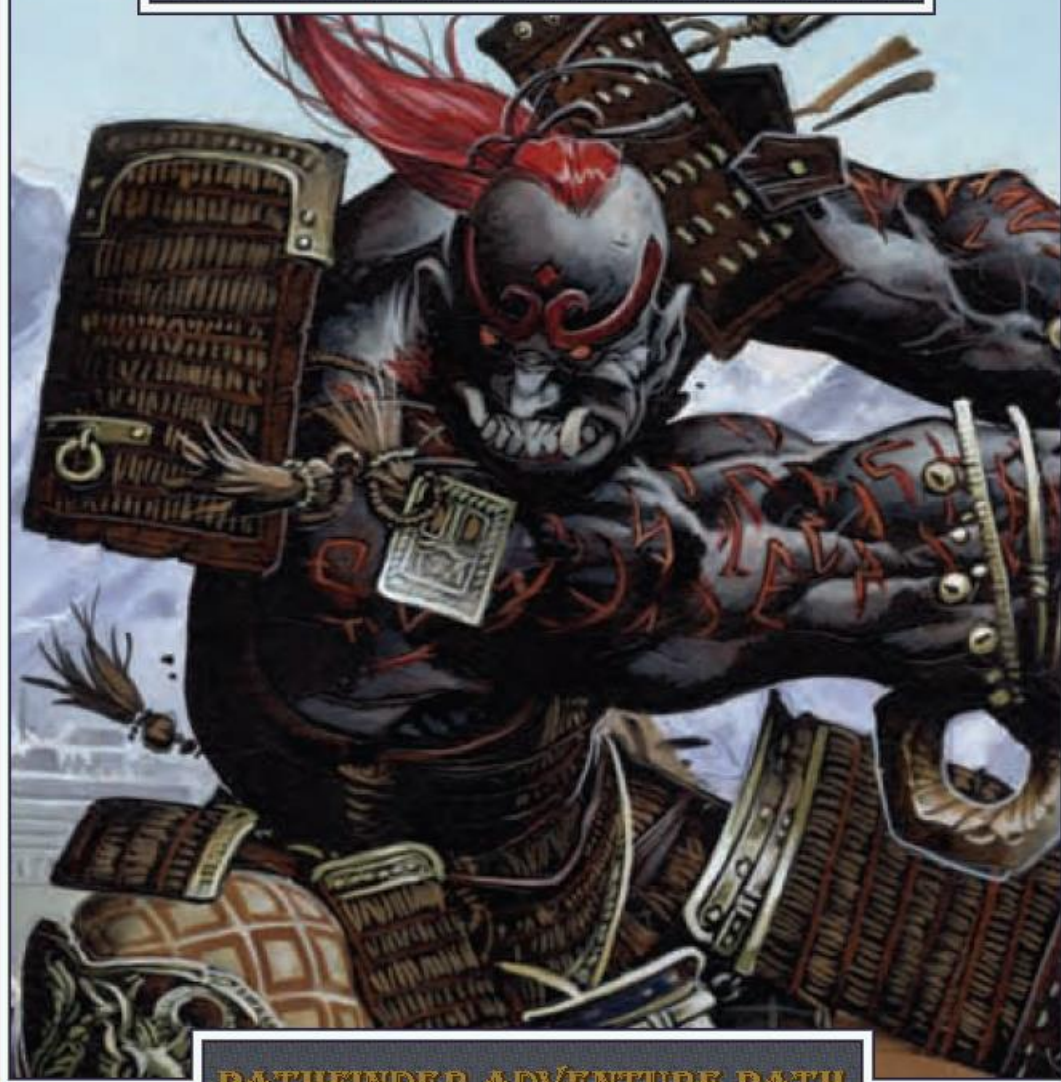


OFFICIAL
**Advanced
Dungeons & Dragons**
COMPUTER PRODUCT

RISE OF THE RUNELORDS



PATHFINDER ADVENTURE PATH

2023
No. 1 Drek



STRATEGIC SIMULATIONS, INC.

RISE OF THE RUNELORDS

ADVENTURER'S JOURNAL

MAP OF VARISIA



CREATURES OF VARISIA

Barghest



HP: 33 MR: 30 LEVEL: 7 XP VALUE: 1605
OPTIONS: AFFECTED BY DISPEL EVIL
ATTACK #1: 4/2 2d4 ATTACK #2: THAC0: 13 AC: 2 MV: 15
SPECIAL ABILITIES: IMMUNE TO FIRE, BLINK, CHARM GAZE, IMMUN NORM WEAP
SAVING THROWS: 10/11/12/12/13

Dragon, White – Old



HP: 168 MR: 20 LEVEL: 15 XP VALUE: 14000
OPTIONS:
ATTACK #1: 4/2 2d6+5 ATTACK #2: 2/2 3d6+0 THAC0: 1 AC: -3 MV: 40
SPECIAL ABILITIES: DRAGON COLD, IMMUN DRAG BRTH, DRAG FEAR ATT, IMMUNE COLD,
IMMUNE SLEP/CHARM, IMMUNE PSN/PARA
SAVING THROWS: 4/5/6/4/7

Earth Elemental



HP: 72 MR: 0 LEVEL: 16 XP VALUE: 3930
OPTIONS:
ATTACK #1: 2/2 4d8+0 ATTACK #2: THAC0: 7 AC: 2 MV: 6
SPECIAL ABILITIES: IMMUNE WEAP < +2
SAVING THROWS: 4/5/6/4/7

Ghoul



HP: 13 MR: 0 LEVEL: 2 XP VALUE: 91

OPTIONS:

ATTACK #1: 4/2 1d3 ATTACK #2: 2/2 1d6 THAC0: 16 AC: 6 MV: 9

SPECIAL ABILITIES: GHOUL PARA ATT, IMMUNE SLEP/CHRM

SAVING THROWS: 13/14/15/16/16

Hill Giant Runeslave



HP: 102 MR: 0 LEVEL: 9 XP VALUE: 3712

OPTIONS: TRUE GIANT

ATTACK #1: 2/2 2d8+13 ATTACK #2: THAC0: 12 AC: 2 MV: 12

SPECIAL ABILITIES: THROW BOULDERS

SAVING THROWS: 8/9/10/9/11

Rune Giant



HP: 130 MR: 0 LEVEL: 10 XP VALUE: 12000

OPTIONS: TRUE GIANT, AFFECTED BY DISPEL EVIL

ATTACK #1: 4/2 3d6+12 ATTACK #2: THAC0: 6 AC: -5 MV: 12

SPECIAL ABILITIES: LIGHTNING BOLT, POWER WORD BLIND, IMMUNE TO ELEC, THROW BOULDERS

SAVING THROWS: 4/5/6/4/7

Stone Giant



HP: 43 MR: 0 LEVEL: 10 XP VALUE: 2402
OPTIONS: TRUE GIANT
ATTACK #1: 2/2 3d6 ATTACK #2: THAC0: 12 AC: 0 MV: 12
SPECIAL ABILITIES: THROW BOULDERS
SAVING THROWS: 8/9/10/9/11

Taiga Giant



HP: 124 MR: 0 LEVEL: 9 XP VALUE: 3712
OPTIONS: TRUE GIANT, MAY NOT BE HELD OR CHARMED, IMMUNE TO CONFUSION
ATTACK #1: 2/2 2d6+10 ATTACK #2: THAC0: 12 AC: 1 MV: 12
SPECIAL ABILITIES: SEE INVIS, PROT GOOD 10 FT, IMMUN SLEP/CHRM , THROW BOULDERS
SAVING THROWS: 8/9/10/9/11

Goblin



HP: 5 MR: 0 LEVEL: 1 XP VALUE: 15
OPTIONS: GIANT CLASS
ATTACK #1: 2/2 1d6 ATTACK #2: THAC0: 20 AC: 10 MV: 12
SPECIAL ABILITIES:
SAVING THROWS: 14/15/16/17/17

Golem, Clay



HP: 50 MR: 0 LEVEL: 11 XP VALUE: 3600
OPTIONS: CANNOT BE HELD OR CHARMED
ATTACK #1: 2/2 3d10+0 ATTACK #2: THAC0: 10 AC: 7 MV: 6
SPECIAL ABILITIES: IRON GOLEM MR
SAVING THROWS: 7/8/9/8/10

Lamia Sorcerer



HP: 41 MR: 0 LEVEL: 9 XP VALUE: 2192
OPTIONS:
ATTACK #1: 2/2 2d6+9 ATTACK #2: THAC0: 12 AC: 3 MV: 36
SPECIAL ABILITIES: CLERIC & MAGIC-USER SPELLS, PETRIFY GAZE
SAVING THROWS: 8/9/10/9/11

Ogre



HP: 29 MR: 0 LEVEL: 5 XP VALUE: 185
OPTIONS: GIANT CLASS
ATTACK #1: 2/2 1d10 ATTACK #2: THAC0: 15 AC: 5 MV: 9
SPECIAL ABILITIES:
SAVING THROWS: 11/12/13/13/14

Ogrekin



HP: 61 MR: 0 LEVEL: 5 XP VALUE: 1050
OPTIONS:
ATTACK #1: 2/2 1d8+4 ATTACK #2: THAC0: 15 AC: 4 MV: 12
SPECIAL ABILITIES:
SAVING THROWS: 11/12/13/13/14

Shemhazian Demon



HP: 100 MR: 0 LEVEL: 14 XP VALUE: 8950

OPTIONS:

ATTACK #1: 8/2 1d8+5 ATTACK #2: 4/2 2d6+5 THAC0: 6 AC: -2 MV: 18

SPECIAL ABILITIES: PARALYZE GAZE, LETHAL POISON, SEE INVIS

SAVING THROWS: 4/5/6/4/7

Sinspawn



HP: 19 MR: 0 LEVEL: 2 XP VALUE: 103

OPTIONS:

ATTACK #1: 2/2 2d4 ATTACK #2: THAC0: 18 AC: 7 MV: 12

SPECIAL ABILITIES: UMBER HULK GAZE

SAVING THROWS: 14/15/16/17/17

Succubus



HP: 138 MR: 70 LEVEL: 15 XP VALUE: 5440

OPTIONS: CANNOT BE HELD OR CHARMED

ATTACK #1: 2/2 1d3+3 ATTACK #2: 2/2 1d6+1 THAC0: 5 AC: 0 MV: 30

SPECIAL ABILITIES: CLERIC SPELLS, DRAIN 1 LEVEL, IMMUN NORM WEAP, CHARM GAZE

SAVING THROWS: 4/5/6/4/7

Wendigo



HP: 150 MR: 0 LEVEL: 17 XP VALUE: 14550

OPTIONS:

ATTACK #1: 2/2 2d8+9 ATTACK #2: 4/2 2d6+4 THAC0: 3 AC: -2 MV: 12

SPECIAL ABILITIES: TROLL REGEN, IMMUNE TO COLD, VULN TO FIRE, MUMMY FEAR AURA, OWL BEAR HUG

SAVING THROWS: 4/5/6/4/7

Yeth Hound



HP: 19 MR: 10 LEVEL: 4 XP VALUE: 311

OPTIONS:

ATTACK #1: 2/2 2d4 ATTACK #2: THAC0: 15 AC: 0 MV: 27

SPECIAL ABILITIES: MUMMY FEAR AURA, HALF DAM MAG WP

SAVING THROWS: 11/12/13/13/14

Yeti



HP: 62 MR: 10 LEVEL: 10 XP VALUE: 3030

OPTIONS:

ATTACK #1: 4/2 1d8+11 ATTACK #2: THAC0: 15 AC: 0 MV: 15

SPECIAL ABILITIES: IMMUNE TO COLD, PARALYZE ON HIT, OWL BEAR HUG, VULN TO FIRE, HALF DAM WEAPNS

SAVING THROWS: 7/8/9/8/10

PLAYER CHARACTERS



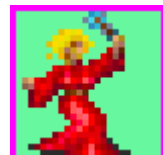
DEFAULT PARTY (LOAD SAVE GAME “A” OR “J”) OR CREATE YOUR OWN LEVEL 1 CHARACTERS



Valeros
Male Human Fighter Level 1
HP: 12 AL:NG
STR: 18(77) INT: 15 WIS: 17 DEX: 16 CON: 16 CHA: 15



Seoni
Female Human Magic-User Level 1
HP: 5 AL:LN
STR: 14 INT: 18 WIS: 14 DEX: 18 CON: 16 CHA: 14





Merisiel

Female Elf Thief Level 1

HP: 6 AL:CN

STR: 16 INT: 14 WIS: 13 DEX: 18 CON: 13 CHA: 18



Kyra

Female Human Cleric Level 1

HP: 5 AL:NG

STR: 17 INT: 18 WIS: 18 DEX: 14 CON: 14 CHA: 17



Ezren

Male Human Magic-User Level 1

HP: 4 AL:NG

STR: 14 INT: 18 WIS: 12 DEX: 13 CON: 14 CHA: 14



Harsk

Male Dwarf Ranger Level 1

HP: 24 AL:LG

STR: 14 INT: 15 WIS: 16 DEX: 17 CON: 19 CHA: 12



LEVEL ADVANCEMENT TABLES

CLERIC

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERIC SPELLS PER LEVEL						
			1	2	3	4	5	6	7
1	0 - 1,500	1d8	1	-	-	-	-	-	-
2	1,501 - 3,000	2d8	2	-	-	-	-	-	-
3	3,001 - 6,000	3d8	2	1	-	-	-	-	-
4	6,001 - 13,000	4d8	3	2	-	-	-	-	-
5	13,001 - 27,500	5d8	3	3	1	-	-	-	-
6	27,501 - 55,000	6d8	3	3	2	-	-	-	-
7	55,001 - 110,000	7d8	3	3	2	1	-	-	-
8	110,001 - 225,000	8d8	3	3	3	2	-	-	-
9	225,001 - 450,000	9d8	4	4	3	2	1	-	-
10	450,001 - 675,000	9d8+2	4	4	3	3	2	-	-
11	675,001 - 900,000	9d8+4	5	4	4	3	2	1	-
12	900,001 - 1,125,000	9d8+6	6	5	5	3	2	2	-
13	1,125,001 - 1,350,000	9d8+8	6	6	6	4	2	2	-
14	1,350,001 - 1,575,000	9d8+10	6	6	6	5	3	2	-
15	1,575,001 - 1,800,000	9d8+12	7	7	7	5	4	2	-
16	1,800,001 - 2,025,000	9d8+14	7	7	7	6	5	3	1
17	2,025,001 - 2,250,000	9d8+16	8	8	8	6	5	3	1
18	2,250,001 - 2,475,000	9d8+18	8	8	8	7	6	4	1

Each level after 18th requires 225,000 experience points and character gains 2 hit points

FIGHTER

LEVEL	EXPERIENCE	HIT DICE
1	0 - 2,000	1d10
2	2,001 - 4,000	2d10
3	4,001 - 8,000	3d10
4	8,001 - 18,000	4d10
5	18,001 - 35,000	5d10
6	35,001 - 70,000	6d10
7	70,001 - 125,000	7d10
8	125,001 - 250,000	8d10
9	250,001 - 500,000	9d10
10	500,001 - 750,000	9d10+3
11	750,001 - 1,000,000	9d10+6
12	1,000,001 - 1,250,000	9d10+9
13	1,250,001 - 1,500,000	9d10+12
14	1,500,001 - 1,750,000	9d10+15
15	1,750,001 - 2,000,000	9d10+18
16	2,000,001 - 2,250,000	9d10+21
17	2,250,001 - 2,500,000	9d10+24
18	2,500,001 - 2,750,000	9d10+27

Each level after 18th requires 250,000 experience points and character gains 3 hit points

PALADIN

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERIC SPELLS PER LEVEL			
			1	2	3	4
1	0 - 2,750	1d10	-	-	-	-
2	2,751 - 5,500	2d10	-	-	-	-
3	5,501 - 12,000	3d10	-	-	-	-
4	12,001 - 24,000	4d10	-	-	-	-
5	24,001 - 45,000	5d10	-	-	-	-
6	45,001 - 95,000	6d10	-	-	-	-
7	95,001 - 175,000	7d10	-	-	-	-
8	175,001 - 350,000	8d10	-	-	-	-
9	350,001 - 700,000	9d10	1	-	-	-
10	700,001 - 1,050,000	9d10+3	2	-	-	-
11	1,050,001 - 1,400,000	9d10+6	2	1	-	-
12	1,400,001 - 1,750,000	9d10+9	2	2	-	-
13	1,750,001 - 2,100,000	9d10+12	2	2	1	-
14	2,100,001 - 2,450,000	9d10+15	3	2	1	-
15	2,450,001 - 2,800,000	9d10+18	3	2	1	1
16	2,800,001 - 3,150,000	9d10+21	3	3	1	1
17	3,150,001 - 3,500,000	9d10+24	3	3	2	1
18	3,500,001 - 3,850,000	9d10+27	3	3	3	2

Each level after 18th requires 350,000 experience points and character gains 3 hit points

RANGER

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF DRUID & MAGIC-USER SPELLS PER LEVEL				
			1	2	3	1	2
1	0 - 2,250	2d8	-	-	-	-	-
2	2,251 - 4,500	3d8	-	-	-	-	-
3	4,501 - 10,000	4d8	-	-	-	-	-
4	10,001 - 20,000	5d8	-	-	-	-	-
5	20,001 - 40,000	6d8	-	-	-	-	-
6	40,001 - 90,000	7d8	-	-	-	-	-
7	90,001 - 150,000	8d8	-	-	-	-	-
8	150,001 - 225,000	9d8	1	-	-	-	-
9	225,001 - 325,000	10d8	1	-	-	1	-
10	325,001 - 650,000	11d8	2	-	-	1	-
11	650,001 - 975,000	11d8+2	2	-	-	2	-
12	975,001 - 1,300,000	11d8+4	2	1	-	2	-
13	1,625,001 - 1,950,000	11d8+6	2	1	-	2	1
14	1,950,001 - 2,275,000	11d8+8	2	2	-	2	1
15	2,275,001 - 2,600,000	11d8+10	2	2	-	2	2
16	2,600,001 - 2,925,000	11d8+12	2	2	1	2	2
17	2,925,001 - 3,250,000	11d8+14	2	2	2	2	2
18	3,250,001 - 3,575,000	11d8+16	2	2	2	2	2

Each level after 18th requires 325,000 experience points and character gains 2 hit points

MAGIC-USER

LEVEL	EXPERIENCE	HIT DICE	NUMBER OF CLERIC SPELLS PER LEVEL								
			1	2	3	4	5	6	7	8	9
1	0 - 2,500	1d4	1	-	-	-	-				
2	2,501 - 5,000	2d4	2	-	-	-	-				
3	5,001 - 10,000	3d4	2	1	-	-	-				
4	10,001 - 22,500	4d4	3	2	-	-	-				
5	22,501 - 40,000	5d4	4	2	1	-	-				
6	40,001 - 60,000	6d4	4	2	2	-	-				
7	60,001 - 90,000	7d4	4	3	2	1	-				
8	90,001 - 135,000	8d4	4	3	3	2	-				
9	135,001 - 250,000	9d4	4	3	3	2	1				
10	250,001 - 375,000	10d4	4	4	3	3	2				
11	375,001 - 750,000	11d4	4	4	4	3	3				
12	750,001 - 1,125,000	11d4+1	4	4	4	4	4	1			
13	1,125,001 - 1,500,000	11d4+2	5	5	5	4	4	2			
14	1,500,001 - 1,875,000	11d4+3	5	5	5	4	4	2	1		
15	1,875,001 - 2,250,000	11d4+4	5	5	5	5	5	2	1		
16	2,250,001 - 2,625,000	11d4+5	5	5	5	5	5	3	2	1	-
17	2,625,001 - 3,000,000	11d4+6	5	5	5	5	5	3	3	2	-
18	3,000,001 - 3,375,000	11d4+7	5	5	5	5	5	3	3	2	1

Each level after 18th requires 375,000 experience points and character gains 1 hit point

THIEF

LEVEL	EXPERIENCE	HIT DICE
1	0 - 1,250	1d6
2	1,251 - 2,500	2d6
3	2,501 - 5,000	3d6
4	5,001 - 10,000	4d6
5	10,001 - 20,000	5d6
6	20,001 - 42,500	6d6
7	42,501 - 70,000	7d6
8	70,001 - 110,000	8d6
9	110,001 - 160,000	9d6
10	160,001 - 220,000	10d6
11	220,001 - 440,000	10d6+2
12	440,001 - 660,000	10d6+4
13	880,001 - 1,100,000	10d6+6
14	1,100,001 - 1,320,000	10d6+8
15	1,320,001 - 1,540,000	10d6+10
16	1,540,001 - 1,760,000	10d6+12
17	1,760,001 - 1,980,000	10d6+14
18	1,980,001 - 2,200,000	10d6+16

Each level after 18th requires 220,000 experience points and character gains 2 hit points