

**PROBE**  
**2000**

# LORD OF THE DUNGEON

REXFORD AYERS BATTENBERG

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\*\* THE MONSTERS AWAKE \*\*



FOR YOUR COLECOVISION GAME SYSTEM

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## ABOUT

Lord of the Dungeon is a fantasy role-playing game, like a simplified Dungeons and Dragons, and early 1980s computer games such as Wizardry.

The object of the game is to create an adventuring party, of one to six characters, and then enter a Dungeon to do battle, gather loot, and gain experience to become stronger. Ultimately, you must be able to defeat all of the more than 140 different kinds of monsters, including the dreaded Dark Lords and the mighty Titans of Level 10, and then return safely to Town.

Please note that in this manual, when you see text highlighted in bold red uppercase, this indicates that there is a dedicated section of the manual where more information may be found about that subject. Refer to the contents to locate the page that section starts on.

## INTRODUCTION

Aux Armes! Aux Armes! The cry is heard throughout the village to lead another brave quest into the Dungeon!!! Many have entered; few have emerged!!! Will your party be able to conquer the dungeon and return to the village? What evil lies within? What **TREASURES** are for the taking? What GLORY lies ahead?

Thanks to a few successful forays into the dungeon, a **PARTIAL MAP** of the first level and a **TOME OF DUNGEON MONSTERS** exist. Armed with this information, it is your job to lead your meager party of adventurers through the Dungeon, to add to the knowledge of what lies below, to claim the money and treasures of the depths, to go for the GLORY! As your party gathers at **DIANE'S DRINKING DEPOT**, the blood chilling cry still lingers in your ears, "Aux Armes! Aux Armes!" Will you survive?

## GAME SETUP & BATTERY BACKUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure that the machine's power supply unit is plugged into a regular residential power outlet.

This is a game for one player only, so plug in a compatible hand controller into joystick port #1. Note that this game makes extensive use of the numeric keypad so ensure that your hand controller has access to these functions, for example use a standard ColecoVision hand controller or use a Champ Adapter.

Insert the Lord of the Dungeon game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. **(Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)**

The Lord of the Dungeon game cartridge is unusual in that it contains a battery backup to save your game even when not in use. So you can turn off your ColecoVision console and remove the cartridge mid-game and when you play again you can pick up right where you left off.

**BEWARE: If you turn off the game in the middle of **COMBAT** then your game will NOT be saved and your party will be wiped out.**

If you notice that, during **COMBAT**, the enemy monsters are shown as several red horizontal lines, then a glitch with the RAM has occurred and your game may not be saved as normal and your party may be wiped out. Refer to **TIPS FROM ASWALD** for help on avoiding this problem.

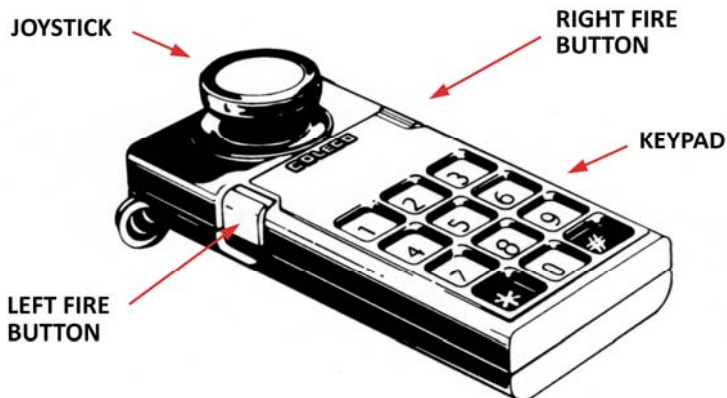
# STARTING THE GAME

From the title screen, move your joystick in ANY direction so that "SELECT GAME VERSION" appears on-screen. Now you can start your adventure by selecting your skill level using the numeric keypad. The following game variations are available:

	SPECIAL ROOMS	FAST MESSAGES
KEY 1	No	No
KEY 2	No	Yes
KEY 3	Yes	No
KEY 4	Yes	Yes

**Special Rooms** - If you choose this option, there will be one, randomly located, special room per level of the dungeon. A special room is a very difficult room to defeat as it contains monsters from deeper parts of the dungeon. If a special room is conquered, a very rare magic item will be found.

**Fast Messages** - When this option is chosen, the text messages in the combat phase of the game are speeded up.



## STARTING THE GAME (continued)

After choosing an option, "NAME YOUR PARTY" will appear. A party name of up to 17 letters/spaces can be chosen. Pushing the joystick UP or DOWN runs through the letters; the box skips a space. Note that the current function of the LEFT and RIGHT FIRE BUTTONS is shown at the bottom of the screen. Press the RIGHT FIRE BUTTON to "TAKE LETTER" and when you are finished naming your party, press the LEFT FIRE BUTTON to "END NAME". Be careful, you cannot undo a mistake.

Note: Be aware that the function of the FIRE BUTTONS changes based on where you are in the game. Look at the bottom of the screen to see what the current FIRE BUTTON functions are.

## QUICK START STEPS

If you're itching to explore the Dungeon and get into **COMBAT** as quickly as possible then here are the basic steps you need to complete. However, these steps omit a lot of details that will be critical to your survival and long term success. As such, it is highly recommended that once you have completed your first foray into the Dungeon that you read the rest of this manual before venturing any further.

1. Create your party at **DIANE'S DRINKING DEPOT** (pg. 11). For your first party it is suggested that you start with the following:
  - Sir Clax and Mandrack
  - A Courtesan
  - A Priest
  - Two Mages
2. Equip your party at **SIR JUSTIN'S ARMOURY** (pg. 15)
3. **ORDER PARTY** (pg. 18)
4. Familiarise yourself with Level 1 **MAGIC SPELLS** (pg. 36)
5. Familiarise yourself with Level 1 **CLERIC SPELLS** (pg. 39)
6. Learn how **COMBAT** works (pg. 45)
7. **ENTER THE DUNGEON** (pg. 18)

# TOWN OPTIONS

When you have first named your party, or when you exit the Dungeon after an adventure, you will be taken to the local Town. You can always tell when you are in town because “ENTER TOWN OPTION” will be shown. This is where you create and prepare a party prior to entering the Dungeon as well as perform a host of other functions. Town Options are selected via the keypad and are discussed below.

## TOWN & NON-COMBAT KEYPAD COMMANDS

<b>1</b> Diane's Drinking Depot	<b>2</b> Choose A Class	<b>3</b> Sir Justin's Armoury
<b>4</b> Rest Party	<b>5</b> Cast Spell	<b>6</b> Enter The Dungeon
<b>7</b> Order Party	<b>8</b> Use Item	<b>9</b> Bury Dead
<b>*</b> Player Info	<b>0</b> Kill Companions	<b>#</b> Item Transfer

Note that the keypad commands highlighted in yellow can also be used anytime in the Dungeon when your party is not engaged in **COMBAT**.



# TOWN OPTIONS - Summary

## **DIANES'S DRINKING DEPOT [1]**

Enter Diane's to move adventurers into and out of your party. The party can have up to six members. New adventurers (up to 14 total) can also be created at Diane's.

## **CHOOSE A CLASS [2]**

For Peasants only! Any Peasant may choose a class at any time. Note, however, the Peasant may die in training and the higher the Peasant's level the more likely he is to die.

## **SIR JUSTIN'S ARMOURY [3]**

Go shopping in Justin's for the finest in weapons and armour. Note that some items cannot be used by certain classes. Justin does not accept trade-ins.

## **REST PARTY [4]**

Rest your party to regain hit points, to restore spell power, and to level-up. The longer your party rests the more it's members will age. Aging can affect an adventurer's performance, and old age can cause death.

## **CAST SPELL [5]**

Use this key to initiate the spell casting sequence.

## **ENTER THE DUNGEON [6]**

Once your party is equipped and rested, use this key to begin your quest.

## **ORDER PARTY [7]**

Use this key to change the order of your party. Only the first two members of your party will be in physical contact with the monsters so the strong fighters should go in the front and the weak spell-casters should go in the back.

## **USE ITEM [8]**

Use this key to invoke the special power of a magic item.

## TOWN OPTIONS - Summary (continued)

### **BURY DEAD [9]**

Use this key to bury a selected dead party member. No live burials allowed!

### **PLAYER INFO [\*]**

With this key, the player can review the information of any party member.

### **KILL COMPANIONS [0]**

With this key, the player can kill the held companions of any member.

### **ITEM TRANSFER [#]**

Items can be transferred between members with this key.

## 1 - DIANE'S DRINKING DEPOT

To create more characters and add them to your party, you need to visit Diane's Drinking Depot by pressing [1] on the KEYPAD at the "ENTER TOWN OPTION" screen. At the top of the screen is your party's name and immediately below are the characters currently in your party. Below "DIANE'S DRINKING DEPOT" are all the characters available to you, including any you have created. You can have up to 14 characters available, but only a maximum of 6 are allowed in your party.

You'll notice that every new game starts you off with a party of two higher level characters: Sir Clax a Level 2 Ogre Hirebrand (Fighter) and Mandrack a Level 4 Elven Versatile (Hireband/Mage/Priest). You do not have to include them in your party but it is advisable to do so, at least until your own characters become powerful enough.

### CREATING NEW CHARACTERS

To create new characters, first push the joystick UP or DOWN until the square cursor is next to \*NEW MEMBER\* and then push the RIGHT FIRE BUTTON to select ("TOGGLE CHAR"). You will now be presented with a menu with 8 different races to choose from for your character. These are:

- 1 - DWARF
- 2 - ELF
- 3 - GNOLL
- 4 - HOBBIT
- 5 - HUMAN
- 6 - KOBOLD
- 7 - OGRE
- 8 - ORC

Each race has certain advantages and disadvantages: for example, Ogres have the greatest Strength but are less Intelligent, while Elves are the most Intelligent but have lower Constitution. Refer to **CHARACTER RACES** for more details. Press the appropriate KEYPAD BUTTON to choose the desired race for your character.

## 1 - DIANE'S DRINKING DEPOT (continued)

Now you will see your character's info: **EXPERIENCE LEVEL**, Gender, **RACE**, Strength, Intelligence, Wisdom, Charisma, Constitution, Dexterity, **ARMOUR CLASS** (the lower the better), **MAGIC SPELLS**, **CLERIC SPELLS**, **AGE**, Hit Points and Gold. There are **CLASS STAT MINIMUMS** that determine what classes your character can be, for example a minimum Intelligence of 12 is required to be a Mage (for a Mage, the higher the better!). The classes that are available to the character based on the Stats currently displayed are shown below "CLASS CHOICES". If you are unhappy with the Stats and/or the Class Choices then push the RIGHT FIRE BUTTON to "REROLL STATS"; if you are satisfied, then push the LEFT FIRE BUTTON to "TAKE STATS".

Now use the appropriate KEYPAD BUTTON to choose a class for your character from the ones offered. Refer to **CHARACTER CLASSES** and **CLASS MINIMUM ABILITY SCORES** for more details.

- 1 - **COURTESAN** (high Charisma female can Seduce most human/humanoid enemies)
- 2 - **HIREBRAND** (basic fighter capable of formidable Double Blows)
- 3 - **MAGE** (Magic spell user)
- 4 - **MONK** (Fighter/Priest/Scout - can score deadly Critical Hits)
- 5 - **NINJA** (Assassin-type who can score deadly Critical Hits)
- 6 - **PEASANT** (useful route to obtaining hard to qualify classes, e.g. Rangers and Monks)
- 7 - **PHAGE** (Fighter/Mage)
- 8 - **PRIEST** (Cleric spell user, especially good for healing)
- 9 - **RANGER** (Best class. Similar to Versatile and can also score Critical Hits)
- \* - **SCOUT** (Thief type who can score deadly Critical Hits)
- # - **VERSATILE** (Hirebrand/Mage/Priest)

Note that "Versatile" (Ranger is similar) allows you to use both **MAGIC** and **CLERIC SPELLS**, as well as all weapons and armour, but gaining **EXPERIENCE LEVELS** is done at only one-third the rate of Rangers. Note- "Multi-Class" simply means a Character Class that is a combination of two or more classes; Phage, Monk, Ranger, and Versatile are such classes.

## 1 - DIANE'S DRINKING DEPOT (continued)

Finally, name your character. This is exactly like naming your party, except only 10 letters/spaces are allowed.

Repeat this process to create any other new characters that you want up to a maximum of 14 in total.

Once you have created all the new characters that you want, you can then decide who will be in your actual adventuring party.

### ADDING/REMOVING CHARACTERS TO/FROM YOUR PARTY

To do this, use the joystick UP and DOWN to select a character, and then push the RIGHT FIRE BUTTON to include/exclude that character ("TOGGLE CHAR") to/from your party. As mentioned before, for your very first party it would be best to keep Sir Clax and Mandrack. When you have chosen your party, push the LEFT FIRE BUTTON to "LEAVE TAVERN" and go back to the town options screen.

### NON-PARTY CHARACTERS

It is important to note that a character who is in Diane's Drinking Depot, and therefore is not a current member of your party, does not **AGE**, **REST**, or regain spells, regardless of what is happening "outside"; it acts as a sort of Limbo.

## 2 - CHOOSE A CLASS (Peasants Only)

You may try to change a Peasant character's class at any time when you are in Town. Note that this method is the only possible way to create certain characters, such as an Ogre Phage.

You need to first ensure that the Peasant is a member of your party. If they are not then visit **DIANE'S DRINKING DEPOT** and add them. Now visit the Guild by pressing KEYPAD BUTTON [2] at the "ENTER TOWN OPTION" screen. You will then be prompted to "SELECT MEMBER TO ENTER GUILD" and a square cursor box will appear to the left of the top character in your party. Move your joystick UP or DOWN until the cursor is next to the Peasant whose class you wish to change and then press either FIRE BUTTON.

Now, based on the current Ability Scores of your Peasant character, the list of available Class Choices will be presented to you. These are subject to the same criterion as when you create new characters in **DIANE'S DRINKING DEPOT**. Refer to the section on **CHARACTER CLASSES** and **CLASS MINIMUM ABILITY SCORES** for more details.

Press the appropriate KEYPAD BUTTON to select the Class that you wish your Peasant to train in. Be aware that the Peasant may die in training and the higher the Peasant's level the more likely they are to die.

Note that if you wish for your character to remain as a Peasant then simply press KEYPAD BUTTON [2] when the Class Choices are shown.

Once you have selected your desired class, your Peasant will either die in training or will succeed and return to town qualified in the selected class **at the same level** as the Peasant was. If the Peasant does die in training then he can be resurrected (preferably use the 6th-level **CLERIC SPELL** OCMORTAVUL, as this does not cost any Constitution points), then the character will be alive and of his chosen class.

Refer to **TIPS FROM THE DESIGNER** for useful tips regarding Peasants.

### 3 - SIR JUSTIN'S ARMOURY

Sir Justin's Armoury is where, for a price, you can equip your characters with armour and weapons. Sir Justin has many tales of marvelous **MAGICAL ITEMS** that he has seen on his trips into the dungeon. However, due to a recent raid on his armoury, he only has standard items for sale, but he is certain numerous powerful **MAGICAL ITEMS** are for the taking in the depths below the Town. Note that **CHARACTER CLASSES** have restrictions on what they can buy and use, refer to **CLASS RESTRICTIONS** for more information.

To visit Sir Justin's Armoury press KEYPAD BUTTON [3] at the "ENTER TOWN OPTION" screen. You will then be prompted to "SELECT MEMBER TO GO SHOPPING" and a square cursor will appear to the left of the top character in your party. Move your joystick UP or DOWN until the cursor is next to the character who is to visit the armoury and then press either FIRE BUTTON.

#### ITEMS FOR SALE

Item Name	Cost in Gold	Number of Attacks per Round	Max Damage	Hit Probability Bonus	Armour Class Modifier
Axe	45	1	8	0	0
Broad Sword	240	1	12	1	-1
Chain Mail	450			-1	-4
Cloak	28			0	-1
Club	10	1	6	-1	0
Dagger	15	2	4	-2	+1
Leather Armour	90			0	-2
Mace	40	1	8	0	0
Plate Mail	600			-2	-8
Pointed Stick	2	1	4	0	0
Quarter Staff	160	1	4	-2	-4
Shield	148			-1	-2
Short Sword	80	2	6	-2	0
War Hammer	90	1	6	2	+2

## 4 - REST PARTY

While in town you can rest the members of your party to regain spells and replenish Hit Points by pressing KEYPAD BUTTON [4] at the “ENTER TOWN OPTION” screen. Also, if the member(s) of your party have earned any **EXPERIENCE LEVELS** during an adventure, use this option to claim them and their benefits.

Note that many new characters do not start out with their Hit Points at maximum. If this is the case, then you can use Rest Party to gain the Hit Points that are missing.

Each time that you rest your party, one or more months time will pass. It is important to bear in mind that the more time that goes by, the more your characters will age and the more dangerous the dungeon becomes (see **AGING & TIME** for more information).

When resting, only one month is needed to regain all spells. Resting for more than one month is only required to restore all Hit Points to their maximum(s). If all Hit Points for all party members are not restored during the first month, then the party will automatically continue to rest for further months until this occurs. This may lead to extended periods of rest which is undesirable due to the **AGING** effect on your party members.

To shorten the time needed to regain missing Hit Points, before resting, have all party members with healing spells use them on the injured, and then Rest Party (refer to **CAST SPELL** for information on how to cast healing spells while in town). Also do this if gaining **EXPERIENCE LEVELS** increases party member maximum Hit Points by more than one.

Resting can only be done while in Town.



## 5 - CAST SPELL

Whether you are in town, or somewhere in the Dungeon and not in combat, it is possible to Cast Spell by pressing KEYPAD BUTTON [5]. When in town this should be used to cast Healing Spells to restore party member's Hit Points prior to **REST**ing. Refer to **MAGIC SPELLS** and **CLERIC SPELLS** for information on what each spell does.

After pressing KEYPAD BUTTON [5], use the joystick to move the cursor UP or DOWN to choose the member of your party who is to cast the spell, and then push EITHER FIRE BUTTON. If you select a party member who has no spells, then a message will briefly appear at the bottom of the screen stating that your party member "HAS NONE".

Refer to **PLAYER INFO** for an explanation of how you can determine how many Spell Charges of each Spell Level a party member has remaining.

After selecting a party member who has spells available, you are then asked to "SELECT SPELL TYPE" if such a choice is possible:

**1 - MAGIC**

**2 - CLERIC**

Press KEYPAD BUTTON [1] or [2] to choose the Spell Type as appropriate. You will then be asked to "SELECT SPELL LEVEL"; press the appropriate KEYPAD BUTTON to choose the level (check the "MAGIC" and "CLERIC" Stats at the top of the screen to see if you have any such spells). If you select a Spell Level and you have no spells of that level available then a message will briefly appear at the bottom of the screen stating that your character "HAS NONE".

After selecting a valid Spell Level, a number of strange-looking spell names will appear; press the appropriate KEYPAD BUTTON to cast one of them. Note that casting a spell consumes one Spell Charge for that Spell Level.

Remember, **REST**ing your party for one month will restore all spells.

## 6 - ENTER THE DUNGEON

Pressing KEYPAD BUTTON [6] at the “ENTER TOWN OPTION” screen will move your party members to the entrance of Level 1 of the Dungeon (facing East).

Note that to leave the Dungeon your party will need to return to this spot. You will then be presented with two options at the bottom of the screen. Pressing the LEFT FIRE BUTTON to “TAKE STAIR” will return your party to the Town. Pressing the RIGHT FIRE BUTTON to “BYPASS STAIR” will make your party ignore the stairs and stay where they are. Note that you must take at least one step forward before you can turn around and find the stairs again.

You move your party using the joystick. UP = move forward, DOWN = move backwards, LEFT = turn to face left and RIGHT = turn to face right.

## 7 - ORDER PARTY

It is possible to change the order of your party members while in Town or at anytime in the Dungeon when not engaged in combat. To change the order of your party press KEYPAD BUTTON [7].

A cursor will now appear next to the first member of your party along with a message at the bottom of the screen asking you to select “PERSON FOR POSITION 1?”. Using your joystick move the cursor UP or DOWN to select the party member who you wish to be in Position 1. Now press either FIRE BUTTON to move the selected party member into this position.

If you have more than two members in your party then you will be prompted to repeat this process for each subsequent position.

Be aware that only the party members in the first two positions can physically fight, however spells can be cast from any position. As such it is normally best to keep your best fighters at the front and your best spell casters to the rear. The first two positions also take the brunt of any enemy attacks.

## 8 - USE ITEM

This only applies to potions, some **MAGICAL ITEMS** and the like, i.e. items with Special Powers. Magical weapons, Shields, and armour don't count, except for a few such as a Sword of DIRFLACOG.

It is possible to use a Special Item while in Town or at anytime in the Dungeon when not engaged in combat.

After pressing KEYPAD BUTTON [8], push the joystick UP or DOWN to place the cursor next to the party member with the special item you want to use, and then push EITHER FIRE BUTTON. All of the objects and equipment the party member is carrying will appear. Again, push the joystick UP or DOWN to place the cursor next to a Special Item and then push EITHER FIRE BUTTON to invoke its Special Powers. If the item doesn't have any Special Powers, then the message "NO SPECIAL POWERS!" will appear briefly at the bottom of the screen and nothing else happens.

## 9 - BURY DEAD

Allows you to, uh, "dispose" of a **DEAD PARTY MEMBER**. Note that burying a **DEAD PARTY MEMBER** permanently removes that character from the game.

It is possible to bury a party member while in Town or at anytime in the Dungeon when not engaged in combat.

After pressing KEYPAD BUTTON [9], push the joystick UP or DOWN to place the cursor next to the **DEAD PARTY MEMBER** who you wish to bury, and then push EITHER FIRE BUTTON. While a party member is being buried "ADMINISTERING LAST RITES!" is displayed at the bottom of the screen.

NO LIVE BURIALS!

## \* - PLAYER INFO

After pressing KEYPAD BUTTON [\*] push the joystick UP or DOWN to place the cursor next to the party member of interest, and then push EITHER FIRE BUTTON. The first screen of the party member's information will now appear as shown below. Each time you push the RIGHT FIRE BUTTON to "NEXT SCREEN", you view more of that party member's information. There are three screens of player information as shown and explained below. Push the LEFT FIRE BUTTON to exit and "END DISPLAY".

It is possible to view Party Member Info while in Town or at anytime in the Dungeon when not engaged in combat.

### PARTY MEMBER INFO : SCREEN 1

( 8+0 )	SHECA			FEMALE	HOBBIT
STR 8	AC	=	7	PRIEST	
INT 8	MAGIC	=	0 0 0 0 0		
WIS 14	CLERIC	=	6 5 3 2 1 0		
CHA 16	AGE	=	39		
CON 15	HITS	=	10/ 13		
DEX 16	GOLD	=	399		

This screen displays SHECA's main **STATS**, her Class, the number of spells within each Spell Level that she currently has memorised, her age and how much money she has.

( 8+0 )

SHECA's current Experience Level is 8 and she has zero Levels Earned (**EXPERIENCE LEVELS**).

### FEMALE HOBBIT

SHECA is a female Hobbit . Refer to **STATS** and **CHARACTER RACES** for more information on the characteristics of each gender and race.

### PRIEST

SHECA is a Priest which is her Character Class and defines her abilities. Refer to **CHARACTER CLASSES** for more information on the characteristics of each class.

## \* - PLAYER INFO (continued)

STR	8	= Strength
INT	8	= Intelligence
WIS	14	= Wisdom
CHA	16	= Charisma
CON	15	= Constitution
DEX	16	= Dexterity

These are SHECA's primary Ability Scores (**CLASS STAT MINIMUMS**).

AC = 7

This is SHECA's Modified **ARMOUR CLASS**. Remember that the lower the **ARMOUR CLASS**, the better.

MAGIC = 0 0 0 0 0 0  
CLERIC = 6 5 3 2 1 0

This shows the number of charges of **MAGIC SPELLS** and **CLERIC SPELLS** of each Spell Level that SHECA currently has available. If you see \*, it means that 10 or more charges of that Spell Level are available. As a Priest, SHECA has no Magic Spells but has the following **CLERIC SPELLS** charges:

6 x Level 1

5 x Level 2

3 x Level 3

2 x Level 4

1 x Level 5

0 x Level 6

AGE = 39

SHECA is 39 years old. Be aware that all party members age while **RESTing** and can die of old age (**AGE & TIME**).

HITS = 10/ 13

These are the SHECA's current and maximum Hit Points. Currently SHECA is slightly injured and only has 10 Hit Points remaining out of her maximum of 13 (**STATS & COMBAT**).

GOLD = 399

Gold Pieces (GP) is the currency for money in the game. In this example, SHECA has 399 Gold Pieces. Gold is spent at **SIR JUSTIN'S ARMOURY**.

## \* - PLAYER INFO (continued)

### PARTY MEMBER INFO : SCREEN 2

```
( 8+0 ) SHECA                FEMALE HOBBIT
WEP=MACE
ARM=LEATHER ARMOUR
SHD=SHIELD +1
JEW=SILVER CROSS
M M=
[ KOBOLD                      4      1      3 ]
```

This screen displays SHECA's equipment and controlled adversaries/companions. Each member may carry one weapon, one piece of armour, one shield, one piece of jewellery, and one piece of miscellaneous magic.

**WEP=MACE**

SHECA has a Mace for her weapon. SHECA purchased this Mace in **SIR JUSTIN'S ARMOURY**.

**ARM=LEATHER ARMOUR**

SHECA is wearing Leather Armour purchased from **SIR JUSTIN'S ARMOURY**. Leather Armour reduces SHECA's **ARMOUR CLASS** by 2.

**SHD=SHIELD +1**

SHECA is holding a magical Shield that she found in the Dungeon. Normal Shields reduce **ARMOUR CLASS** by 2, but this magical Shield has an **ARMOUR CLASS** bonus of 1, providing an overall reduction of  $2 + 1 = 3$ .

**JEW=SILVER CROSS**

SHECA's jewellery item is a silver cross. This is a **MAGICAL ITEM** that SHECA found in the Dungeon.

**M M=**

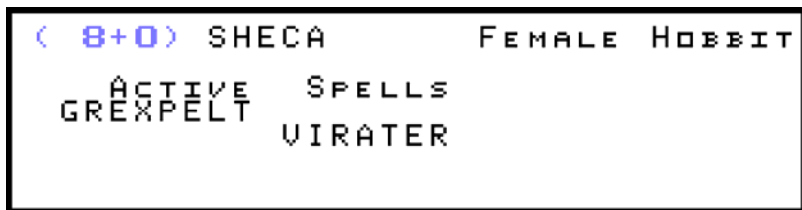
SHECA currently has no Miscellaneous Magic, e.g. scrolls and flasks.

**[ KOBOLD 4 1 3 ]**

SHECA currently has three controlled Kobolds. Each Kobold's remaining Hit Points are listed, the first has 4, the second has 1 and the last has 3.

## \* - PLAYER INFO (continued)

### PARTY MEMBER INFO : SCREEN 3



This screen displays the active spells that have been cast on SHECA. SHECA is currently under the influence of GREXPILT (party protection spell) and VIRATER (personal strength spell). Refer to **MAGIC SPELLS** and **CLERIC SPELLS** for more information.

This area is also used to display the nature of a party member's distress. A member can be distressed for various reasons, such as being \*DEAD\*, controlled, poisoned, etc.

## 0 - KILL COMPANIONS

If some of your party members have controlled companions/adversaries (by magic or seduction) that you no longer wish them to have then you can use this option to kill them. You may wish to do this if you decide that those being controlled can do the party more harm than good, for example controlled Ogre Mages casting NIXFLAG (Level 4 **MAGIC SPELL**).

After pressing KEYPAD BUTTON [0] push the joystick UP or DOWN to place the cursor next to the party member whose companion(s) you wish to kill, and then push EITHER FIRE BUTTON. You will then briefly see Party Member Info Screen 2 showing that member's controlled companions being removed/killed.

It is possible to Kill Companions while in Town or at anytime in the Dungeon when not engaged in combat.

## # - ITEM TRANSFER

Items can be transferred between party members, even when dead, or thrown away using this option and can be done when in Town or at anytime in the Dungeon when not engaged in **COMBAT**.

Only weapons, armour, shields, jewellery and miscellaneous magic items can be transferred between party members or thrown away.

After pressing the KEYPAD BUTTON [#] use the joystick to move the cursor UP or DOWN to choose the member of your party who is to "GIVE ITEM", and then push EITHER FIRE BUTTON. Again use the joystick to move the cursor UP or DOWN to "SELECT AN ITEM", and then push EITHER FIRE BUTTON.

Now use the joystick to move the cursor UP or DOWN to choose the member of your party who is to "TAKE ITEM", and then push EITHER FIRE BUTTON. You also have the option to select "NO ONE" - **BEWARE, selecting this will throw the item away forever.**

If you choose a party member to take the item then that party member is then given the option to either "BYPASS ITEM" (not take) or to "TAKE ITEM" (accept). Press the LEFT or RIGHT JOYSTICK BUTTONS accordingly.

Note that if an item is unsuitable for a party member to take then you will see a message stating that the party member "CANNOT USE IT". If an item is unsuitable, or you chose "BYPASS ITEM", then you will be given another chance to choose a suitable recipient.

If you change your mind and no longer wish to transfer or throw an item away then simply give the item back to the same party member.

If you want two characters to trade items then check out the **TIPS FROM ASWALD** section of this manual.



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# STATS

Each character has six Ability Scores that represent their most basic attributes and how well that character can do certain things.

## STRENGTH (STR)

Muscle power, endurance and stamina. A must for physical combat. Good Strength increases the damage a character can do as well as increasing the chances to score a hit during **COMBAT**.

## INTELLIGENCE (INT)

Memory, reasoning and learning ability. This is important for the use of **MAGIC SPELLS**. The higher the Intelligence, the sooner more Magical spells will be available.

## WISDOM (WIS)

Enlightenment, judgement, guile, willpower, common sense and intuition. Vital for **CLERIC SPELLS**. The higher the Wisdom, the sooner more Cleric spells will be available. Wisdom may also help protect against Enchantment type **MAGIC SPELLS** cast by the enemy during **COMBAT**.

## CHARISMA (CHA)

Persuasiveness, personal magnetism and ability to lead. Especially important for Courtesans, this is crucial for success with Seduction and the use of any spell that summons or controls adversaries.

## CONSTITUTION (CON)

Physique, fitness, health and overall toughness. This helps determine a character's maximum Hit Points, and may aid in saving against poison-based attacks. It is also important when a character is being resurrected by the 5th-level **CLERIC SPELL** OCMORTA, as using this spell causes the character to lose Constitution points.

## DEXTERITY (DEX)

Coordination, agility, reaction speed, reflexes and balance. This determines a character's "natural" **ARMOUR CLASS**, and aids in evading both melee and (possibly) certain spell attacks.

## STATS (continued)

A character's race and gender are factors in what sort of Ability Scores that character will have.

### GENDER

Characters can be male or female (Courtesans are always female). A character's gender does affect certain abilities. As a rule male characters have greater Strength and Constitution while female characters have higher Charisma and Dexterity. Of course, a female Gnoll or Ogre will usually be stronger than a male Elf or Kobold, just as a male Elf or Human will have better Dexterity and Charisma than a female Ogre!

### ARMOUR CLASS (AC)

This is the most important factor in determining whether or not a character is struck by an attack and how much damage is done. It is the result of subtracting the total points given by Armour, Shield, Spell (TERPELT) and Rings of Protection from one's "natural" **ARMOUR CLASS**. The lower the **ARMOUR CLASS** the better. It is the only **STAT** that can be a negative number.

### HIT POINTS (HITS)

This is simply how much damage one can take before being killed, which happens if a character's Hit Points drop below zero. **REST**ing and healing **CLERIC SPELLS/MAGICAL ITEMS** are the only ways of regaining lost Hit Points. A character's maximum Hit Points increase upon gaining **EXPERIENCE LEVELS**.

### GOLD

Just that, how much money in Gold Pieces a character has. Once a character has purchased all of the "normal" equipment he needs from **SIR JUSTIN'S ARMOURY** then this is no longer important, unless buying for another character. All characters start out with at least a little Gold. More gold is gained if adversaries have a **TREASURE** chest with them, and they are all defeated. It is divided among the members of the party.

# CHARACTER RACES

Each of the 8 character races has advantages and disadvantages. Keep in mind that the following descriptions deal with typical attributes. Since a character's abilities are partially randomly determined it is possible to get, for example, an unusually weak Ogre or an unusually intelligent Orc.

## DWARF

The wisest of the character races, Dwarves have good Constitution, Strength and Wisdom but are lacking in Intelligence, Charisma, and Dexterity. Their Hit Points are usually good, they have the longest life spans (120 years) of the mortal races, but they are slow learners. It is uncommon to roll up a Dwarf that is Multi-Classed.

## ELF

Elves have the best initial ability scores of any character race. Usually very Intelligent, Charismatic and Dexterous but they tend to have the lowest Hit Points. It is not difficult to roll up almost any of the **CHARACTER CLASSES** for an Elf. Elves are not effected by aging and will never die of old age, however they are the slowest learners in the game.

## GNOLL

Gnolls are good all-round characters and often the race of choice for a Hirebrand. They typically have good Strength, Constitution and Dexterity but are somewhat lacking in Charisma and Wisdom. Hit Points are usually quite good. It is not difficult to roll up many of the **CHARACTER CLASSES** for Gnolls, but with the emphasis on physical abilities. Their life span (50 years) is something of a problem and they only learn at an average rate.

## HOBBIT

Hobbits exhibit high Constitution, Charisma and Dexterity. As a race they are weak with their Strength and Intelligence being somewhat lacking. Hit Points are relatively low. They tend to have a better "natural" **ARMOUR CLASS** than most other races and their life spans are quite good (90 years). They learn faster than normal.

# CHARACTER RACES (continued)

## HUMAN

The human is the normal character race against which all other races are compared. Thus, humans are average in their initial abilities, life span (60 years) and learning ability. Nevertheless, their Charisma is often good, especially with female Humans. It isn't too difficult to roll up Multi-Classed **CHARACTER CLASSES**.

## KOBOLD

Kobolds have the lowest initial ability scores of any race, with low Strength, Intelligence, Wisdom and Charisma but with decent Dexterity and Constitution. As a result, Peasant is often the only **CHARACTER CLASS** available to Kobolds. Hit Points are fairly good. The only things to recommend about this race are an above-average resistance to enemy Enchantment type spells, decent life spans (69 years), an often decent "natural" **ARMOUR CLASS** and the fact that they are the quickest learners in the game.

## OGRE

Ogres have by far the greatest Strength and Constitution but Intelligence, Charisma, Dexterity and Wisdom are low making them only suitable as Hirebrands or Peasants. Hit Points are usually the best of all the Races. It is extremely difficult to roll up Multi-Class options for Ogres. However, if the **CHOOSE A CLASS** method is successfully used, e.g. to create an Ogre Phage, the high Hit Points is excellent for surviving strong enemy attacks. Unfortunately, their short life spans (46 years) are a disadvantage.

## ORC

Orcs have greater Strength and Constitution than average but have below average Intelligence, Wisdom and Charisma. More often than not, Peasant and Hirebrand are the only classes available to Orcs with the other classes being fairly difficult to roll up, multi-class often not being available. Hit Points are usually above average. They are fast learners, but this is offset by them having the shortest life spans (40 years).

# CHARACTER CLASSES

## COURTESAN (AD&D = None)

The Courtesan, a class limited to females, is a lesser fighter who has the unique ability to control by Seduction a single humanoid adversary with her physical beauty (Charisma) (this is similar to the first level **MAGIC SPELL** DIRFLACOG). Seduction can be attempted every round of **COMBAT** and from anywhere position in the party, but note that any attempt to Seduce will allow an already Seduced/Controlled adversary to flee. If the Seduced enemy is a spell caster, he will cast spells for the party. The Courtesan has no spell ability and their Intelligence tends to be low. Courtesans may use normal weapons but may only wear Leather Armour and may use Shields. The Courtesan makes level very fast.

Weapons : All except Dagger  
Armour : Cloak, Leather Armour and Shield  
Hit Points : Low  
Prerequisites : Female, CHA 19, CON 9  
Resistances : None  
Special: Seduce

## HIREBRAND (AD&D = Fighter)

The Hirebrand is the basic fighter in the Dungeon and is the strongest in physical **COMBAT**. Hirebrands are able to swing for Double Damage and can use all normal types of weapons, armour, and Shields. They cannot use **MAGICAL ITEMS** except for armour, shields, weaponry and those that can be used by all (such as a Gem of OCVULEN and a Flask of Holy Water). At higher levels they are the most resistant to enemy cast Enchantment spells and they usually have the most Hit Points. Up to a certain point in the game, and when a party's spells have all been depleted, Hirebrands may mean the difference between a party's safe return to Town or death. Hirebrands make level quickly.

Weapons : All except Dagger  
Armour : All  
Prerequisites : STR 12, DEX 6  
Hit Points : Very High  
Resistances : Enchantment (at higher levels)  
Special : Double Blow

# CHARACTER CLASSES (continued)

## MAGE (AD&D = Mage)

The Mage is the most effective caster of **MAGIC SPELLS** in the Dungeon and is also able to use many **MAGICAL ITEMS**. The Mage is physically weak, usually has the fewest Hit Points, and prefers to stay in the back of the party, although they can cast spells from any position. The Mage makes level a little slower than average.

Weapons :      Dagger  
Armour :       Cloak  
Prerequisites : INT 12, DEX 6  
Hit Points :    Very Low  
Resistances :   None  
Special :       Magic Spells

## MONK (AD&D = Fighter/Cleric)

Starting out as Fighters who shun all armour and only wear Cloaks, at high levels Monks gain the ability to use **CLERIC SPELLS**. The Monk is a skilled killer in **COMBAT** and has the option to swing for two Critical Hits per round. A Monk's **ARMOUR CLASS** improves as the Monk goes up in level. Higher level Monks are among the deadliest of classes. Like Priests they are effective against the undead (Dispel, p.49). While also having Scout abilities, Monks also have the Scout's problems with regard to enemy encounters. Monks make level very slowly.

Weapons :      All except Dagger  
Armour :       Cloak  
Prerequisites : STR 15, INT 9, WIS 15, CON 9, DEX 15  
Hit Points :    Average  
Resistances :   None  
Special :       Scout Abilities  
                 Cleric Spells (at high levels)  
                 Dispel  
                 Two Critical Hits per round

# CHARACTER CLASSES (continued)

## NINJA (AD&D = Assassin, but non-evil)

Ninjas are assassins in the Dungeon, thus having the ability to swing for a Critical Hit every **COMBAT** round. A sort of fighter, these agile characters differ mainly because of their Critical Hits and agility (reduces damage). Overall, their **ARMOUR CLASS** is not as good, but they are better attackers. Ninjas are skilled with all normal weapons but never wear any armour heavier than leather and may use shields. Limitations on **MAGICAL ITEMS** are similar to the Hirebrand's. Ninjas make level at an average rate.

Weapons : All except Dagger and Quarter Staff  
Armour : Cloak, Leather Armour and Shield  
Prerequisites : STR 12, INT 9, WIS 12, CON 6, DEX 15  
Hit Points : Average  
Resistances : None  
Special : One Critical Hit per round

## PEASANT (AD&D = None)

Peasants are by far the weakest of all character classes since they do not have any special abilities and are very limited in the items they may use. Peasants make level the fastest of any of the classes. Having no particular strengths, peasantry is open to all members. However, if a Peasant actually manages to survive in the Dungeon, and gain **EXPERIENCE LEVELS**, then they also gain points in their Ability Scores. Once these are high enough the Peasant can become something else by selecting **CHOOSE A CLASS** while in Town. What a Peasant can become depends on which Ability Scores have increased and by how much. Refer to **CHOOSE A CLASS** and **CLASS MINIMUM ABILITY SCORES** for more information.

Weapons : Club, Mace and Quarter Staff  
Armour : Cloak and Leather Armour  
Prerequisites : None  
Hit Points : Average  
Resistances : None  
Special : None



## CHARACTER CLASSES (continued)

### PHAGE (AD&D = Fighter/Mage)

The Phage starts out as a lesser fighter who at high levels gains the ability to cast **MAGIC SPELLS**. Phages can use all types of weapons but can wear only Leather Armour. While not as strong in magic as a Mage, a Phage is much better in physical combat and has more Hit Points. Phages make level a little slower than Mages.

Weapons : All  
Armour : Cloak and Leather Armour  
Prerequisites : STR 14, INT 14, CON 9, DEX 6  
Hit Points : Average  
Resistances : None  
Special : Magic Spells (at high levels)

### PRIEST (AD&D = Cleric)

The Priest, or cleric, is the holy character of the game. Priests are fairly good fighters but more importantly are invaluable to the party due to their ability to heal and cure other party members using **CLERIC SPELLS**. High level priests are actually able to raise the dead. Offensive **CLERIC SPELLS**, while not as strong as **MAGIC SPELLS**, do not harm party members. Priests are especially useful against the undead (Dispel, p.49). Priests may only use non-edged weapons but may wear armour as heavy as Chain Mail and may use shields. Priests make level a little faster than average.

Weapons : Club, Mace and Quarter Staff  
Armour : Chain Mail, Cloak, Leather Armour and Shield  
Prerequisites : WIS 12, CHA 7  
Hit Points : Average  
Resistances : None  
Special : Cleric Spells  
Dispel

# CHARACTER CLASSES (continued)

## RANGER (AD&D = Ranger)

The Ranger is the most sought after character in the game. At high levels the ranger is able to cast both **MAGIC** and **CLERIC SPELLS**. The Ranger can use many **MAGICAL ITEMS** and has Scout abilities as well. The Ranger makes level very slowly but is very important to the party when running the deepest parts of the dungeon. The Ranger may only wear Leather Armour. Rangers are not unlike Versatiles, except for restrictions on armour, their inability to carry shields and the fact that they do not start out with the ability to cast **MAGIC** and **CLERIC SPELLS** which they gain only after earning enough **EXPERIENCE LEVELS**, and they do not gain them at the same time. As a result, they have a difficult time surviving at first but have the advantage of gaining levels more quickly than Versatiles and they have a better chance of surprising enemies than Scouts.

Weapons : All

Armour : Cloak and Leather Armour

Prerequisites : STR 12, INT 14, WIS 14, CHA 14, CON 15, DEX 12

Hit Points : Average

Resistances : None

Special : Scout Abilities

Magic Spells (at high levels)

Cleric Spells (at high levels)

Dispel

Critical Hit (if Surprise achieved, first position in party and first round only)

# CHARACTER CLASSES (continued)

## SCOUT (AD&D = maybe Thief)

Scouts are a fighter type who are noted for their ability to increase the chances of spotting secret doors and surprising the enemy. Scouts with high Intelligence and Dexterity are able to sneak up on their adversaries, thus giving the party the advantage of surprise. If a Scout successfully surprises a group of adversaries, and is in first position in the party, then the Scout is given the option of swinging for a Critical Hit (only in the first round of **COMBAT**). If the Scout is unsuccessful in sneaking up on a group of adversaries, then all of the adversaries will attack the Scout. Due to their stealth Scouts may only wear Leather Armour. Limitations on **MAGICAL ITEMS** are similar to the Hirebrand's. The Scout makes level fastest of any class save for the Peasant.

Weapons : All except Dagger

Armour : Cloak and Leather Armour

Prerequisites : INT 12, DEX 15

Hit Points : Average

Resistances : None

Special : Scout Abilities

Critical Hit (if Surprise achieved, first position in party and first round only)

## VERSATILE (AD&D = Fighter/Cleric/Mage)

The Versatile is able to use both **MAGIC** and **CLERIC SPELLS** and use any item in the game. The Versatile starts out quite strong but goes up in level at the slowest rate of any class, a third as fast as a Ranger. A great character class, but the advantages are offset by the slow level up rate and they are not as good at doing something as a class which specializes in it, for example a 10th Level Versatile is not as effective with magic as a 10th Level Mage, even if the Mage has a somewhat lower Intelligence.

Weapons : All

Armour : All

Prerequisites : STR 12, INT 12, WIS 12, DEX 12

Hit Points : Average

Resistances : None

Special : Magic Spells (at reduced effectiveness)

Cleric Spells (at reduced effectiveness)

Dispel

## CLASS MINIMUM ABILITY SCORES

The Ability Score minimums for qualification in each class are given in the table below.

**CLASS MINIMUM ABILITY SCORES**

<b>Class</b>	<b>STR</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	<b>CON</b>	<b>DEX</b>
Courtesan	0	0	0	19	9	0
Hirebrand	12	0	0	0	0	6
Mage	0	12	0	0	0	6
Monk	15	9	15	0	9	15
Ninja	12	9	12	0	6	15
Peasant	0	0	0	0	0	0
Phage	14	14	0	0	9	6
Priest	0	0	12	7	0	0
Ranger	12	14	14	14	15	12
Scout	0	12	0	0	0	15
Versatile	12	12	12	0	0	12

# CLASS RESTRICTIONS

All character classes have restrictions on the what they can do and what items they can own and use.

## CLASS RESTRICTIONS

Item	Courtesan	Hirebrand	Mage	Monk	Ninja	Peasant	Phage	Priest	Ranger	Scout	Versatile
Scout Abilities				◆					◆	◆	
Magic Spells			◆				H		H		◆
Cleric Spells				H				◆	H		◆
Seduce	◆										
Dispel				◆				◆	◆		◆
Double Blow		◆									
Crit. Hits/Round				2	1				S	S	
Axe	◆	◆		◆	◆		◆		◆	◆	◆
Broad Sword	◆	◆		◆	◆		◆		◆	◆	◆
Chain Mail		◆						◆			◆
Cloak	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆
Club	◆	◆		◆	◆	◆	◆	◆	◆	◆	◆
Dagger			◆				◆		◆		◆
Leather Armour	◆	◆			◆	◆	◆	◆	◆	◆	◆
Mace	◆	◆		◆	◆	◆	◆	◆	◆	◆	◆
Plate Mail		◆									◆
Pointed Stick	◆	◆		◆	◆		◆		◆	◆	◆
Quarter Staff	◆	◆		◆		◆	◆	◆	◆	◆	◆
Shield	◆	◆			◆			◆			◆
Short Sword	◆	◆		◆	◆		◆		◆	◆	◆
War Hammer	◆	◆		◆	◆		◆		◆	◆	◆

◆ The respective Class has the indicated ability or may carry/wear/use the item. The absence of this symbol indicates the opposite.

H Ability is gained at high levels.

S Scouts and Rangers can only attempt a Critical Hit if they achieve Surprise, are in the first position in the party, and then only for the first round of combat.

# MAGIC SPELLS

## LEVEL 1

**DIRFLACOG (Control):** Directed at a single adversary of lesser(?) humanoid type, the spell, if successful, will cause the adversary to join the caster and assist him. The controlled adversary will faithfully serve the caster until death (unlike the Cleric version of this spell), of either the caster or the controlee. Does not affect undead.

**LUFDOR (Single Adversary):** Shoots forth a magical arrow that strikes a single adversary. Works on all types of adversaries.

**NIXCOG (Enchantment):** Causes low level normal adversaries to fall into a deep sleep. Does not affect undead.

**TERPELT (Protection):** Lowers the caster's **ARMOUR CLASS** down to 4. If caster's **ARMOUR CLASS** is already 4 or less, then this spell lowers it by 1 point. Important for Mages and Phages. Can be cast in advance.

## LEVEL 2

**LUFCOG (Enchantment):** Attempts to cause confusion in one or more lesser adversaries. Very ineffective against medium to high level adversaries. Does not affect undead. Can affect multiple groups.

**LUFTORE (Protection):** The magic user floats in the air, thus avoiding the pits of the dungeon. It does not protect against teleportation traps! Can be cast in advance.

**NIXLUX (Enchantment):** Causes an area of darkness to engulf the caster's party, thus shielding the party from the view of low level normal adversaries allowing the party to avoid further **COMBAT** (the affected adversaries, and any treasure, simply disappear from view). Does not affect undead. Can affect multiple groups.

**VIRATER (Protection):** The recipient of this spell has an increased chance of hitting an adversary in physical **COMBAT**; it does not allow additional damage to be done.

# MAGIC SPELLS (continued)

## LEVEL 3

**DIRTERCOG (Control):** Directed at a single adversary of non-humanoid type, if successful the spell will cause the adversary to join the caster and assist him. The **CONTROLLED ADVERSARY** will serve the caster until death of either the caster or the controlee. Does not affect undead.

**FLATERPELT (Protection):** Gives the caster a personal shield against the next fire ("FLA") based attack; the caster takes only half damage. The spell is then broken. Can be cast in advance.

**FLAVULEN (Area Damage):** Causes a ball of fire to explode in the midst of the Mage's adversaries, causing heavy damage to all members of all adversary parties. May backlash and cause damage to the caster's party. Use with caution!

**IPSENIXSPI (Protection):** Makes the caster invisible to low level normal monsters. If all party members are invisible then most encounters can be avoided; otherwise, it just lessens the chance of being harmed. The spell is broken by any violent act by the caster.

**LUXLUFVULEN (Area Damage):** A spell like FLAVULEN but having a smaller chance of damaging either the adversary's or the caster's party.

## LEVEL 4

**ACIREFLAG (Summoning):** Conjures up one or more random allies, such as Pit Panthers and Basilisks. Unlike spell **CONTROLLED ADVERSARIES**, they may run away. Can fail, but can be cast in advance.

**COGVULEN (Enchantment):** Attempts to cause fear and fright in normal adversaries. Works well against Low to Medium level adversaries. Does not affect undead. Can affect multiple groups.

**GRENIXSPI (Protection):** A spell like IPSENIXSPI except it makes the entire party go invisible. Helpful in making an escape from **COMBAT**. Spell is broken for a party member if they perform any violent act.

**NIXFLAG (Area Damage):** Causes a cold wind with very low wind-chill factor to emanate out from the caster. Causes heavy damage on all of the caster's adversaries, but will also cause some damage to members of the caster's party.

# MAGIC SPELLS (continued)

## LEVEL 5

**ACIREWAT (Summoning):** Summons from 1 to 4 medium level monsters to aid the party. Can bring monsters such as Hill Giants, Clay Golems, Ogre Mages, and Thaumaturgists. These monsters will aid the caster for a variable number of encounters before fleeing. Be warned: some monsters, such as Ogre Mages, may cast spells such as NIXFLAG, which can harm party members as well as adversaries. Can be cast in advance.

**FINILUX (Area Damage):** Focusses a powerful lightning bolt on the caster's adversaries, causing significant damage to those that are hit (usually harms only a few adversaries). Can usually be used without damaging the caster's party but if it does the affected party member(s) will be badly damaged. A character protected with FLATERPELT takes only half damage. Can affect multiple groups.

**FLAPELT (Enchantment):** With this spell the caster appears to self immolate, thus striking grievous fear in his adversaries. This spell is so powerful that even the (usually lesser) undead may be frightened. Can affect multiple groups.

**GREXLUFTORE (Protection):** Like LUFTORE except that it makes the entire party float in the air. As a result, the entire party can safely cross over pits. Note that neither spell will hinder the operation of teleporters. Can be cast in advance.

## LEVEL 6

**ACIRETER (Summoning):** Summons from 1 to 4 high level monsters to aid the party. Can bring monsters such as Manticores, Lamas, and Wathings. These monsters will aid the caster for a variable number of encounters before fleeing. Be warned: some monsters may cast dangerous spells which can harm party members as well as adversaries. Can be cast in advance.



# MAGIC SPELLS (continued)

## LEVEL 6 (continued)

**FLAVULEDIR (Area Damage):** Causes a directed beam of fire to burst fourth amongst the caster's adversaries. Will cause huge amounts of damage to all adversaries while not harming the caster's party in the least. This makes this spell exceptionally useful. Can affect multiple groups.

**MORTA (Enchantment):** With this spell the magic user commands his adversaries to die and is capable of killing at least several enemies at once. Very effective against even high level normal monsters. Does not harm party members. Does not affect undead.

# CLERIC SPELLS

## LEVEL 1

**NIXOCGREX (Deity Intervention):** Used to dispel evil adversaries, but only works well on low to medium level undead and demons such as skeletons, ghouls and shadows. Very effective, but very powerful undead (such as Ghosts and Wights) can only be affected by very high level casters. Can affect multiple groups.

**OCVULEN (Healing):** Cures some damage on a single member of the party. Can be used during combat.

**VULEN (Single Adversary):** Inflicts a globe of damage on a single adversary. Works against all types of adversaries.

## CLERIC SPELLS (continued)

### LEVEL 2

**COERFLACOG (Control):** Has the same effect as the magical DIRFLACOG but it has a stronger though less lasting effect on adversaries. Up to 4 (lesser) humanoid adversaries can be controlled, but the controlees will eventually leave the party. Does not affect undead.

**GREXPELT (Protection):** With this spell the cleric prays to his deity to bless the party, thus making the party members harder to hit in physical combat. Can be cast in advance.

**IPSEPOITER (Mapping):** Used to determine the party's depth in the dungeon.

### LEVEL 3

**IPSEPOI (Mapping):** Used to determine the direction the party is facing in the dungeon.

**OCVULEWAT (Healing):** Similar to OCVULEN except that it restores more Hit Points to the party member. Cannot be used in **COMBAT**.

**VULETER (Single Adversary):** Similar to VULEN but more damage is inflicted on the single adversary that is struck.

### LEVEL 4

**COERTERCOG (Control):** Has the same effect as the magical DIRTERCOG but it has a stronger though less lasting effect on the adversaries. Up to 4 adversaries can be controlled, but the controlees will eventually flee. Does not affect undead.

**OCVENIN (Healing):** Used to negate the venom used to poison or paralyze a party member. Cannot be cast during **COMBAT**.

**OCVULETER (Healing):** Used to fully restore a party member's lost Hit Points.

**VULEDOR (Group Damage):** Causes arrows of damage to spring forth from a caster's hand. Will damage all adversaries in an attacking group. Unfortunately, even high-level casters cannot do much damage with this spell.

# CLERIC SPELLS (continued)

## LEVEL 5

**CUTLEVULEN (Group Damage):** Causes a spinning barrier of blades to move toward the caster's adversaries. Guided by the cleric's deity, the blades do no harm to the party, but they do grave damage to all adversaries in a single monster group.

**OCMORTA (Raise Dead):** Used to raise a dead party member. This spell is known as a "Partial Raise" as it leaves the member at the brink of death (1 Hit Point), with no spells, and with a loss of 2 Constitution Points (Constitution can never go below 3). If a dead party member fails his raise, the member is forever dead and may not be raised.

**POIMORTA (Deity Intervention):** The cleric's deity will attempt to kill a specified adversary. Extremely deadly and very effective against all but the most powerful of adversaries.

## LEVEL 6

**CONDEMNARE (Deity Intervention):** With this spell the cleric asks his deity to damn his adversaries to hell. Very effective against undead and demons and has been reported to also work on other adversary types. Can affect multiple groups.

**DOMPISE (Deity Intervention):** Returns the cleric to **DIANE'S DRINKING DEPOT**. Unfortunately, the cleric's party members stay in the Dungeon. Therefore, there is a chance the cleric's deity will punish the cleric, with permanent death, for his cowardliness. Only in extreme circumstances will the caster's deity feel compassion and spare the cleric.

**OCMORTAVUL (Raise Dead):** More potent version of OCMORTA, which is used to raise a dead party member. This spell is known as a "Full Raise" as it leaves the member at full fighting power with all of his Hit Points and any spells he had before death, and no loss of Constitution. It can even bring back a character who has died of old age (**AGE & TIME**), but only once or twice. If a dead party member fails his raise, the member is forever dead and may not be raised.

# SPELL REFERENCE CARD

## ADVENTURER'S HANDY SPELL REFERENCE CARD

### Enchantment Spells

NIXCOG	Magic 1
LUFCOG	Magic 2
NIXLUX	Magic 2
COGVULEN	Magic 4
FLAPELT	Magic 5
MORTA	Magic 6

### Healing Spells

OCVULEN	Cleric 1
OCVULEWAT	Cleric 3
OCVENIN	Cleric 4
OCVULETER	Cleric 4

### Protection Spells

TERPELT	Magic 1
LUFTORE	Magic 2
VIRATER	Magic 2
GREXPELT	Cleric 2
FLATERPELT	Magic 3
IPSENIXSPI	Magic 3
GREXNIXSPI	Magic 4
GREXLUFTORE	Magic 5

### Mapping Spells

IPSEPOITER	Cleric 2
IPSEPOI	Cleric 3

### Raise Dead Spells

OCMORTA	Cleric 5
OCMORTAVUL	Cleric 6

### Single Adversary Spells

LUFDOR	Magic 1
VULEN	Cleric 1
VULETER	Cleric 3

### Area Damage Spells

FLAVULEN	Magic 3
LUXLUFVULEN	Magic 3
NIXFLAG	Magic 4
FINILUX	Magic 5
FLAVULEDIR	Magic 6

### Group Damage Spells

VULEDOR	Cleric 4
CUTLEVULEN	Cleric 5

### Deity Intervention Spells

NIXOCGREX	Cleric 1
POIMORTA	Cleric 5
CONDEMNARE	Cleric 6
DOMIPSE	Cleric 6

### Control Spells

DIRFLACOG	Magic 1
COERFLACOG	Cleric 2
DIRTERCOG	Magic 3
COERTERCOG	Cleric 4

### Summoning Spells

ACIREFLAG	Magic 4
ACIREWAT	Magic 5
ACIREETER	Magic 6

## EXPERIENCE LEVELS

As characters fight, seduce, heal, cast spells, dispel, gather loot, and even just take damage, they gain Experience which ultimately leads to them earning **EXPERIENCE LEVELS**. As shown on page 20, next to each character's name is an indicator, e.g. ( 8 + 0 ), which shows a character's (Current Experience Level + Levels Earned).

In order to actually claim any Levels Earned, the party must return to town and **REST**. This grants extra Hit Points, more spells, better fighting ability, etc. Note that after gaining the level(s) you may have to **REST** one more month to maximise those benefits. Check the stats to be certain. It is only possible to gain a maximum of 2 Experience Levels between **RESTs**.

**Warning:** Certain kinds of Undead monsters, such as Vampires and Ghosts, as well as the dreaded Dark Lords, are actually capable of **draining EXPERIENCE LEVELS** from party members in party positions 1 and 2. This causes the affected character to become a lower-level character, and upon any attempt at **RESTing**, certain kinds of healing or being resurrected, there will be a corresponding loss of Hit Points, fighting ability, **STATS**, spell ability (if any), etc. The only way to regain these lost levels is by earning them again.

## ARMOUR CLASS

Armour Class is the protective rating of armour, shields etc. The lower the Armour Class rating the better the protection. All characters start out with a "natural" Armour Class, which is determined mostly by Dexterity. To lower this, a character can obtain certain kinds of protection in the form of armour, shields, and magical forms of extra protection. What protection a character can use is subject to that **CHARACTER'S CLASS**; some are forbidden to use certain kinds of armour and shields.

The following types of protection lower one's Armour Class as follows: Cloak -1; Leather Armour -2; Chain Mail -4; Plate Mail -8; Shield -2. Magical versions of these will lower Armour Class by as many extra points as indicated, so "Chain Mail +2" will lower one's Armour Class by 6 points.

Certain weapons can also lower one's Armour Class: Broad Sword -1 and Quarter Staff -4. While some can actually increase it: Dagger +1 and War Hammer +2.

The Level 1 **MAGIC SPELL**, TERPELT, lowers the caster's Armour Class down to 4; if it is already at 4 or less, then it lowers it by one point.

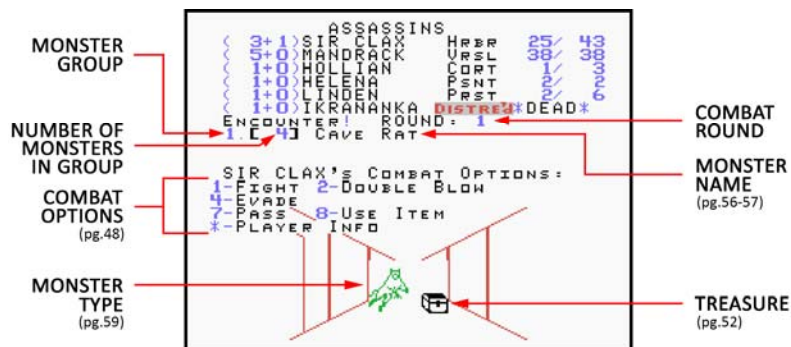
A Ring of Protection will lower a character's Armour Class by as many points as indicated by its bonus. So, a Versatile with a "natural" Armour Class of 7, who has Chain Mail +3 ( $7-7=0$ ), a Shield +1 ( $0-3=-3$ ), and a Ring of Protection +3 ( $-3-3=-6$ ), and in addition casts TERPELT, which lowers it by one more point, so the character's overall Armour Class is now -7.

Note that if, by the acquisition of **EXPERIENCE LEVELS**, that Versatile's Dexterity increases enough for their "natural" Armour Class to drop by another point, then their overall Armour Class will be -8.

Be aware that sometimes magical versions of weaker armour can be better than normal versions of stronger armour, for example Leather Armour +3 (-5) is better than normal Chain Mail (-4).

# COMBAT

Whenever you encounter “monsters” (adversaries) in the Dungeon your party will be immediately locked in combat. Once combat has started it will not end until all of the enemy, or all of your party, have been killed and/or controlled or your party escapes using an appropriate spell. **Remember that if you turn off the game in the middle of combat then your game will NOT be saved and your party will be wiped out.**



Combat occurs over a series of rounds. At the start of the first round, the game determines who has the initiative and gets to attack first. So, on some occasions when entering combat the enemy will attack your party before you get to attack them and vice versa. When it is your party's turn to attack this takes place one party member at a time, starting with the member who is in first position and ending with the member who is last. Party members who are paralysed or dead cannot take part in combat.

Monsters can be encountered in up to 3 groups, each group possibly having a different kind of **MONSTER TYPE**, each with up to 15 individuals. Only the monsters in the nearest group (#1) can be physically attacked.

It is possible (1 in 36) to run into monsters from 1 to 2 levels deeper in the Dungeon than that you are on. Thus, when you are down in level 9, or especially level 10, you will likely encounter some of the most deadly monsters in the game. The deadliest found so far are the Titans.

## COMBAT (continued)

Combat commences in one of three ways: Your party surprises the enemy and strikes first; neither side is surprised but your party can still strike first; or your party is surprised and is attacked first.

When your party is in combat the keypad commands are somewhat different to when in Town (**TOWN OPTIONS**) or not in combat. The combat options are selected via the numeric keypad.

### COMBAT KEYPAD COMMANDS

<b>1</b> Fight	<b>2</b> Double Blow	<b>3</b> Critical Hit
<b>4</b> Evade	<b>5</b> Cast Spell	<b>6</b> Seduce
<b>7</b> Pass	<b>8</b> Use Item	<b>9</b> Dispel
<b>*</b> Player Info	<b>0</b> Not Used	<b>#</b> Not Used

The available combat options will depend upon the member's class, position, weapon and spells available. For example, non-spell users will not be shown Cast Spell, only Courtisans will see the option to Seduce an enemy and fighter type classes who are not in the first two positions of the party will not have any options to swing physical weapons.



# COMBAT (continued)

## Fight [1]

Do a normal swing.

## Double Blow [2]

Swing for double damage but with less chance of hitting.

## CrHit [3]

Swing to do critical damage. Instantly lethal/very damaging if it hits.

## Evade [4]

Attempt to evade your adversaries attacks by moving to the back of the party. If successful, the member behind the evading member will lose their combat option.

## CAST SPELL [5]

Use this key to initiate the spell casting sequence.

## Seduce [6]

Courtesans only. Attempt to seduce an adversary with the member's physical beauty (Charisma). If successful, the adversary will fight for the member.

## Pass [7]

Bypass the member's combat turn, i.e. do nothing.

## USE ITEM [8]

Use this key to invoke the special power of a **MAGICAL ITEM**.

## Dispel [9]

Attempt to dispel the party's adversaries. This can only be used by certain character classes to destroy certain kinds of supernatural creatures (such as skeletons). This option only appears if the enemy is surprised.

## PLAYER INFO [\*]

With this key the player can review the information of any party member.

## CONTROLLED ADVERSARIES

Adversaries can be made to serve the adventuring party by way of certain spells, seduction or by use of the "ACI-" spells which summons random creatures. Controlled adversaries who are only capable of physical attacks can only attack if under the control of party members in the first or second positions while spell-casting controlled adversaries can attack from any party position.

The advantages to having controlled adversaries are threefold:

1. They can damage/kill other adversaries.
2. If controlled adversaries accomplish anything the party member controlling them gets the credit (experience).
3. They will often take the damage intended for the party.

Unfortunately, there is one disadvantage: certain powerful controlled adversaries, such as Ogre Mages, can use spells capable of damaging the party as well as adversaries, for example NIXFLAG. If you decide that controlled adversaries are more trouble than they're worth you can get rid of them (**KILL COMPANIONS**), when not in combat, by pressing KEYPAD BUTTON [0], using the joystick to choose the controlling party member and then pushing EITHER FIRE BUTTON.

## POISON & PETRIFICATION

**POISON:** Certain adversaries, such as Werebeasts, Ghouls, Jelly Stings and Giant Centipedes are able to poison party members who are in marching positions 1 and 2. Poisons can have one of two different effects which depends upon the adversary that delivered it:

1. **Paralysis:** This type of poison paralyses a party member so they are unable to do anything in combat. They can, however, use items and cast spells when not in combat.
2. **Damage:** This type of poison causes one Hit Point of damage every time the character takes a step. It does not do damage during combat or when turning.

A dose from a Flask of Antivenom or the 4th-level **CLERIC SPELL** OCVENIN are the only cures for poison.

**PETRIFICATION:** This is rare and can be done by Medusas, Beholders and the like. Petrification turns a character "to stone" resulting in that party member's death. This makes petrification much more deadly than poison since a single successful attack of this sort can kill a character. Only the successful use of the **CLERIC SPELLS** OCMORTA, OCMORTAVUL (better), or the use of a Scroll of Life can restore a petrified character.

# TREASURE

When in **COMBAT**, a treasure chest may be shown to the right of the image of the **MONSTER TYPE**. If a treasure chest is shown, then upon defeating all of the adversaries, the contents of the chest are shared amongst the party. Treasure chests may contain Gold and on occasion both Gold and Magical Items.

## GOLD PIECES

Treasure chests contain a variable number of Gold Pieces which are divided amongst the party members.

## MAGICAL ITEMS

Magical Items can be weapons, armour, shields or items that mimic spells.

**Class Restrictions:** In order to take a Magical Item, a party member must be allowed to use it. Versatiles are allowed to use any item, but the same doesn't hold true for the other classes. If the item is simply a magically-enhanced version of something found in **SIR JUSTIN'S ARMOURY** (such as a Dagger +1 or Chain Mail +3), then a member may claim it only if that character is allowed to use the normal version of that item. As a rule, if the item simulates a **MAGIC SPELL** (such as a Gem of FLAVULEN), then the party member must be able to use (or have the potential to use) **MAGIC SPELLS**, such as a Mage, Phage, Ranger, or Versatile. Note that although FLAVULEN is a third-level spell, even a first-level Phage may use a it. The same holds true for items that simulate **CLERIC SPELLS**. Some magical items may be used by any character class, such as a Ring of Protection, Scroll of Direction or a Gem of OCVULEN.

**Carry Limits:** A character is only allowed to carry one Magical Item of a particular kind at any one time. So one cannot carry two Gems of FLAVULEN, or a Dagger +1 and a Sword +3. Also, some Magical Items actually count as weapons, so if a character claims a Rod of Blades or Staff of OCVULEN, it will take the place of whatever weapon the character was carrying (even if it was a Sword +4).

## TREASURE (continued)

**Magical Charges:** Note that many Magical Items have more than one charge, but you will not know how many charges until it runs out.

**Magical Weapons:** A Sword of DIRFLACOG can be used as a sword or as a Magical Item, and with it even a Hirebrand can cast the first-level **MAGIC SPELL** DIRFLACOG (when it runs out of Magical Charges it becomes a Sword +2).

There is an additional advantage to certain Magical Weapons: Short Swords and Daggers are the only normal weapons that allow 2 strikes/round. However, a sword with any kind of magical bonus will allow 2 strikes/round, and any other kind of weapon with a bonus of at least +2 or better will also allow 2 strikes/round. Thus, a Priest or Peasant with a Mace +2 can, in physical combat, strike twice each round. Note: a Mace +2, or the superior Mace of Miri, are the **ONLY** weapons that will allow these two classes to do this; there are no Maces with higher bonuses!

**Effect:** Magical weapons increase one's chances of hitting and may increase damage, while magical armour, magical shields and Rings of Protection lower a character's **ARMOUR CLASS**. Magical Items that mimic spells have the same effect as the spell that is being mimicked.

**How To Use:** Using a Magical Item differs depending on if you are in a non-combat or a **COMBAT** situation.

1. In a non-combat situation press KEYPAD BUTTON [8], use the joystick to select the party member who is holding the Magical Item and then push EITHER FIRE BUTTON. Use the joystick to select the Magical Item to be used and then push EITHER FIRE BUTTON.
2. In a **COMBAT** situation, as with spell casting, you will only be able to use a specific Magical Item when it is the turn of the specific party member holding that Magical Item. Press KEYPAD BUTTON [8]. Use the joystick to select the Magical Item to be used and then push EITHER FIRE BUTTON.

## AGE & TIME

In this game, party members age and can die from old age. Different character races have different life spans, except for Elves, who are ageless. As a character reaches old age, he begins to lose points in Strength, Charisma, Intelligence, Wisdom etc.; this of course affects any abilities connected with these things. Lower Intelligence/Wisdom causes a Mage/Priest to lose spell ability etc. In the case of a Versatile, the reduction in Stats may mean that the character loses the abilities of one of their three classes. A single-class character never completely loses their abilities, even if their Stats drop below the minimum level normally required.

Races with longer life spans tend to take much longer to advance in **EXPERIENCE LEVELS**. Average character race life spans are as follows.

### AVERAGE RACE LIFE SPANS

Race	Avg. Life Span (yrs)
Dwarf	120
Elf	Ageless
Gnoll	50
Hobbit	99
Human	60
Kobold	69
Ogre	46
Orc	10

Note that a character that is unusually weak or low in some respect (such as Strength or Intelligence) will have a shorter life span. Also note that a character in **DIANE'S DRINKING DEPOT** does not age, **REST** or regain spells, regardless of what is happening "outside". It acts as a sort of Limbo.

## DEAD PARTY MEMBERS

When a party member is killed or dies of old age during an adventure, that character is put to the back of the line. However, if the remaining party moves around, the dead members "move along" with the surviving party members. They can even be put anywhere in the marching order, but note that upon encountering adversaries, dead members are instantly put to the back of the line again.

Dead party members can be restored by successful use of the **CLERIC SPELLS** OCMORTA and OCMORTAVUL (better) or by use of a Scroll of Life.

If all members of a party are killed, then they and all that they carried are lost forever, and only the characters (if any) in **DIANE'S DRINKING DEPOT** will be able to continue the game.

Dead party members can both accept and give items from/to another party member.

# THE TOME OF DUNGEON MONSTERS

The following “monsters” have been encountered very frequently!

Monster Name	Monster Level	Monster Type	A.C.	Number Swings	Max Damage	Special Attacks
Acolyte	1	Priest	9	1	6	
Apprentice	1	Thief	9	1	8	Double Damage
Cave Rat	1	Animal	8	1	6	
Fire Ant	2	Insect	3	1	6	
Footpad	2	Thief	7	1	8	Double Damage
Giant Centipede	1	Insect	9	1	1	Poison
Gnome	1	Humanoid	5	1	6	
Goblin	1	Humanoid	6	1	6	
Halfling	6	Midget	7	1	6	
Heathen	1	Fighter	7	1	3	
Kobold	1	Humanoid	7	1	4	
Leprechaun	5	Midget	8	1	3	
Orc	1	Humanoid	4	1	8	
Skeleton	1	Undead	7	1	6	
Veteran	1	Fighter	9	1	10	
Warrior	2	Fighter	7	1	10	



## THE TOME OF DUNGEON MONSTERS (cont.)

The following “monsters” have been encountered **less** frequently!

Monster Name	Monster Level	Monster Type	A.C.	Number Swings	Max Damage	Special Attacks
Adept	2	Priest	7	1	6	Casts VULEN
Dwarf	6	Midget	4	1	8	Double Damage
Elf	5	Midget	5	1	8	Double Damage
Gnoll	2	Humanoid	4	1	8	
Hero	4	Fighter	3	1	10	Double Damage
Medium	1	Mage	9	2	4	Casts LUFDOR
Killer Bees	2	Insect	2	1	10	Poison
Large Spider	1	Insect	6	1	2	Poison
Robber	3	Thief	7	1	10	Double Damage
Scorpion	1	Insect	2	2	4	Poison
Shadow	3	Undead	6	1	6	Double Damage
Swordsman	3	Fighter	5	1	10	Double Damage
Turtles	4	Animal	5	1	6	Double Damage
Wererat	3	Werebeast	5	1	8	Poison
Wolf	3	Animal	5	2	6	

## THE TOME OF DUNGEON MONSTERS (cont.)

A few other monsters have been encountered, but so rarely that no data is available on them. There is legend of even more hideous monsters on the lower level of the dungeons.

It is also rumoured that the colour of the Monster Type can be used to determine it's level.

### MONSTER TYPE COLOURS

Colour	Level
Green	1-4
White/Grey	5-8
Yellow	9-16
Red	17+

Note that just because a monster is of a "lesser" color may not mean that it is less dangerous. For example, a Champion (yellow) cannot paralyse the way a Jelly Sting (white) can and even a lowly Giant Centipede (green) can poison you!

Heed this warning from a party that explored this Dungeon many years ago:

*"While exploring Level 10 with a powerful party we ran into two Titans. They were terrible to behold. We immediately engaged in combat but after the first round, all but one of the party was dead. Despite a valiant effort by our remaining hero, he too was struck down. It took only two combat rounds to wipe out the entire party. Sheesh.*

*Not long before, we'd run into some Hell's Summoners. Our Phage used FLAVUDIR, our most powerful spell, against them but several survived. Granted, our Phage was not the best, but this was in fact the first time we ever encountered something that could survive that spell"*

# THE TOME OF DUNGEON MONSTERS (cont.)

## MONSTER TYPES

There are over 140 monsters in this game with each monster belonging to one of 15 different Monster Types.



**Fighter:** These humans are similar to the Hirebrand in your party. The most dangerous thing about these are the large number of Hit Points they have. High level fighters can swing for Double Damage and the highest-level ones can swing for a Critical Hit.



**Mage:** These humans are similar to the Mage in your party. At all levels Mages will cast **MAGIC SPELLS** at the party. Higher level Mages can cast MORTA and FLAVULEDIR with disastrous effect.



**Priest:** These humans are similar to the Priests in your party. At all levels these monsters will cast damage **CLERIC SPELLS** (sorry they don't try to cure you). High level priests can cast POIMORTA and CONDEMNARE very effectively. Not as dangerous as Mages, but the high-level ones can still do considerable damage. If you can take control of a high-level Priest (e.g. Bishop or Lama), then you will have an ally with powerful spells.



**Thief:** Thieves are very effective fighters with even the lowest Thief being able to swing for Double Damage. High level Thieves can swing for a Critical Hit. What's more, most can summon more of their kind for aid.



**Midget:** Midgets have very low Hit Points and encompass monsters such as Halflings, Dwarves and Elves. They are generally only better than Humanoids because of their very high resistance to Enchantment type spells such as sleep and fear.



**Humanoid:** These monsters comprise all the different human-like races, such as Kobold, Gnome, Orc, etc. They are relatively weak adversaries as they have no special powers or abilities.

## THE TOME OF DUNGEON MONSTERS (cont.)



**Giant:** These monsters are the giants of legend and mythology. Giants have good Hit Points and can swing for Double Damage. Ogre Mages can use spells (especially NIXFLAG), and Storm Giants can cast and are immune to LUXLUFVULEN.



**Animal:** This category comprises all the animals in the dungeon. Animals can attack in a wide variety of forms: normal swing by a Cave Rat, paralysis by a Jelly sting, breath weapon by a Hades Hare and stoning by a Beholder for example.



**Werebeast:** These are the Lycanthropes of legend. These monsters have the ability to do Double Damage and to **POISON**.



**Insect:** This category comprises all the insects in the dungeon. Except for Fire Ants, all of these can **POISON**, and higher-level ones can summon more of their kind.



**Undead:** These creatures are most often once-living creatures, which have been animated by spiritual or supernatural forces. Some are able to drain **EXPERIENCE LEVELS** from your party.



**Seducer:** Little is known about Seducers at this time. Seducers include Sirens.



**Dragon:** A dragon is a reptile-like creature, usually winged. Little is known about Dragons at this time but it is believed that they are able to attack with their teeth and claws, and also have a devastating fire breath attack.

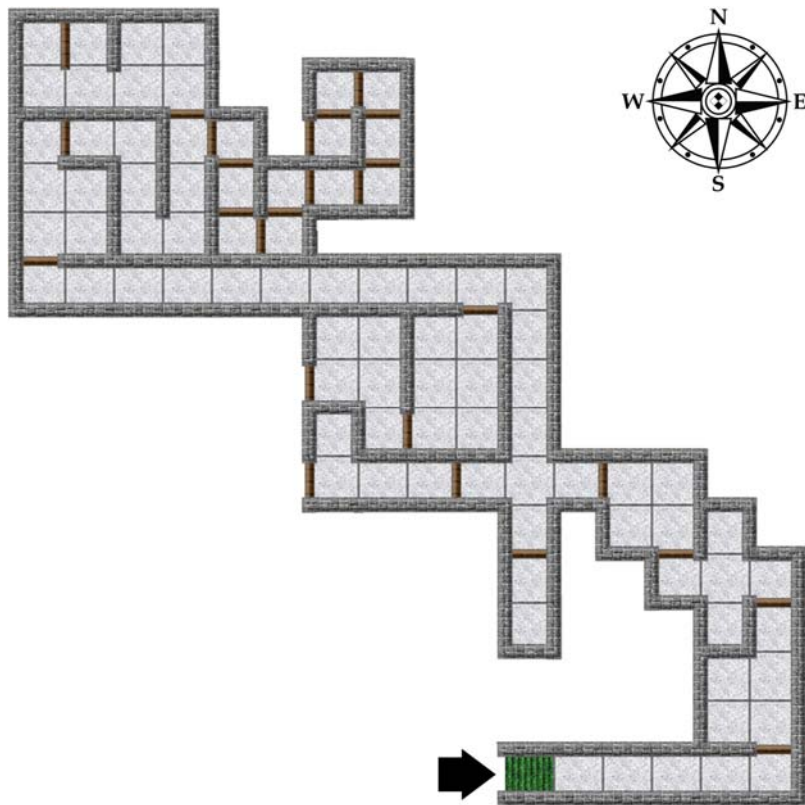


**Enchanted:** These monsters were created by very powerful mages or demons and they still lurk about in the Dungeon. In combat all enchanted creatures have the ability to summon aid.



**Demon:** Found only in the deepest parts of the Dungeon, demons are very resistant to all spells and physical attacks.

## DUNGEON LEVEL 1 - PARTIAL MAP



Be aware, that the foolish adventurer who drew up this partial map of Level 1 of the Dungeon, failed to look for secret doors. Secret doors provide many short cuts, and access to hidden rooms, in the Dungeon that are not revealed in the map above. Be alert and search them out for yourself. Knowing where they are may mean the difference between life and death!

## TIPS FROM THE DESIGNER

- Don't forget to equip your newly created members.
- Disable Special Rooms when mapping out a new section of the Dungeon or when building up a new party or a new party member.
- When transferring items, you can give the item back to the donor. If you give the item to no one, the item will be lost.
- When I run my party, I usually go only as deep as I feel is safe. I measure this by taking the average member level and dividing by 4, thus a party of mostly level 12 members would be safe on depth 3. If you have Special Rooms disabled, you can probably go a little deeper with the same party.
- Try to have all members of your party maintain approximately the same level.
- I consider my party going through various stages or generations.
  - ◆ My usual first generation party consists of:
    - ⇒ Mandrack and Sir Clax
    - ⇒ Courtesan
    - ⇒ Priest
    - ⇒ Two Mages
  - ◆ After I have run this party for a while, when the Priest has at least one sixth level **CLERIC SPELL**, I replace Sir Clax with a Monk. This is my second generation party:
    - ⇒ Mandrack and Monk
    - ⇒ Courtesan
    - ⇒ Priest
    - ⇒ Two Mages
  - ◆ The next stage in party development, when the Monk has at least ten first level **CLERIC SPELLS**, is to replace the Courtesan and Mandrack with Rangers, giving the third generation party as follows:
    - ⇒ Monk
    - ⇒ Two Rangers
    - ⇒ Priest
    - ⇒ Two Mages

## TIPS FROM THE DESIGNER (continued)

- ◆ The optimum party for running the deepest parts of the Dungeon would be 6 Rangers, but that party would take a very long to develop.
- ◆ This doesn't mean that Ninjas, Phages and Scouts are not good classes. You should try running these classes and incorporate them into a robust party.
- One trick I use for creating members that are hard to qualify for, like Rangers and Monks, is to create a Peasant who is close to the **CLASS MINIMUM ABILITY SCORES**. Run this member as a Peasant and when he makes level, check to see if his Ability Scores went up enough. If so, change his profession using to the desired one via **CHOOSE A CLASS**.

## TIPS FROM ASWALD

The following are some superb tips from Aswald (Digital Press Forums), who is also known as CV Gus (AtariAge Forums).

- Characters have a "percent chance" of spotting secret doors. When they do, it will appear as a broken outline. Some are better at this than others.
- Map! Use a piece of graph paper to map your progress. Since the Dungeon mazes are always the same, you will be able to find your way around and back. Remember-you always start out facing East in Dungeon level 1.
- Since Mages cannot wear armour or carry shields, they have a poor **ARMOUR CLASS**. At the beginning of an expedition, all Mages should cast TERPELT to lower their **ARMOUR CLASSES** to 4.
- If a Priest is in the party, then at the beginning of an expedition he should cast GREXPELT, which will help protect the entire party from enemy attacks.
- Always take control of adversaries whenever possible! Not only will the ones under the control of the first two members fight for the party (spell using enemies can cast spells from any position), they will also absorb much of the damage meant for your characters!
- Offer all characters opportunities to advance in **EXPERIENCE LEVELS**, especially Mages and Priests. Not only will there be more spells available for the party, they will all have more Hit Points, which are vital if they want to cast spells such as FLAVULEN and survive.
- Courtesans' ability to Seduce works much like a limited form of magic control (DIRFLACOG) over enemies. They can do this once per round without limit, but it does not work on certain enemies. Use it on spell casters who will not harm the party itself.
- Characters with Short Swords or Daggers can strike twice per round! With a Broad Sword they can do more damage, but can only strike once.



## TIPS FROM ASWALD (continued)

- The more time that goes by, the more your characters will age and the more dangerous the dungeon becomes. When **REST**ing, only one month is needed to regain all spells, so most of the time is taken restoring Hit Points. To shorten the time needed, before **REST**ing, have all characters with healing **CLERIC SPELLS** use them on the injured, then **REST**. Also do this if gaining **EXPERIENCE LEVELS** increases a character's Hit Points by more than one.
- It is a good idea to roll up a Priest with high Wisdom and Intelligence scores (so they start with the third-level OCVULEWAT **CLERIC SPELL**), and use him only as an in-town healer (Gnolls are best). This way, if your party returns depleted of healing spells, you can shuffle characters in and out of **DIANE'S DRINKING DEPOT** and use this "In-Town" Priest character to recover an adventurer's Hit Points. Remember, only one month of **REST**ing will restore all spells, and characters in **DIANE'S DRINKING DEPOT** do not **REST** or age (**AGE & TIME**). Start by healing those who themselves have healing spells, so that they in turn can heal. It can take quite a bit of shuffling, but this method can actually reduce resting time by many months or even several years!
- Once your party becomes powerful enough, you may want to take that In-Town Priest character along for some short-range Dungeon Level 1 mini-adventures, while under the protection of several strong characters. One of the other adventurers could even loan him a useable **MAGICAL ITEM** (such as Chain Mail +3 or a Mace +2) for added safety. The idea is to bring him up so he can cast a sixth-level **CLERIC SPELL** (this includes OCMORTAVUL of course), and then return him to **DIANE'S DRINKING DEPOT**. Why do this? Because, aside from him now having more healing spells, including OCVENIN and OCVULETER, he can now resurrect dead characters. This means that as long as any one character (even a Hirebrand) survives long enough to return to town, then all of the characters can be brought back to life.

## TIPS FROM ASWALD (continued)

- Unlike Gateway to Apshai, characters here can only have one weapon, one shield, one kind of armour and one type of **MAGICAL ITEM** at any one time. For example, if Sir Clax has Chain Mail and then purchases or accepts Plate Mail from someone, the Chain Mail vanishes forever. This makes trading items between two characters impossible. To get around this, create a Versatile character in Town (they can accept anything) and call him "Holder". Now say that Sir Clax has a Broad Sword and Gus Gnoll has a Sword +1. You want them to trade. Here's how to do it: first, have Sir Clax give "Holder" the Broad Sword. Then, have Gus Gnoll give Sir Clax the Sword +1. Finally, have "Holder" give the Broad Sword to Gus Gnoll. Done!
- Waste not, want not! If one of your characters has enough gold to purchase superior armour or weaponry, first see if another character can use whatever the first character is going to replace. If Sir Clax is about to purchase Plate Mail, and Grimdar the Priest Dwarf only has Leather Armour or a Cloak, first have Grimdar give his armour to a "Holder" character (you may want another character to have it later), and then have Sir Clax give his Chain Mail to Grimdar. Now Sir Clax can purchase the Plate Mail without wasting the Chain Mail (everything is one size fits all)!
- Normally, I play 2 Monks (Gnolls), a Versatile (Gnoll), a Phage (Ogre), a Ranger (Gnoll) and a Priest (Dwarf) but this party was wiped out by Titans. Maybe next time, I'll try a Scout, two Phages, a Mage, a Courtesan and a Priest. With different races perhaps?

## TIPS FROM ASWALD (continued)

- If you notice that during **COMBAT**, the enemy monsters are shown as several red horizontal lines, then a glitch with the RAM has occurred. This is usually caused by a faulty connection in the power supply (where it connects to the ColecoVision console) or where the cartridge itself plugs in. Although sometimes jiggling these things a bit will fix the problem (you'll see it no longer happening), there is a serious side effect here: turning the game off even when **COMBAT** is not taking place or your characters are back in town can cause them to be wiped out! As a safeguard, create an extra character and call him RAM TESTER. After returning to town, enter **DIANE'S DRINKING DEPOT** and remove your characters from the actual active adventuring party. Put RAM TESTER in and leave **DIANE'S DRINKING DEPOT** so he is the only character shown. Turn off the game. If, later on, when you do turn the game back on and after "Selecting Game Version" the message "Your Party Has Been Wiped Out!" appears, then the glitch has occurred and you may have to enter your party's name again. However, this glitch does not affect anyone who is out of the actual active party and safely in **DIANE'S DRINKING DEPOT**. Only RAM TESTER will be gone. Simply put your actual characters back in the adventuring party and play on. In any case, it is a good idea to do this as a precaution.

# ENHANCING THE GAME by ASWALD

## GOLD, DEATH AND RESURRECTION!

Once you have purchased the basic equipment, all the thousands of Gold Pieces you gather are useless. How to do something with it? Make a few rules of your own, such as raising dead characters. You can, rather than just raising them yourself, lay down some restrictions. Here are a few ideas:

1. Only allow your party to use OCMORTA. If it fails, you must pay the In-Town Priest to resurrect the character.
2. If a character is killed you must use the In-Town Priest.
3. Payment can be in gold (best), **MAGICAL ITEM(S)** or both.
4. Payment in gold can be based on a flat fee or based on the character's level (more logical and satisfying).
5. In-Town Priest can use either OCMORTA or OCMORTAVUL. OCMORTA should only cost, say, half as much as the superior OCMORTAVUL.
6. It would be best, once payment is "made", to just keep trying until the character is brought back to life, rather than paying for each try. Still, it's up to you.
7. Resurrection can cost the character one, several or all of their **MAGICAL ITEMS**/possessions. If not all, then use a 6-sided die to determine which: 1=Weapon, 2=Armour, 3=Shield, 4=Jewellery, 5=Magical Item, 6=No Cost Demanded. This would be the price, if any, demanded by "the In-Town Priest's gods" as a sacrifice. You may wish to base this on the spell used: two items for OCMORTAVUL, one for OCMORTA.
8. You may want to limit the number of resurrections allowed. You can base this in some way on each character's initial Constitution, just as in AD&D.
9. If you find a Scroll of Life, you may permit yourself to use this instead of the services of the In-Town Priest.

## ENHANCING THE GAME by ASWALD (cont.)

Here's an example:

You decide to only allow your party to use OCMORTA. If it fails, or if you simply want to use OCMORTAVUL, then you must pay for the In-Town Priest's services. Cost is 10,000 GP/Character Level for OCMORTAVUL and 5,000 GP/Character Level for OCMORTA. You pay and the In-Town Priest tries until successful. In addition, the In-Town Priest's gods may demand one randomly chosen item of the resurrected character, regardless of the spell used.

While on an adventure your party encounters a group of Ogre Mages in Dungeon Level 2. They attack first and three of them use NIXFLAG resulting in 144 points of damage. Gus Gnoll hides the entire party with a simple NIXLUX spell, but their attack was more than enough to kill Rufus the 10th Level Elf Mage who only had 59 Hit Points. You decide against using OCMORTA because Rufus' Constitution was already so low.

Since Rufus was a 10th Level Mage, and using OCMORTAVUL costs 10,000 GP/Character Level, it'll cost you 100,000 GP to resurrect him. Luckily, upon adding up the gold of all six characters you come up with 102,400 Gold Pieces. It takes two tries by the In-Town Priest but it works.

Since an item may be demanded by the In-Town Priest's gods, you roll a 6-sided die and it comes up "4". The Jewellery Rufus was carrying was unfortunately a Ring of FLATERPELT. You use the "Give Item" option to give it to "no-one." It's gone.

It is important to keep track of the gold "spent" because you must deduct the total amount spent on resurrections from the party's total gold the next time you have to do this to see if you actually have enough.

# ACKNOWLEDGEMENTS

This manual would not have been possible had it not been for the fact that the vast majority of it has been compiled from the following two superb sources.

- **Rex Battenberg**  
The original game designer and programmer, Rex Battenberg, wrote a manual for the game back in 1983. After the prototype game was discovered and released in 1999 the missing manual was subsequently discovered and offered free of charge at the Classic Gaming Expo (CGE) in 2002. This CGE manual was typed verbatim from Rex's manual and intentionally reproduced spelling and grammatical errors.
- **Aswald / CV Gus**  
Other than the programmer, Aswald is the only person I know who has played Lord of the Dungeon extensively. Aswald very kindly compiled what he learned into a comprehensive plain text game manual and published this on the Digital Press forums starting in 2003 with his final version appearing in 2006. This was clearly a labour of love.

Lord of the Dungeon is an impressively complicated game despite this being a ColecoVision game written in 1983 for a 24KB ROM. This means that any manual for the game will inevitably be missing some information. Despite compiling this latest manual from two incredibly knowledgeable sources, some errors, gaps and inconsistencies were still identified. Where these were found, I have rectified them as best as possible. I also took the liberty of correcting Rex's spelling and grammatical errors.

Also, thanks to sega\_SHARK for proof reading my draft of this manual and for his excellent suggestions for improvement.

This is a live document. If you find any errors or omissions in this manual then please email the author at [ikrananka@hotmail.com](mailto:ikrananka@hotmail.com).



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