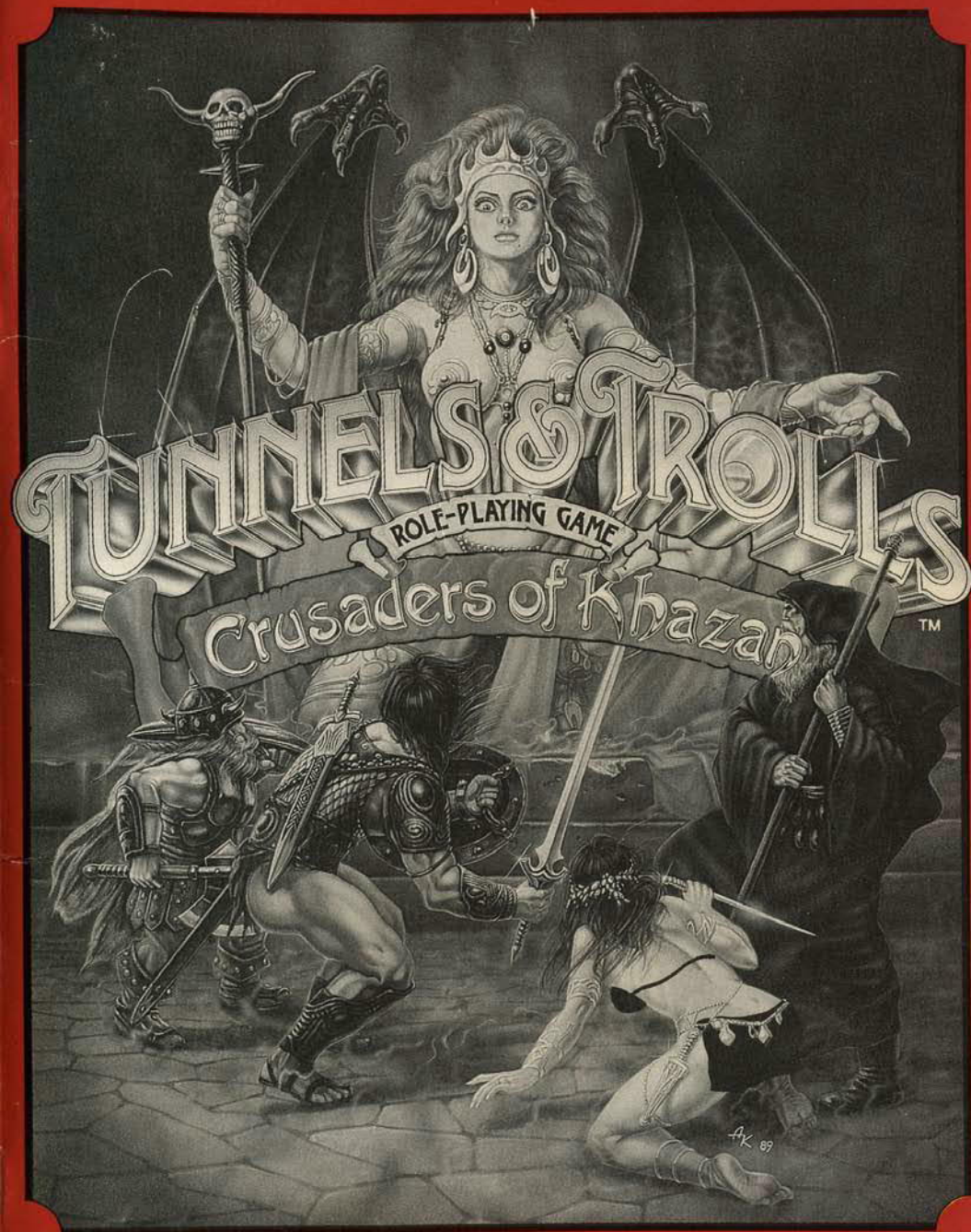




NEW WORLD COMPUTING, INC.
ENTERTAINMENT SOFTWARE

TUNNELS & TROLLS

ROLE-PLAYING GAME

TM

NEW WORLD COMPUTING, INC.
ENTERTAINMENT SOFTWARE

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First Edition.**

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Introduction

*wherein Kael confronts Malifrax the Ancient in Glorious Battle,
and unravels the mystery of Gull
lying within.*

With a piercing shriek, steel skittered across scale and man met dragon, and between them the earth shook with the fury of an unleashed god.

"Surrender, fool!" the dragon bellowed. Golden sparks geysered from the beast, casting a black silhouette across the tiny figure. "I have existed for ten times your miserable existence and I was old while your grandfather's grandfather was still a snivelling infant. The lords of fate have called your name!"

The air crackled as Malifrax bathed the warrior in leaping nacreous flames, jutting his head ever forward, his crimson eyes wild and feral with victory. For a brief moment, Kael's shield held, parting the fiery blast into two swirling goutts of flame, but within seconds the leather surrendered, exploding into a hundred smoking shards. Screaming, he fell to his knees.

With a bellow matched only by the hell of an exploding volcano, the dragon lashed backwards as something slammed into the depths of his gaping maw. Clawing his way toward the dark lake behind him, he realized that the warrior's scream was no scream at all...

"...JINIL FANTHOR KRI N'GYH!" Silver rays emanated from Kael's glowing form as he shouted the final syllables of the deadly incantation.

Malifrax writhed, his head ringing with a high-pitched keen that howled up from his tortured gullet, and, exploding through his throat, filled the cavern. Other harmonies rose to meet the first, whined, slammed through him.

"Treacherous worm!" Malifrax boomed. "You challenge **ME**?"

Pinpoint blasts erupted along the dragon's writhing body, popping scales as green ichor seeped from gaping wounds. Dazed, he weaved backwards, slamming his head against the cave roof to clear the sounds ringing in his head. As Kael wavered in his vision for a moment, Malifrax drew in a breath. *Foolish human, he's left himself vulnerable*, the dragon thought, *At last I have him...* With a crash like lightning he toppled, his last fiery breath wasted on smoking rock.

Kael inched closer to his downed foe. Snatching a rock from the loose scree beneath his feet, he chucked it at the motionless beast.

"Malifrax!" Kael shouted. "Malifrax, don't believe me fool enough to come closer. I know you yet live."

The dragon hissed as his eyes drifted open, his once brilliant gaze filmed by a grayish membrane. Trembling as he rolled over, rocks gnashed beneath his incredible bulk.

"Yesssss. I am yet alive," he replied. He turned his head ever so slightly, and glared at the warrior as saliva and gore dripped from slaverling lips. "Come closssser. I can barely hear yooouu."

The creature's eyes – filmed though they were – drilled into Kael, crawled into the deep recesses of his mind, opening locks on old memories. *Step*, a voice slithered in his mind. *Come closer to me and let's be friends. We're friends...*

Inexorably, Kael felt himself drawn forward, step by step, sucked into the swirling black eyes of the dragon. The eyes of his friend... *friends...*

Another door creaked open in his mind as Malifrax continued to dig, to explore. Suddenly, something urgent bubbled to the surface from the depths of his

memories. Something that urgently needed to be remembered. *Just a little closer, my friend...*

...an old friend, telling him something, pointing to a scroll. The words weaved before him in a spidery script. *Never gaze into the eyes of a dying dragon!*

Kael jumped backwards, inches from Malifrax's razor-sharp teeth, which snapped closed on vacant space. An angry vent of sulphurous gas rolled after him, and momentarily he fought the urge to wretch from the horrid smell.

"Dragon, my patience is at an end!" Kael cursed, dusting himself off as he drug himself to his feet. "I have come to collect the answer to a question which only you possess. Give me that answer now of your own free will and you may die in peace. Withhold that answer and I will re-animate your rotting bones and drag the answer from your undead corpse!"

Momentarily the film seemed to evaporate from the dying creature's widening eyes, horror lurking within the crimson orbs. Kael kept his gaze carefully averted.

"And what is your question? I know a great number of secrets..." the dragon replied, the rattle of death beginning to waver in his voice.

"Show me the way to Gull. I seek to find the continent of the Dragon."

"Ahhhhh," Malifrax replied. "You would crossss into the territories of Lerotra'h and Khara Kang. Then you are a greater foool than...I...susspected." "Malifrax!"

"I am...weary...need...sss..."

"Answer me now! I demand by all the powers that be that you answer!"

"My answer...is...unimportant. The way to Gull is ssssimple. But first...you pass...the riddles of the Four Knights...If you pass their tests, then...you will be shown...the way."

With a cavernous bellow, Malifrax rolled his eyes as gore erupted from his ruined chest in a violent surge. Peacefully, he slumped to the ground and moved no more. The great dragon was dead.

Kael cursed at the dead form before him, kicked the impenetrable hide that served as the dragon's skin. *I wish I truly were a necromancer, then I **could** re-animate him. All I have are my trinket spells, petty potions. But such is the life of a rogue.* Dragging himself away, he gathered his sword and scrolls into his pack, placing them carefully into his overstuffed tangle. For a long moment, he stood and stared into the depths of the dark lake, its ripples moving sluggishly in the underground cavern.

"WHO HAS KILLED MALIFRAX THE DRAGON?" A voice that came from every direction at once exploded inside the cavern, a voice which sounded older than time itself. It occurred to Kael that Malifrax had been little more than a guard dog...

"I, Kael, killed the dragon," he shouted, unable to hear his own voice over the cacophony of echoes.

"THEN, KAE, YOU HAVE PASSED THE FIRST TEST IN OPENING THE GATE TO GULL. NOW YOU MUST FACE THE FOUR KNIGHTS."

The warrior's head throbbed from the noise, but he struggled to reply.

"The dragon spoke of these knights! Where are they? What riddles shall they pose against me?"

"A RIDDLE ANSWERED WELL SHOULD BE ASKED LAST FIRST AND THUSWISE ANSWERED. FOUR KNIGHTS SHALL CHALLENGE YOU, AND THEY ARE NAMED DRAGON, MAN, WAR, AND MAGIC. EACH SHALL ASK YOU A QUESTION ABOUT THE WORLD WHICH

YOU SEEK. BEHOLD BEFORE YOU, YOUR JUDGES!"

Shale flew as lightning crashed against rock, drawing forth a black fog that swirled with motes of silver and gold. Shapes wavered, refracted in a glimmering rainbow, consolidated as light took form. Four burnished, gleaming suits of armor pulsed in the distance, the four who had come: **DRAGON, MAN, WAR, and MAGIC.**

A cloud surrounding the four emanated a moan that reminded Kael of ships at sea, of trees swaying in the wind and suddenly his heart raced. Squinting his eyes, he detected that one of the knights was moving, his standard fluttering above him. With a shimmer, the Dragon Knight had drawn his sword.

"But I know nothing of the Dragon Continent save that it is said to possess great adventure!" Kael insisted, watching as the figure moved in slow-motion towards him.

"AND YOU WOULD CROSS INTO THIS WORLD UNKNOWING? CROSSING WOULD BE AS ENTERING INTO BATTLE WITHOUT YOUR SWORD. THEN IT SHALL BE IN THIS MANNER THAT YOU WILL DIE, FOR YOU HAVE COME AS A FOOL!"

For a moment, the thought of combat seemed utterly insane to Kael and he considered turning back the way he had come. But he had come so far and he had nothing left behind him. Strengthening his resolve, he shouted back at the voice.

"I have no such weapon to match the valor of such knights! But by the laws of chivalry, you may not cut me down unarmed. If I am to do battle, then give to me the weapon that I require! Give me the knowledge to meet their challenge!"

The ground heaved in response to Kael's shout, shaking rocks loose from the roof of the cavern. He dodged a shower of pebbles as they rained down from above.

"HAVING VALOR AND HONOR, GOOD WARRIOR, WE HAVE NO CHOICE BUT TO GRANT YOUR WISH. WE SHALL GIVE TO YOU FOUR BOOKS, THE BOOK OF DRAGON, THE BOOK OF MAN, THE BOOK OF WAR, AND THE BOOK OF MAGIC. WITHIN EACH YOU SHALL FIND THE ANSWERS TO THEIR RIDDLES!"

"Books!" he shouted in disgust, "I haven't time for books!" The Dragon Knight had drawn closer, his blade flickering with an evil light. "This knight will be upon me before I have turned the first leaf!"

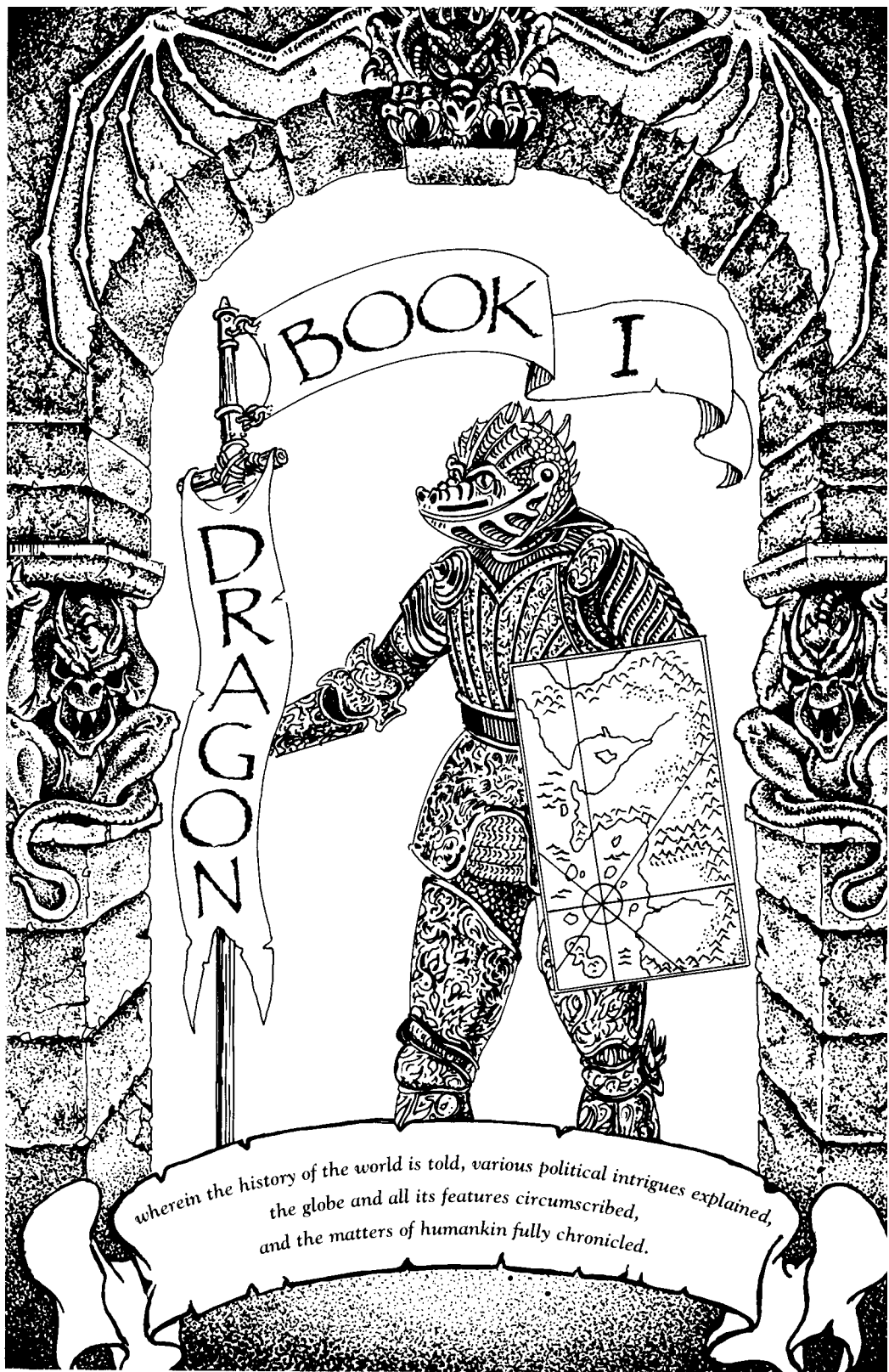
"DO YOU REJECT THESE GIFTS?"

Kael's body was pulsing now, his head spinning from a vertiginous thrill. *Perhaps I can remember that speed read spell. Perhaps...*

At the edge of the cloud, the point of the Dragon Knight's sword was visible. Still, he moved ever so slowly...

"I accept!" Kael shouted. "Where are these books?"

"THERE, BEFORE YOU..."



BOOK I

DRAGON

wherein the history of the world is told, various political intrigues explained,
the globe and all its features circumscribed,
and the matters of humankind fully chronicled.

The Book Of DRAGON

wherein the history of the world is told, various political intrigues explained, the globe and all its features circumscribed, and the matters of humankind fully chronicled.

The Great Wizard's War

Blood has a special significance in this, the Dragon Continent. For countless centuries, the rivers have run sanguine and the skies have rained tears, and thus it has been since the great Wizard's War. Only a scant few fragments of worm-eaten parchment remain to chronicle the death, the pestilence, the unending madness that brought the world to the very brink of obliteration.

In those times, sorcerers cloistered themselves in their black towers and hurled raging storms to howl through the trees and steal the warmth from men's bones. The dead rose from their graves to cut down the living, mountains collapsed in flame and valleys became oceans of blood. For the hapless souls caught in between there was little to do but huddle in their thatch houses and pray for a miracle.

And then, a thin silence spread over the world.

As senselessly as it had begun, the War was over, leaving behind a world scarred by decades of sorcery. The soil barren, the water tainted and the air poisoned, humankind set about reclaiming their lands. Magic still existed in the world, however, and while it did, so did the threat that another War could finish what it had failed to destroy. Thus, all the great magics were gathered and placed under the control of the great Wizard's Guild, kept there for safekeeping and study. But even as men felt safe, petty magicians crept into the blasted fortresses of their predecessors and scryed their dark secrets...

Unfortunately, humankind were not unchallenged in their claims to the land. Swarming in every dank hole and shunned field were hoards of monsters, aimless and violent without the controlling influence of their masters. Neither willing to surrender lands or money, clarion battle horns called Death once again to feast on the Dragon Continent. Humankind began a slow and painful slide, slowly lost ground to the ever growing tide of monsterdom. What little grip they had on the world neared extinction.

Then, arising from a small village, the great wizard Khazan began a campaign of unification, drawing together man and elf, dwarf and hobb. Together their troops rode under a single banner and swept back the plague of creatures that sought to destroy humankind. His empire forged, Khazan returned to his capital city – named after him – and began a 600 year golden age for those under his rule.

But great as he was, the wizard Khazan had not eliminated evil and ambition. Fearing that one day Khazan would sweep the last vestiges of monsterdom from the world, the hordes of darkness planned to secure his empire once and for all.

Among the monstrous folk, a mysterious leader began to echo Khazan's previous victories. Clan after clan of ogres, orcs, and trolls began to band together, nudged by the persuasive blade of Lerotra'hh, an evil incarnation of half-elf and half-orc. With an ever growing army to enforce her will, rebellions eventually

disappeared from among the monsterkin and for a time the Khargish Mountains were silent. Then, turning her dark eyes on the empire of Khazan, she revealed her true motives. More powerful than Khazan's magics, gold and the promise of power bought the hearts of the wizard king's closest advisors, including his dearest associate, Khara Kang.

Armed with the knowledge of Khazan's greatest secrets, Khara Kang undermined the precarious balance of power that maintained peace between the empires of humankind and monsterdom. Long, bloody battles raged across the Known Lands, rivalled in destruction only by the great Wizard's War. Desperate for an equitable solution, Khazan proposed a truce to end the bloodshed on both sides.

Haggard, the wizard king approached the negotiation table with a selfless proposal: he would go into exile, allowing Lerotra'hh the rule of his empire. In exchange, she would grant land rights to man and monster alike, allowing neither favor nor scorn within the boundaries of her empire.

Warily she agreed to the terms of the truce, and Khazan disappeared. From that time the Death Empress has ruled the lands north of the Great Escarpment, but her indulgences of the monsterkin have become more lenient. Perhaps someday soon she will forget her obligations altogether...

Geography

The Known Lands of the Dragon Continent are sharply divided by the Great Escarpment, a rocky ridge of mountains that slash across the Dragon's THROAT. All the mountainous regions are treacherous to the unwary traveller, as cliffs shear into deadly drops and passes are few. Jagged and unusually cold, this range is often said to be a creation of the Wizard's War, formed to stop the march of great armies across the continent. Passage around the mountains is also possible by travelling far to the east, but this can be equally dangerous as it leads into very wild terrain that lurks with all manner of men and beasts.

North of the Escarpment, Khazan rules in name if not always in fact. To the south are a number of unorganized baronies and independent city-states that resisted the efforts of the wizard king. If the traveller is so adventurous as to wander off-shore, they will discover a number of lesser islands, and notably the independent principality of Gull on the great island of Phoron. Many warriors, wizards and rouges seem to begin their adventures in Gull.

Calendar

Time, being reckoned in terms of months, days and years, is a very important factor in our world. Long ago, before even the Wizard's War, the simple folk discovered that the changes of season affected the growth of crops. Thus calendars became instrumental tools in the trades of the earth and plow, but also to the priests, for scheduling of festivals and celebrations.

Both months and days of the week bear names, and often they bear some special significance for those of us who populate the Dragon Continent.

Often the approach of a new season is celebrated in various festivals, held throughout the world. The Year's End Celebration, more commonly known as the Unraeth, is a very good example of such an occasion.

Months

Spring	(March)	Windmon
	(April)	Gunther
	(May)	Sweetbriar
Summer	(June)	Greenling
	(July)	Frogsong
	(August)	Sunmon
Autumn	(September)	Southflight
	(October)	Harvestmon
	(November)	Ghostmoon
Winter	(December)	Stormlight
	(January)	Mistmon
	(February)	Brittleice
The Year's End	(5 days)	The Unraeth

Days of the Week

Onesday
Twosday
Frogday
Hawksday
Feastday
Marketday
Fastday

One year = 12 months

One month = 30 days

One week = 7 days

One day = 24 hours

Institutions

Although brigands and beasts lie in wait on the trails of the world, the traveller is not alone in the Dragon Continent. Numerous shops, taverns, guilds and homes are open to the adventurer who bears gold or treasure. In these places you can buy food, trade useless booty, or find information that you may need during your exploits. Herein are described the majority of institutions that the traveller will encounter, though some are said to exist that are yet unexplored.

Taverns. Weary travellers will find friends and food here, along with a hearty flagon of dark ale to wash down the taste of the trail. Often they are populated with a healthy cross-section of the local people who can give hints to those on quests. Occasionally, they can also answer questions about other places or objects. New visitors to these lands should beware, however, for the drinks brewed locally can be quite strong. A drunken adventurer can sometimes find himself quickly bereft of his funds, or his life!

Stables. The romance of travel can quickly be dulled by aching backs and

throbbing legs. Stumbling across a stable can be a godsend for the adventurer. In addition to relieving him of the chore of walking, the adventurer will also find that he can move more quickly with a steed beneath him. Stable-masters are a crafty breed, however, and the road wise will quickly learn to negotiate the price.

Ironworkers. If you've lost your sword, these shops can become invaluable. Hundreds of well-made weapons gleam on the walls of these shops and can be purchased for a reasonable price. Also, a variety of sturdy armor can be bought or sold here.

Crafter's Guilds. Sometimes an adventurer will find himself called upon to use a item not forged of metal. In these stalls can be found a number of items crafted from exotic materials not available elsewhere.

Markets, Stalls & Shops. At the heart of almost any healthy province is a bustling market center where the locals bark their wares. In these spice-scented stalls, a miscellany of items can be purchased including food, potions, provisions and gems. Travellers may occasionally bump into friendly foreigners willing to teach a new language.

Adventurer's Guild. The wilds can be treacherous and fatal for those that journey alone. In these tavern-like institutions, many hearty swordmasters await a call to adventure. Additionally, on rare occasions, poisons may be purchased to eliminate unwanted adversaries.

Healers. The soldier's friend, these mystical individuals can mend the wounds of those who seek his help. Some also can lift curses, or purify those poisoned. Be forewarned, however, for they are often found in isolated locations!

Others. From time to time, those journeying across the Dragon Continent will find various shops, guilds and other institutions not listed herein. Some may warrant exploration while others should be carefully shunned. Who knows what may lurk behind locked doors?



or the Craft of Creation in the Matters of Men,
a Delineation between the Classes,
and a Listing of the Great Tongues.

The Book of MAN

*or the Craft of Creation in the Matters of Men, a Delineation between the
Classes, and a Listing of the Great Tongues.*

Matters of Men

A shimmering sword thrust from the lake...

A magical sceptre gleaming on a pedestal...

A treasure chest full of sparkling gems...

Without a hero to claim these items, a game would be little more than a static portrait. Characters form the centerpiece of the role-playing universe, allowing players to roam orc-infested lands, sail storm wracked seas, and stumble through dank tunnels. Thus, before you begin your journey through the Dragon Continent, you must create or select the characters you wish to take on your adventure.

In **TUNNELS & TROLLS**, the player may create as many as four characters with which to adventure. These created characters are referred to as "Player Characters" (PCs). During play, you may wish to replace dead or injured heroes with new ones, or you may simply wish to play with pre-generated characters. By journeying to a tavern, guild, or other institution, you may occasionally find mercenary warriors, wizards and rouges who can be persuaded to join you on your exploits. These pre-generated characters are called "Non-player characters" (NPCs).

Before Playing Tunnels & Trolls

After you have booted Tunnels & Trolls and read through the prologue, you will need to enter a word from this manual. To do so, press <ESCAPE>, type in the appropriate word and press <ENTER>. You may then begin the process of character generation by clicking on the icon titled "First" in the "Game Start" window. If you wish to restart the game from a previously-saved position, select from the "Game Start" window the saved game that you wish to continue playing. If you wish to play with a NPC, then refer to the section "Playing with a NPC" below.

Creating A Character

When you arrive at the Character Selection Screen, you will see two empty windows with a group of icons clustered beneath them. These icons are labelled Make, Rename, Delete, Go Game, and End respectively.

Make. This icon controls the creation of PCs and takes you to the Character Generator. Please see "Character Generation" before clicking on this icon.

Rename. If you are dissatisfied with the name of a character, it can be easily changed with this feature. Simply select the character whose name you want to change, click on the Rename icon, and type in the new name after the prompt.

When you are finished, hit <ENTER> and the character's new name will be displayed in the selected character box.

Delete. This command deletes a highlighted character from your current party. Once a character is deleted, they cannot be retrieved, so be very sure that you wish to get rid of them!

Go Game. Game play begins when you select this option. If you haven't created any new characters, you will be asked if you wish to play with a NPC. If you wish to return to the Character Generator, click the "No" icon that will appear and you will be returned to the Title Screen. Please see the **Book of War** for details on game play.

Space. Activating this icon will take you back to the Title Screen.

Charter Generation

Each time that you wish to create a new character, the computer will ask you what sort of PC that you wish to generate. You are given the options to select the race, sex, class, appearance and name of your character. When you click on the Make icon from the Character Selection screen, you will begin the generation process at the RACE window.

Race

There are four "friendly" races that populate the Dragon Continent: humans, elves, dwarves, and hobbs. Each race has attributes that help or hinder them in certain tasks, thus making them more suitable for one Class or another. Together these benevolent races are called the humankind. To select a race, highlight the one you desire and press <ENTER>.

Human. Humans form the largest and the greatest enclave within the empire of Khazan. Rugged, tall, and capable of learning spells, humans were the most resistant against the tide of monsters that Lerotra'h'h directed during her raids. This race is well suited to perform in any class.

Elf. Slightly taller than their human kin, elves have very delicate features framed by fair locks of flowing hair. Their ears, enlarged and pointed, are far more sensitive to sound, making them ideal front guards. Having superior memorization capabilities, elves make excellent wizards.

Dwarf. Stern, taciturn and rustic, dwarves are outstanding Warriors. Best suited to wielding axes, these miniature humans carved their way into the humankind in the days before the Wizard's War, but have since become loyal members of Khazan's Empire.

Hobb. The most diminutive of the humankind, hobbs are roughly half the height of an average human. Despite their size, they have incredible dexterity, and are ideally suited to being a member of the Rogue class.

Character's Sex

Once you have chosen the race of your character, you will be asked to choose the sex of your new PC. Your character's attributes will not be affected by your selection of sex, but it may help influence the attitudes of various people and creatures that you meet along your journey.

Attributes

At this point, the computer will generate a series of random numbers to represent your character's proficiencies in various areas. Collectively these representations are referred to as attributes. If you are dissatisfied with a character's attributes, press <1> and the computer will create a new set for you.

Strength (ST). If you have a hard time picking up your sword, wielding it effectively against a band of orcs may prove to be a disappointing experience! This attribute measures your character's ability to lift, push, pull, swing and throw objects. This should be the primary consideration for those desiring to be Warriors.

Wizards also require ST, as it is a measure of their spell-casting "power". Once they have gained additional levels, ST will help them expand the potency of the spells they know.

Intelligence (IQ). The ability to reason well is always an important consideration when combating a cunning foe. Wizards called upon to cast arcane spells in the heat of battle are particularly in need of great IQ so that they can recall the important aspects of their magics. Intelligence is also important for those that wish to learn new languages.

Luck (LK). Being at the right place at the right time, or swinging at precisely the right moment can sometimes make up the difference between life and death. From time to time you may encounter those who wish to play games of chance, and a high Luck will definitely be a bonus should you decide to play along.

Constitution (CON). No matter how strong, smart or lucky your character may be, he will be ill-prepared for adventure if his Constitution falls too low. This attribute is a general measure of health, endurance, and wakefulness. If you are poisoned, trapped, or injured in combat, points are subtracted from CON. Death is immediate once these points reach zero.

Dexterity (DEX). Accidentally tripping traps while trying to pick a lock can quickly ruin a Rogue's day. Dexterity is very important when your character wishes to open doors, cast spells, or aim missile weapons.

Charisma (CHR). During negotiations with monsters, men, and demons, the character with the highest CHR will always lead. Attractiveness, charm, and leadership ability are all measured by this attribute.

Speed (SPD). A well-timed dodge between your enemies, or an artful leap sideways can often mean saving your hide. A high Speed will bring up shields more quickly when swords hiss through the air and give the character an extra edge while they are running from unconquerable odds. This attribute also determines who attacks first in combat.

Combat Adds. Occasionally the gods grant gifts to those exceptionally gifted individuals who wander the Dragon Continent. Generally speaking, “exceptional” refers to any skill that exceeds a measurement of 12. STR, LK, and DEX are all attributes that may be granted bonuses for each point over 12. On the other hand, when characteristics fall too low (below 9), then a character has what are known as Negative Adds. Note that a single character can have both negative and positive adds that cancel each other out.

Gold (GP). Nothing can cheer up a gloomy adventurer better than a treasure chest full of gold. This rating shows the amount of gold that the character has at his disposal. GP is used to buy weapons, learn spells, and pay for food and provisions.

Character Class

Once you have a set of characteristics, you can then select what sort of adventurer that you wish to be. Choose to be the brawny, bold Warrior, or the erudite and powerful Wizard. Or if you like having the best of both worlds, then select the wily Rogue. Keep in mind, however, that a strong party is a diverse party.

Warrior. Bronze muscles that gleam with rivulets of sweat, gritty stares that blaze with fierce ambition, ragged scars that criss-cross massive backs: all trademarks of the bold class known as the Warrior class. These gritty individuals are well-trained in the arts of weapon, shield, and armor. Because they are familiar with these implements, they receive twice the protection from any shield or armor that they bear. By contaminating themselves with the touch of steel, however, these individuals may never learn to cast spells.

Rogue. Know the Rogue by his gaze that shifts side-to-side, by the patchwork clothing that he often wears, but mostly by the nails of his long fingers which he continually cleans with a rusty dirk. Quick to temper, this class of individual is a wily opponent capable of using any weapon. In addition, he can learn spells from fellow wizards, open locks with little difficulty, and disarm any number of traps. Unlike their Warrior brethren, they cannot use weapons or armor with as great a proficiency. Also, Rogues find themselves outcast from the magical arts and no Wizard's Guild will teach them spells for any price. Further, despite their craftiness, they may never learn any spell that exceeds the 8th level.

Wizard. Dressing always in black voluminous robes, a faint wreath of fire encircles this character class, scarcely perceptible even in the darkest of caverns. Despite their limited ability to do hand-to-hand combat, these magical individuals are capable of dealing out all manner of horrifying death. From the beginning they are able to use several Level 1 spells, and in time they will learn spells from other

levels, but for ever-increasing amounts of money. Not anyone can become a member of this class, however, as it requires great INT and DEX to learn and cast spells (this class option will disappear from the screen if the INT and DEX are too low). In addition, wizards may be unable to use certain types of shields or armor.

Finishing Touches

When you have completed selecting your character's class, you will then be presented with two pictures. Choose the one you wish to represent your character and click on him with your mouse. Alternatively, you may press <1> or <2>. As your character gains items through the course of game play, these items will be superimposed onto this picture to let you know how they are currently equipped. This will also give you a quick way to find out what may have been stolen or damaged in battle.

After you've selected the picture, you may give your character his final attribute, his name. Enter this after the prompt and hit <ENTER>. If you decide that you don't like the name, you may RENAME him on the Character Selection Screen (see the section "Creating A Character").

You may now review your character and look at him as a whole. At this time you can decide whether you want to keep him or create a new one. If you wish to keep him in the party, simply select <OK> or enter the appropriate key equivalent (see your reference card). This will allow you to continue creating characters. Sometimes you may create a character which you don't like. You can get rid of him by clicking on the Cancel option. The character will then be dropped and you may create a new one in his place. A character may also be removed from the party by deleting him from the Character Selection Screen (see the section "Creating A Character").

At any time during game play you may check your character's data. This is done by clicking on the character's name displayed in the character boxes across the bottom of the screen, or typing the appropriate key equivalent.

Once you have filled your party of adventurers, you may then begin the game. You may have up to four adventurers in your party. To start, click on the Go Game Icon (refer to **The Book of War** for details on game play).

Playing with a NPC

If you haven't generated a character on your own, you may use one created by the computer. To do so, click on the Go Game option and you will be asked if you wish to use a NPC. A character will then be "rolled up" for you and you can begin playing the game. Journeying with a NPC is identical to campaigning with a PC that you have created. There are no restrictions, however, on how you mix and match PCs and NPCs. As characters are killed, you will be able to pick up new NPCs at guilds, or you may drop off unwanted characters at the local tavern, where they will be glad to wait for short – or even longer – periods of time.

Languages

Many races roam the height and breadth of the Dragon Continent, each contributing their own unique tongue to the symphony of sounds that drift across the lands of Lerotra'h'h and Khazan. Whether they are the lilting tongues of the Civilized Races (generally called the Humankind) or the harsh barks of the Ancient Tongues, each has a rich number of words and annunciations. From time to time, even the beasts can speak to humans and their kin, communicating vital information to lost travellers.

Language

Those Who Commonly Speak It

The Civilized Tongues

Common

All PCs in addition to any natural tongues. It is the natural tongue of the humans

Elven

Elves

Dwarvish

Dwarves

Hobb

Hobbs, Pygmies, Gnomes, Pixies

The Ancient Tongues

Orcish

Orcs, Half-orcs

Foulspeak

Ogres, Trolls

Gobble

Goblin, Hobgoblin, Gremlin

Necros

Undead, Ghosts, Ghouls

Primus

Dragons, Giants, Demon-types, Elementals

Barbar

Gargoyles, Golems, Gorgons, Harpies, Kelpies, Swamp-Fiends, Toad Warriors

Elysian

Merfolk, Centaurs, Hippogryphs, Gryphs, Sphinx, Lamia/Naga, Minotaurs, Chimera, Hydra, Manticore

The Tongues of Beasts

Pteran

All flying beasts

Serpentine

All reptiles

Insectoid

Insects and Arachnoid

Blood Speech

Canines and Felines

HerdSpeak

Elephants, Pigs, Hippos, Unicorns

Ursian

Bears and Ulogulos

Simian

All primates

Low Tongue

Fish, Rats, Slugs, Bloodworms, Eels, etc.



wherein a party begins a Grand Adventure, Learns
the Manner of Combat, and is instructed in
the ways of the World.

The Book of WAR

*wherein a party begins a Grand Adventure, Learns
the Manner of Combat, and is instructed in
the ways of the World*

You would choose a dangerous road, traveller, to find the path to Khazan. A healthier way would be to tread the mountain passes that sheer off into screaming voids or hide in the deep woods that crawl with clawed night things. As you thread your way along this road, Khara Kang will send mercenaries to drink your lifeblood. Nights will come that you will wish that you had remained by your hearth, drinking your herd's milk and watching the swaying grain of your fields. But even as I tell you these things, I can see that you have already decided. Read on then, dear friend, and may Goloe smile upon you.

Your Characters

Clambering into the treacherous world of the Dragon Continent without preparation can be a dangerous endeavor. Hale and hearty your party may be, but unequipped and uneducated in the matters of battle, they are sure to die quickly and in confusion. It is important first to become familiar with how your characters operate in this world, how they eat, and how they may advance through the course of the game.

The Adventure Screen

Once you have finished the process of assembling your party (see the **Book of Man**), you will appear in the city of Gull. Represented by a single figure, your party starts in the center of the Adventure Field, a 7 by 7 grid. It is on this screen that most action will occur as you guide your party on their adventure. Movement is discussed in section "Exploring and Movement".

The calendar bar displays the year, month, date, day name, and time of day. These are important factors as you proceed along your way. Remember that stores may be closed at night, or that prices may fluctuate from month to month (For example, the cost of food is twice as high during the month of Wingmon. And naturally, you can't buy any food on Fastday).

As you encounter monsters, find items, and speak to people that you meet, text will appear in the Message window, which is located on the Adventure Screen.

As with the Character Selection screen, you will find a cluster of icons. These control a variety of functions that will be detailed in the section "Exploring & Movement".

Displayed across the bottom of the Adventure screen are your character windows. By using the keyboard commands, or by clicking on these windows, you may check on the status of each person in your party.

Eating, Resting, Equipping. Look at each of your characters' statistics. A picture of your character will be displayed along with a listing of his or her attributes. These relate to the health, wealth, and experience of your character.

Age. This displays the current age of your adventurer.

Level. Weapons and spells are far more potent when used by someone with experience. By refining the knowledge gained through adventuring, your characters will become more adept at their various professions. This statistic begins at Level 1 and rises as the character gains experience.

Hits Taken. Blows aimed at your character can sometimes be warded off by armor and shielding. Hits taken is a measure of how difficult it will be for foes to wedge a blade between the chinks in your defenses. As PCs acquire better protection, this score will increase.

Experience Points (EXP). Experience is the grandest teacher for the adventurer. Whether fighting a mighty manticores, or bargaining with a horse-trader, your character will learn from the obstacles they encounter. Once they have learned enough, they will be given the option of gaining a new level of proficiency.

Food. After a harrowing day of cleaving through miles of swampland, nothing is so nice as roasting a fresh joint of mutton or beef. Remember that in spite of how heavily armed your character is, unless they have food to sustain them, they won't be vigorous individuals for long. One unit equals a day's supply of food.

Gold Pieces (GP), Silver Pieces (SP), Copper Pieces (CP). Wealth is often the best way to motivate a reluctant Sorcerer. This measures the amount of coinage that your PCs are carrying on their persons.

Attributes

Each Attribute is displayed as a two figure expression. The first number represents your character's present status, while the second reflects the maximum that your character can achieve under present circumstances. (For example, your character has a CON rating of 15/15. When he encounters a band of orcs, he is hit for 3 points of damage, reducing his temporary CON to 12, so that his new rating is 12/15. If your character rests or is healed, then he can restore his rating to 15/15. If the temporary CON ever falls to 0, then your character will die.)

Condition. Your character's current health status will be displayed as one of the following: Good, Injured, Dead, Unconscious, Poisoned, Diseased, Blinded, Stoned. You begin your adventure in good health.

Item. Using this option allows you to peek inside the pack of the character you are currently viewing. This will take you to the ITEM screen. See the section "Equipping & Using Items".

Cast. Characters capable of using magic call upon their spell book using this icon. This takes you to the Spell Screen (see the section "Casting Spells").

Food. Sometimes characters in the party will run short of food more quickly than others. If one of the adventurers has some to spare, he can distribute portions to his fellows by clicking on the Food icon.

Money. Comrades in arms sometimes need to be comrades in commerce as they seek to buy new spells or items. By selecting this option, you may re-distribute the wealth of the characters in the party to help individuals in need. If you choose to Gather money, the currently selected character will collect gold from everyone in the party. A second option, Share money, equally distributes gold among all the PCs & NPCs.

Language. Encounters with foreign folk or the monsterkin can be confusing if your PC doesn't speak their language. Display the languages that your character knows by selecting this option.

End. This returns you to the Adventure Screen.

Equipping & Using Items

At the beginning of the game, your character will have nothing in his possession but a small portion of gold. This parcel of money can then be used to purchase food, armor, weaponry, or whatever your character can afford. Initially your PCs' buying power will be limited, but as they stumble across monster hoards they will find gold and silver pieces aplenty to adequately equip any party.

Though you may have found three mighty battle axes, you only have two arms to wield them with. Therefore you must decide which weapons will be kept "at ready" for combat and which ones will remain in your travel pack. Likewise, you must decide if you want to fight with both hands, or carry a shield in one hand and a sword in the other. Boots, torches, armor and various other items must also be equipped in order to be used. Some things like potions and scrolls cannot be equipped, but must be used or given to various individuals in exchange for services. On the Items menu, the command cluster of icons include: View, Use, Equip, Remove, Drop, and End.

View. This command returns you to the Character Screen. Once you have equipped a character with a new item, it will appear on the character's picture.

Use. Primarily, this icon deals with items such as potions or objects that have one specific purpose. Once an item has been "used", it then disappears from the item list.

Equip. When you equip your character with an object, you prepare that object to be used (For example, placing a sword in your character's left hand). Non-equipped objects are assumed to remain in the travel pack of the PC. When you wish to place an item "at ready", either click on it or type the letter next to it on the Items menu, then select the Equip option. It should then reappear on the Items menu with an icon next to it, indicating what part of the body it was equipped to. If no icon appears, there is some reason why you cannot use the item. Most commonly this occurs when both hands are full, or when you are already wearing a similar object. You will not be able to equip yourself with the new item until you remove the one you are currently wearing. Additionally, it should be

noted that not everyone can equip every item. Some swords require great strength to wield, and wizards don't wear certain kinds of armor. Keep these things in mind as you purchase items in the various stores and guilds or you may end up wasting precious gold pieces!

Remove. Occasionally you will wish to replace your rusty old arms with new ones. To do this, you will first have to Remove your old items using the Remove option. Select the object you wish to remove from your grasp (or your body) and click on Remove or hit the appropriate keyboard command. The old object will then be placed in your backpack. You may then Equip your character with the new item.

Drop. In the course of traversing the Dragon Continent you will collect a multitude of things: swords, potions, scrolls, sceptres, jewels, armor and others. Most of these objects will prove to be useful, but from time to time you will acquire an object that doesn't seem to do your PC any good. When you wish to get rid of it, you can either sell it or get rid of it by just dropping it wherever you are. This is done by using the Drop command. Choose the item you wish to drop from the Item menu and click on the Drop icon.

End. Selecting this option will return you to the Adventure Screen.

Transferring Items

If you want to transfer an item from one character to another, then hit the letter code next to the item you want to transfer. To complete the process, hit the Character Key of the PC that you want to give the item to. They will now have the item listed on their inventory. Note that you will have to equip them with the new item before they can use it.

Casting Spells

While your character's party should depend on Warriors for their defense, they should never forget the value of having a sorcerer along. Some locked doors will respond only to magical spells, and likewise sometimes the spells of foes can only be counteracted by a wily wizard.

Once you have selected the Cast option from the Character Screen, you will be asked what level spell you wish to cast. Input the level with either your mouse or keyboard. A list of spells in that level will appear, displaying all the names of spells that are known by the character.

Clicking the EXP function on the Cast Screen allows your characters to "expand" the effect of a lower level spell. (Note that you will not be able to expand until you have gained at least the second level.) By expending extra ST, you may increase either the duration (TM) or the effect (EF) of your casting. With this option, you may multiply the duration of your light spells or make your combat spells more deadly. To utilize, click on EXP until the word "Yes" appears beneath it, then select the spell you wish to cast. You will then be prompted to enter the number of levels that you wish to expand your casting. Keep

in mind, however, that not all spells can be expanded and you should consult the **Book of Magic** for reference.

If you are in doubt as to what a certain spell will do, you should read the **Book of Magic** which details each spell and describes their effects. Once you are done, select the spell you wish to cast and type the number listed next to it on the Cast Screen and hit <ENTER>. You will then be returned to the Character Screen.

Exploring & Movement

After you have finished looking over your characters, you can move your characters around on the screen. Using either a mouse or the arrow keys on your keyboard, explore the immediate area around you. You will find that you can move in 8 different directions. Each time that your party takes a step, also notice that time passes on the game clock in the upper left hand corner of the Adventure screen. If you wish to have your characters “wait around and see”, then press the Wait key listed on the reference card. Time will pass without your party moving from their current location. As you encounter solid objects you will be forced to find ways around them, whether it's a matter of unlocking a door or walking around a table.

Various aspects of your exploration can be controlled by the icon cluster at the lower right hand side of the Adventure Screen.

Move. Running break-neck down a darkened corridor will often deliver a hasty adventurer into the rancorous clutches of a hungry dragon. From time to time, however, adventurers will want to move more quickly across the Dragon Continent. The Move icon allows you to adjust the speed of your party as they move about the world. Walking, a character can restore lost ST every turn, while Running will exhaust a PC and increase the probability of their falling into a trap. If you are suspicious that traps lay ahead, then select the Slow option under the movement chart and your party will glide by them unscathed.

Climbing and Horse are both particular types of movement restricted to certain situations. Horses cannot be ridden while in towns or in dungeons, and characters will have to experiment to see what can be climbed and what cannot. Movement over bodies of water can only be accomplished once the party has purchased and boarded a boat. Similarly, horses will have to be bought before the Horse option can be used.

Time To Take One Step

Movement type	Outdoor	Towns & Dungeons
Walk	90 min.	4 min.
Slow	180 min.	8 min.
Run	72 min.	2 min.
Climb Up	360 min.	8 min.
Horse	60 min.	N/A

The time that it takes to move is determined largely by the type of geography that the PCs encounter. Obviously it will take a party a much greater amount of

time to move if there are dead or unhealthy characters to tend to as they make their journey.

Rest. As your party suffers injuries, they will lose the strength they need to function on a day to day basis. The only way that they will be able to recover is to Rest or be healed by a healer. If your characters are without food, then they will be unable to recover from their injuries during rest. Similarly, if they have been poisoned or are ill, then special help will be required to heal them. Eight game time hours will pass on the clock as the characters take their rest.

Auto Map. Every location that the adventurers visit is remembered by the auto-mapping function. To call up this display, click on the icon and the map will appear over your screen. Note that it only displays a 16 by 16 area at one time.

Unlock. This allows one character to attempt to pick the lock on a door. Be wary however because creatures like to surprise greedy adventurers.

Order. The order in which your characters walk can have a great influence on how well they survive in Tunnels & Trolls. If you want to change the marching order, select the Order icon while on the Adventure Screen. You will then be presented with four empty spaces on a roster that can be filled by hitting the keys that correspond to each of your adventurers. (For example, you want your Elf Warrior to walk in front. Call the Order function and press the Character Key that corresponds to your Elf character. Now press the Character Key of the character that you want to follow the leader. Continue this process until all the spaces on the roster have been filled. If you have less than four characters, then continue this process until all your available characters have been placed in a marching order.)

Control. While playing, there are a few computer commands that you can execute to help increase the playability of the game:

- | | |
|----------------------|--|
| 1. Speed of Messages | This changes the speed at which the messages scroll by. As you become more familiar with Tunnels & Trolls, you will probably want to skip over text that you've seen before. |
| 2. Game Sound | This toggles the sound ON or OFF. |
| 3. Save Game | This option allows you to save the game at your current point on the Adventure Screen. Depending on available memory, you may save up to 5 different games. |
| 4. Quit the Game | Returns you to MS-DOS or Title Screen. |

Saving Your Game. If you want to end the game, it is better to save your party. The next time you start the game, select the save number that you last used and you will restart from the point where you last left off. If you wish to start with a new party the next time, select the First option at the Title screen.

Institutions

Cities offer a number of comforts for adventurers, not the least of which are Guilds, Shops, Stores, and Independent Healers. These Institutions (discussed in **The Book of Dragon**) provide places for the party to buy weapons, purchase food or heal the injured. Further, they are often places for characters to pick up bits of gossip or find new adventuring partners.

Upon entering one of these places, you will be greeted by a proprietor who will ask you if you need help. Hit <Y> if you wish to conduct business with them or <N> if you do not. If you reject their offer, you are free to roam around the room and see what you can find.

If you reply <Y>, then the screen will change to the Institution Screen. A picture of the proprietor will appear, and if they are available, pictures of recruits will also be displayed. At this point you will be given the opportunity to Buy or Sell items, Dismiss dead party members, and Recruit new members.

Recruiting. Usually party members can find eager souls willing plunge themselves into the adventure of conquering the unknown. Some institutions do not have recruits, however, and you may need to seek a Tavern or Guild to suit your needs. To add a new member to your party, hit the number that is displayed next to the character's name. They will then ask if they can join your party. Reply with a <Y> or <N> keystroke to accept or reject their offer. Once they have joined you, their characteristics can be looked over with one of the Character keys. If your party already has four members, new recruits will be unable to join unless you dismiss someone. If you hit the "talk" button, you will then be able to speak to the proprietor.

Dismiss. Inevitably, characters in your party will die or be killed during forays into hostile territory. To dismiss them from your party, call their profile up with one of the Character keys and select the Dismiss option. Living characters that are dissatisfactory can also be dismissed in this manner.

Buy & Sell. Providing that you have gold or silver pieces, most shopkeepers will be more than willing to talk to you. To speak to them, click on their picture or press the Talk key on the Institution Screen. They will then ask you if you wish to Buy or Sell. Choose which of these activities you want to perform.

If you choose to Buy an item, a list of items for sale will appear. Once you have selected an object, input the number displayed next to the item and the shopkeeper will then quote you a price.

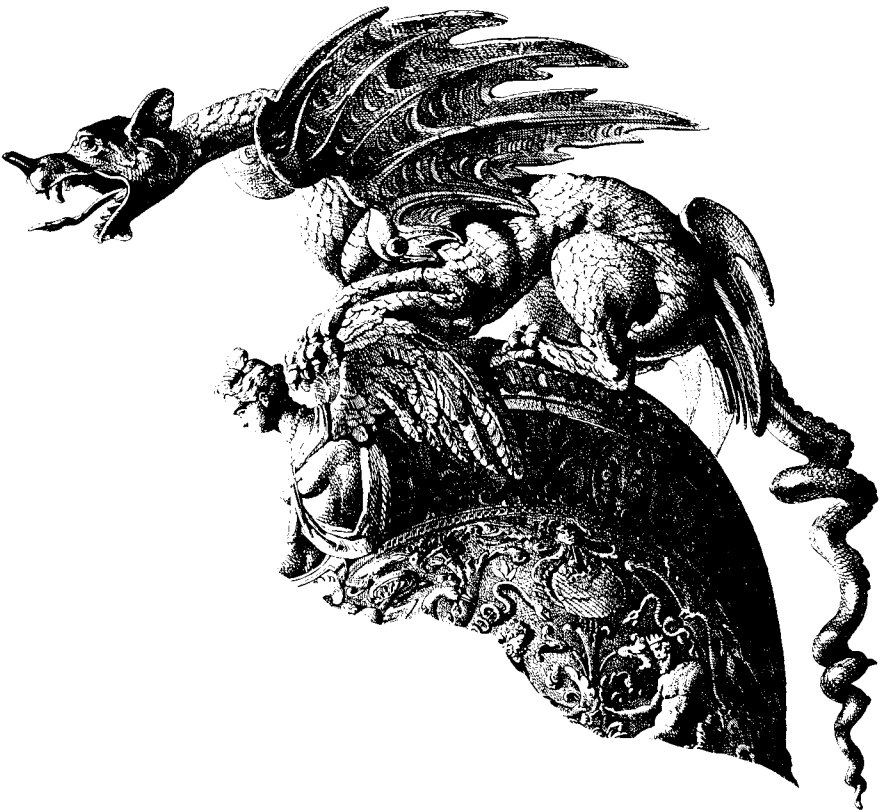
To buy the item, input the price and hit <ENTER>. It will then appear in your pack, but remember that it will have to be equipped before it can be used. If you don't want to buy the object, hit <ENTER> without entering a price.

Selling an object is very similar to Buying one, but characters should keep in mind that most shopkeepers are a crafty lot who will sell an item for a high price but pay very little for the same thing. Once you have selected this option, the proprietor will look over your goods and give you a list of the things that he wants. To sell an item, input the number displayed next to the item and they will give you an appraisal of how much they think it is worth. You can accept by entering the price and hitting <ENTER> or reject by simply hitting <ENTER> without entering anything.

Other Options. Some Institutions will offer you other options than these that should be explored and recorded for future reference. Remember that as you penetrate into more remote areas needed supplies are going to become harder and harder to find.

Quests

As you journey, you will meet various inhabitants of the world (other than monsters) who may offer you quests or seek your assistance on their own quests. You will always have the option of accepting or refusing any quest offered. If you accept, however, you must complete the quest in order to gain experience points or find treasure. As you complete these various quests you will receive valuable clues that will help you in locating the wizard Khazan and at the same time gather EXP and improve your martial prowess.



Combat

As you edge closer to the cave, your heart rises in your throat. Others have been here before you, their failures spelled out in ghastly detail by their grinning skeletal carcasses. Your gaze flickers sideways as you catch a glimmering near the opening. A black liquid shines on a rock, trickling ever so slowly into the fissures of the cracked stone. You pale knowing that in the moonlight blood looks quite dark.

Your blade barely has time to sing free from its sheath before the aberration is at your throat, a shaggy mass of shimmering claws and hellish eyes. Both of you fall shrieking into the bonefield, knowing that here only the mightiest will survive...

While your party makes its wild ride to locate Khazan, its daily staple will consist largely of combat. By defeating dragons, vampires and other kinds of monsters your party will gain valuable experience points while accumulating wealth by retrieving stolen gold and jewels. In time, your characters will become very capable fighters, but occasionally they will encounter powerful adversaries and they may wish to flee to save themselves.

Most of the attacks on your party will come from random encounters, but there will also be a number of fixed combat situations to help sharpen your PCs' skills.

The Combat Screen. When your party begins an encounter, the Adventure Screen will be replaced by a Combat Screen. This 7 by 7 area displays the members of both your party and those of the attacking monsters. An area called the Monster Memo displays the type and number of creatures. Additional information on their CON, STR, and INT can be displayed if the monster information option is switched on with the Combat Control. The Character Memo displays the names and status of each of your party members. As your characters are hurt, the damage to their CON will be displayed in this window. Also located on the combat screen is an additional text area that displays other important pieces of information.

As you fight, actions will be divided into combat turns. Each turn is completed when all the characters and all the attacking monsters have performed one action. Each turn equals about two minutes in the Dragon Continent.

Speed also plays a very important role in combat because the quicker the fighter, the faster they can get their weapons ready to swing or throw. The character or monster possessing the highest SPD attacks first, followed by the next fastest, and so on until all have had a chance to attack, block or flee.

Remember that distances can help or hinder your party. If a monster is out of your range, they may be able to cast spells, hurl spears, or shoot arrows at you that can hurt you at long range. Getting closer to your enemies will increase your chances of inflicting damage on them.

A window will open on the combat screen at the beginning of each combat round. This window, titled Party, contains the icons that represent your various combat options: Auto, Manual, Run, and Control.

Auto Combat. If you believe your party is strong enough to win, then auto fight can speed your journey through combat. Be sure that all your characters are suitably equipped before you use this function, because the characters are limited to fight with what you have given them. From time to time, combat may not go as well as expected and you may want to fight manually. To do so, press the space bar until one of your characters is highlighted.

Manual Combat. This allows you to control every aspect of combat. Options on movement, equipment, and target choice can be chosen with this function. See the section “Manual Combat”.

Run. Surviving sometimes entails running in the face of unconquerable foes. Selecting this option will allow your characters a chance to get away before the monsterkin slash at them. If the retreat is successful, then your party will escape and combat will end. Failing the attempt, your characters will be unable to do anything during the next combat turn and providing they aren't killed during the round, they will then be given another chance to run. Again, SPD can play a very important role in the survival of your character.

Control. Animation, sound features, and monster information can all slow down the speed at which auto-combat functions. By toggling these features “off”, then the auto-combat option will be computed even faster. To change these controls, hit the number of the feature you want toggled on or off. You will then be instructed what input is required to change the setting.

Manual Combat

Though it takes a longer period of time to complete, the Manual Fight option gives the player a greater range of choices. Warriors can remove swords from their packs, Wizards and Rogues can make choices among their spells, and specific monsters can be selected for concentrated attack. This option allows you to be more strategic in how you fight the monsters that you encounter.

Once combat is engaged, characters and monsters will take turns making attacks, the order of which is determined by the creature's or character's SPD rating. As each character is given the opportunity to strike, their icon will be highlighted. Characters have the option to Attack, Cast, Use, Shoot, Push or Block.

Before your PC lashes out, they may wish to consider distance as it has bearing on how effective the attack will be. Sword-bearing Warriors can only injure monsters in squares directly adjacent to them. Similarly, members of the party carrying spears or bows will have to remember the range limit of their weapons when deciding to Shoot. If your party decides to attack distant monsters, they must move towards them by using the arrow keys or by clicking forward with the mouse. Character speed is again an important factor when determining how far your character can move in each turn. Solid objects such as cabinets and tables will obstruct character movement and may occasionally block weapons fire. If wish for a character to remain where they are then press the Wait key and time will pass. After you have moved or waited, you will then be given the option of executing one of the six character combat options.

Attack. This option relates to all close-range attacks, including hand-to-hand combat. Characters will fight with whatever weapon they have equipped, or if they have no weapons, they will attempt to strike their enemies bare-fisted.

Cast. Wizards and Rogues alone possess the ability to cast spells at their enemies. Once you have selected the Cast option, you must pick the spell level and spell name (see the section “Casting Spells”).

Use. Sometimes using a special item in combat can mean the survival of the party. This allows PCs to drink potions, call upon the powers of magical staffs, and utilize the special properties of items that are discovered. Select the item that you wish to use then hit the space bar.

Shoot. Slower characters may wish to arm themselves with missile weapons that allow them to attack enemies from long distances. This command relates to all characters carrying bows, spears, stones and various other projectile weapons.

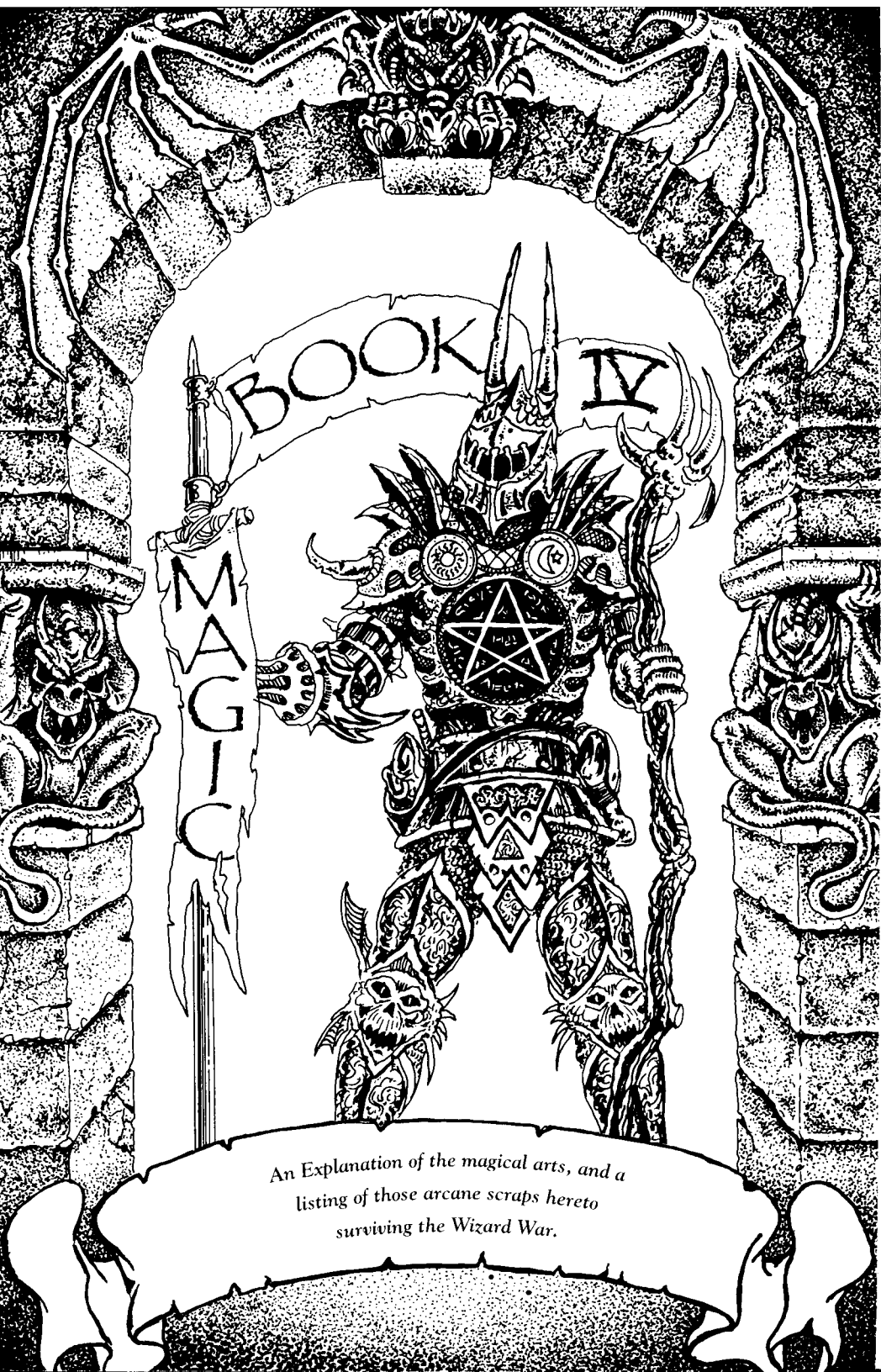
Push. If your character is unarmed, but has great physical prowess you may wish to try to Push your enemy into a “hostile” square. As you enter various combat situations, there will be some squares that represent water or other hazards to your characters. Monsters pushed into these areas are sometimes injured.

Block. You can momentarily increase your characters defense capability by selecting Block from the combat cluster. This defense only lasts for one combat turn and the defending character can perform no other action in the turn that they are protected.

Re-equipping & Miscellany

If you wish to check on your character's status, then you may do so when their combat turn arrives by pressing their Character Key. At this time, you may also equip your character with a different weapon (see the section “Equipping and Using Items”). Note that when you re-equip your character during combat that they will be unable to use their new weapon until the next turn. When you are finished you are then returned to the Combat Screen.

Combat is finished when either the party has killed all the monsters, have all died, or have successfully run from their foes. Surviving, they will gain valuable EXP and will occasionally find treasures or gold to aid them along their way. When a character stumbles across a treasure, it must be taken from the corpse of a dead monster. This is accomplished by hitting the treasure number and then the Character Key of the party member that will retrieve it.



An Explanation of the magical arts, and a
listing of those arcane scraps hereto
surviving the Wizard War.

The Book of MAGIC

*An Explanation of the magical arts, and a
listing of those arcane scraps hereto
surviving the Wizard War.*

Reader Beware

Take heed, you who read this book. Great misfortunes will befall him who seeks the wisdom of the ancients. Your name shall be cursed among your kindred, you shall be made friendless, and the soil of the earth shall die at your touch. The simple folk have never forgotten the Wizard's War that ravaged their homes and fields and know that each time they see you, they see only the shadows of the Dark Time.

There exists three fundamental types of magic: Simple magic, Combat Magic, and Common Magic. Simple magic refers to those spells that are cast to open doors, or lighten darkened rooms, but are useless in terms of attacking those who confront you. Combat Magic is a special magic that was designed in the dank dungeons of the ancients, spells to rend flesh and bone and drive humankind mad. Lastly there exists Common Magic, those groups of spells that can be cast at any time or in any situation.

If you belong to the class of the Warrior, then set aside this text, for the touch of iron is harsh in your blood and you will never cast a spell. But if you be Wizard or Rogue, then these matters will come more easily to you. There are many Levels of proficiency with spell casting, much in the same way that there are many grades of Warriors. Some spells will make special demands upon your Intelligence (IQ) or Dexterity (DEX) and you may have to wait until you gain experience before you can fully command the power of these spells. Know also that magic is weaved into the fabric of what you are, so as you use magic you will lose a portion of your strength. By resting you can regain this lost vitality and resume your adventuring.

As you grow in experience, so will you gain insights into the ancient mysteries. Certain spells included in this tome become far more powerful the more experienced you become, but also realize that as these spells become more effective, they will drain more Strength (ST) from you.

Though herein are included lists of spells known by most of the Wizards of the Dragon Continent, certain details have been left unrecorded and can only be taught by the Wizard's Guilds. Further, you may learn some spells by finding scrolls or books that itemize the components of various spells, both highly illegal since the Great Ban imposed at the conclusion of the first Wizard's War. Another condition of the Ban was that no Rogue could be taught spells in the Wizard's Guilds for fear that great power would fall into the hands of the irresponsible. It will be necessary then, if you are such a Rogue, that you find a Wizard to teach spells to you. Since you – as a Rogue – haven't dedicated your life to study of the Art, then you may never cast spells that an eighth level Wizard could.

Many monsters roam the world now that Lerotra'h'h has set her kin free from their leashes and it will be tempting to unleash your powers upon your adversaries, but take this bit of advice. Most of the monsterkin have a resistance to magic, for many were created in the Dark Time and a creature may never be harmed by their natural essence. There are no guarantees that your powers will always work, so use your spells sparingly.

Spells

- (TM) A spell may be employed as a higher level spell for a larger effect.
- (EF) Employing the spell at higher levels doubles duration of the spell for each level higher.†
- * 5 combat rounds equal 1 ordinary round.
- N/A Characteristic is non-applicable to this spell
- †Example: If you cast Arrow Arrow, a Level 2 spell, the effect lasts only 1 combat round, and 8 ST points are consumed at Level 2. The effect is doubled at Level 3, and 16 points of ST are consumed.



LEVEL 1

Darkest Hour

Type: Combat (TM)
IQ/DEX: 10/8 ST drain: 3
Range: Nine square radius
Object: Combat field

Darkens the whole Combat Field for two combat rounds.

Detect Magic

Type: Simple
IQ/DEX: 10/8 ST drain: 1
Range: One square radius
Object: One square

Allows the caster to detect magic near them.

Double Trouble

Type: Combat (TM)
IQ/DEX: 10/8 ST drain: 8
Range: One square radius
Object: One character

Doubles the damage inflicted by bows for one combat round.

Knock Knock

Type: Simple (EF)
IQ/DEX: 10/8 ST drain: 2
Range: One square radius
Object: One door

Opens a locked door.

Lock Tight

Type: Simple (TM)
IQ/DEX: 10/8 ST drain: 1
Range: One square radius
Object: One door

Locks and holds any door shut for three normal rounds.

Oh Go Away!

Type: Combat (EF)
IQ/DEX: 10/8 ST drain: 5
Range: Five squares away
Object: One to three monsters

Drives monsters from the battle field. If the spell fails, the monsters chase the magic user to the exclusion of his or her comrades.

Take That You Fiend!

Type: Combat (EF)
IQ/DEX: 10/8 ST drain: 6
Range: Six squares away
Object: One monster

The caster uses his mind to attack his enemies, inflicting damage equal to his IQ if successful.

Teacher

Type: Simple
IQ/DEX: 10/8 ST drain: 3
Range: N/A
Object: Rogue

The caster magically teaches a Rogue one spell.

Vorpal Blade

Type: Combat (TM)
IQ/DEX: 10/8 ST drain: 5
Range: Two squares away
Object: One character

Doubles the basic attack for swords and daggers for one combat round.

Will-O-Wisp

Type: Common (TM)
IQ/DEX: 10/8 ST drain: 1
Range: Three squares
Object: Adventure/Combat field

Lights up the party's surroundings for one normal round.

LEVEL 2

Arrow Arrow

Type: Combat (TM)

IQ/DEX: 12/9 ST drain: 8

Range: One square away

Object: One character

Doubles the number of attacks that a character can make with a bow during combat. Effect lasts for one combat round.

Cateyes

Type: Common (TM)

IQ/DEX: 12/9 ST drain: 6

Range: Three squares

Object: Three squares

Allows the caster to see in the dark for one normal round. If cast during combat, it affects the entire field of combat.

Cure You

Type: Combat (EF)

IQ/DEX: 12/9 ST drain: 2

Range: Six squares away

Object: One monster

Drains one point of an attribute for every two points of ST that the caster expends.

Finagle's Demons

Type: Combat

IQ/DEX: 12/9 ST drain: 4

Range: Three squares

Object: One monster

Confuses the monster for one combat round.

Glue You

Type: Combat (TM) (EF)

IQ/DEX: 12/9 ST drain: 8

Range: Three squares away

Object: One monster

Impedes movement speed of victim by one-half. Effects lasts one combat round.

Hidey Hole

Type: Combat (TM)

IQ/DEX: 12/9 ST drain: 10

Range: Whole Combat field

Object: Party

Makes caster and his party invisible for three combat rounds.

Little Feet

Type: Combat (TM) (EF)

IQ/DEX: 12/9 ST drain: 8

Range: Three squares away

Object: One character or monster

Doubles speed for one character or monster for one combat round.

Omni Eye

Type: Simple

IQ/DEX: 12/9 ST drain: 5

Range: N/A

Object: One item

Reveals information about an item.

Poor Baby

Type: Common (EF)

IQ/DEX: 12/9 ST drain: 2

Range: One square

Object: One character

Cures one point of damage for one character's CON.

Whammy

Type: Combat (TM)

IQ/DEX: 12/9 ST drain: 10

Range: One square

Object: One character

Enchants a weapon so that it is three times as effective. Effect lasts for one combat round.

LEVEL 3

Blasting Power

Type: Combat (EF)
IQ/DEX: 14/10 ST drain: 8
Range: Five squares
Object: One to five monsters

Enables the caster to hurl a fire-cloud at their enemies.

Dispell

Type: Combat
IQ/DEX: 14/10 ST drain: 11
Range: Three squares away
Object: One square

Negates all magic being used below the third level.

Freeze Please

Type: Combat (EF)
IQ/DEX: 14/10 ST drain: 8
Range: Five squares away
Object: One to five monsters

Throws a sheet of ice at the casters foes.

Fly Me

Type: Common (TM)
IQ/DEX: 14/10 ST drain: 7
Range: N/A
Object: Caster

Allows the caster to fly at running speed for one normal round. While flying, the user can attack or be harmed by magic or missile weapons.

Healing Feeling

Type: Common (EF)
IQ/DEX: 14/10 ST drain: 14
Range: N/A
Object: One character

Cures any kind of disease.

Oh There It Is!

Type: Common (TM) (EF)
IQ/DEX: 14/10 ST drain: 4
Range: Three squares away
Object: One square or one monster

Detects invisible or concealed doorways. It will also surround invisible monsters with a magical light during combat.

Slush Yuck

Type: Combat (TM) (EF)
IQ/DEX: 14/10 ST drain: 15
Range: Four squares away
Object: One square or one monster

Converts ground or monsters made of mud into quicksand for one normal round.

Water Spout

Type: Combat (EF)
IQ/DEX: 14/10 ST drain: 8
Range: Five squares away
Object: One to five monsters

Allows the caster to strike his enemies with columns of water.

LEVEL 4

Curses Foiled

Type: Common (EF)
IQ/DEX: 1/10 ST drain: 3
Range: Fourteen squares
Object: One character's attribute

Removes a curse from a character's attribute and recovers the points lost.

Dum Dum

Type: Combat (TM) (EF)
IQ/DEX: 16/11 ST drain: 10
Range: Three squares
Object: One monster

Reduces a foe's IQ to 3. If the spell should fail, then the caster's IQ will drop.

Hard Stuff

Type: Combat (TM) (EF)
IQ/DEX: 14/10 ST drain: 15
Range: Four squares
Object: One square

Hardens muddy ground for one normal round.

Rock-a-Bye

Type: Combat (TM)
IQ/DEX: 10/10 ST drain: 11
Range: Five squares Object:
One to three monsters

Puts monsters or foes to sleep for one to six combat rounds.

Smog

Type: Combat (EF)
IQ/DEX: 16/11 ST drain: 11
Range: Five squares
Object: One to three monsters

Enables caster to project a cloud of poison around the party of monsters.

Too Bad Toxin

Type: Common (EF)
IQ/DEX: 16/11 ST drain: 7
Range: Five squares
Object: One square

Cures the effect of any poison.

Twine Time

Type: Combat (TM)
IQ/DEX: 14/10 ST drain: 10
Range: Five squares
Object: One square

Forces the grass to grow in a sudden burst and tangles up your foes.

Upsidaisy

Type: Combat (TM) (EF)
IQ/DEX: 16/11 ST drain: 14
Range: Four squares
Object: One monster or one character

Allows the caster to levitate and move companion or foe for one normal round.

LEVEL 5

Breaker Breaker

Type: Combat
IQ/DEX: 18/12 ST drain: 28
Range: Six squares
Object: One item

Shatters a foe's item.

Double-Double

Type: Common (TM)
IQ/DEX: 16/11 ST drain: 18
Range: One square
Object: One character

Spell doubles any one prime attribute of any character for one normal round. When the spell wears off, the attribute is halved for the same number of rounds.

Mind Pox

Type: Combat (TM) (EF)
IQ/DEX: 18/12 ST drain: 39
Range: Seven squares
Object: One monster

Causes mental confusion so the ensorcelled being cannot attack or defend itself. Wears off after two combat rounds.

Protective Pentagon

Type: Combat (TM) (EF)
IQ/DEX: 16/11 ST drain: 15
Range: One square
Object: One to two characters

Places a protective barrier around one to two characters for two combat rounds. Wears off when a character moves from the square.

Second Sight

Type: Common (TM)
IQ/DEX: 18/12 ST drain: 25
Range: Four squares
Object: One square

Allows a person to see mirage monsters. During non-combat, range is limited to one square.

Thunderbolt

Type: Combat (EF)
IQ/DEX: 16/11 ST drain: 15
Range: Three squares
Object: One monster

Hurls a thunderclap at the casters target.

Wall of Thorns

Type: Combat (TM)
IQ/DEX: 20/30 ST drain: 14
Range: Five squares
Object: One square

Puts a wall of thorns between you and foe for one normal round.

Wink-Wing

Type: Combat (EF)
IQ/DEX: 16/11 ST drain: 14
Range: N/A
Object: One character

Moves any one character forward two squares during combat.

LEVEL 6

Elemental Earth

Type: Combat (TM)

IQ/DEX: 38/22 ST drain: 42

Range: One square

Object: One monster

Allows the caster to summon an earth elemental to use as a servant for one normal round.

Mirage

Type: Combat (TM) (EF)

IQ/DEX: 18/12 ST drain: 8

Range: One square

Object: One mirage

Projects a visual, non-auditory, unmoving mirage as a hallucination for one normal round. It is destroyed by physical contact.

Wall of Stone

Type: Combat (TM)

IQ/DEX: 20/13 ST drain: 20

Range: Four squares

Object: One square

Creates a wall of stone between the caster and his foes for one normal round.

Zap Armor

Type: Common (TM)

IQ/DEX: 24/15 ST drain: 30

Range: One square

Object: One character

Enchants any armor or shield to protect at triple the ordinary protectiveness. Lasts one to six hours.

Zapathungum

Type: Common (TM)

IQ/DEX: 22/14 ST drain: 24

Range: One square

Object: One character

Enchants any weapon to three times its ordinary effectiveness. Effect lasts one to six hours.

LEVEL 7

Elemental Air

Type: Combat (TM)
IQ/DEX: 38/22 ST drain: 42
Range: One square
Object: One monster

Allows you to conjure a earth elemental to use as a servant for one normal round.

Invisible Wall

Type: Combat (TM)
IQ/DEX: 22/14 ST drain: 27
Range: Four squares
Object: One square

Creates an invisible wall between you and your opponents for one normal round.

Wall of Iron

Type: Combat (TM)
IQ/DEX: 20/13 ST drain: 23
Range: Four squares
Object: One square

Creates a wall of iron between the caster and their foes for one normal round.

Wall of Water

Type: Combat (TM)
IQ/DEX: 20/13 ST drain: 22
Range: Four squares
Object: One square

Forms a wall of water for one normal round.

Wizard Speech

Type: Simple
IQ/DEX: 34/20 ST drain: 90
Range: N/A
Object: Caster

The Universal Translator. Spell allows whoever it is cast upon to understand any language. Lasts one hour.

LEVEL 8

Death Spell

Type: Combat
IQ/DEX: 26/16 ST drain: 40
Range: One square
Object: One monster

Automatically strikes one of the casters foes dead.

Elemental Water

Type: Combat (TM)
IQ/DEX: 38/22 ST drain: 42
Range: One square
Object: One monster

Allows the caster to summon a water elemental to use as a servant for one normal round.

Wall of Fire

Type: Combat (TM)
IQ/DEX: 20/13 ST drain: 26
Range: Five squares
Object: One square

Creates a sheet of flames between the caster and his foes for one normal round.

Wall of Ice

Type: Combat (TM)
IQ/DEX: 20/13 ST drain: 26
Range: Five squares
Object: One square

Places of wall of ice between the caster and his opponent for one normal round.

LEVEL 9

Elemental Fire

Type: Combat (TM)

IQ/DEX: 38/22 ST drain: 42

Range: One square

Object: One monster

Allows you to conjure a fire elemental to use as your servant for one normal round.

Hellbomb Burst

Type: Combat (EF)

IQ/DEX: 28/17 ST drain: 36

Range: Six squares

Object: One to nine monsters

Creates an explosion that envelops the casters foes.

LEVEL 11

Born Again

Type: Simple

IQ/DEX: 48/27 ST drain: 75

Range: One square

Object: One character

Returns a dead party member to life.

LEVEL 10

Invisible Fiend

Type: Combat

IQ/DEX: 34/20 ST drain: 65

Range: One square

Object: One invisible fiend

Allows you to conjure one invisible fiend.

Slyway Robber

Type: Combat

IQ/DEX: 44/25 ST drain: 65

Range: Six squares

Object: One monster

Enables the caster to drain attribute points from a victim and add those points direct to his own attribute. Last one to six normal rounds.

Appendix A. Armor.

Wherein players learn of Armor, the requirements to wear it, the protection gained therefrom, and what items are included

H Helm included.
T Torso armor included.
S Shield included.

Armor	DEX	ST	H	T	S	Protection
Plate [†]		11	*	*		14 points
Mail [†]		12	*	*		11
Lamellar [†]		5	*	*		10
Ring & Plate [†]		4	*	*		7
Leather		2	*	*		6
Back & Breast [†]		3		*		5
Leather Jerkin		1		*		1
Full Helm [†]		1	*			3
Steel Cap		1	*			1
Tower Shield [†]	1	6			*	6
Target Shield	1	5			*	4
Buckler	1	1			*	3
Spiked Shield [†]	5	5			*	4

[†] Wizards cannot wear this armor.

Note: The spiked shield can also be used to inflict damage during combat. It will do 2D6 damage.

Appendix B. Weapons.

Wherein players learn of Weapons, the requirements to wield them, the damage they inflict, and who can carry them

Weapon	DEX	ST	Damage
Great Sword	18	21	6D6
Two-handed Broadsword	14	17	5D6+2
Hand & a Half Sword	12	16	5D6
Broadsword		10	15
3D6+4			
Short Sword	3	7	3D6
Shamsheer	15	17	5D6+3
Falchion	13	12	4D6+4
Scimitar	11	10	4D6
Saber	6	8	3D6+2
Flamberge	18	21	6D6+1
Rapier	14	10	3D6+4
Double-bladed Broadaxe	10	21	6D6+3
Great Axe	10	20	5D6+3
Broad Axe	8	16	4D6
Francisca	5	9	3D6+2
Bec de Corbin	10	18	6D6
Heavy Mace	3	17	5D6+2
War Hammer	3	16	5D6+1
Morningstar	11	17	5D6
Flail	14	18	4D6
Club	2	5	3D6
Billyclub*	1	2	2D6
Quarterstaff*	8	2	2D6
Poleaxe	13	14	7D6
Pike	12	15	6D6
War Scythe		7	11
4D6+2			
Bill Hook	8	14	4D6
Pilum	8	12	5D6
Trident	10	10	4D6+3
Common Spear	8	8	3D6+2
Javelin*	7	5	2D6
Sax*	10	7	2D6+5
Jambiya*	8	2	2D6+3
Dirk*	4	1	2D6+1
Poniard*	3	1	2D6
Arbalest	10	17	6D6+3
Crossbow	10	15	5D6
Light Cros sbow	10	12	4D6
Heavy Selfbow	16	20	5D6
Medium Selfbow	15	14	3D6+3
Light Selfbow*	15	10	2D6+2
Heavy Longbow	116	20	5D6+3
Regular Longbow	15	115	4D6+3
Sling*	5	3	2D6
Chakram*	14	4	2D6
Whip	18	9	2D6

* Wizards may use this weapon.

Notes

1. Bloodroot Potion increases STR
2. Spring Tonic heals CON.
3. Tincture of Tansy heals CON.
4. Stewroot Syrup - fake.
5. Sweetroot Milk
6. Aloe ointment

Notes

Notes

1. Sulfur mine at M12 in SE.
2. Pinnacle star at M13 in Desert Coast
3. Swamp Path J2, J3, J4, J5
K6, K7 - treasure - J8

At the foot of the mountains,
skirts in the mud,
Lies a treasure in a hole,
to be purchased by blood,
Many times tested
by a single foe
Only with torches
will you gain your goal.

Notes

Advice.

1. Crossing the tomb's sea of fire, tarry not, But if you run, you risk falling. Flight is not fleeing.
2. In the tomb's Hall of Fire, ignore the Fire Elementals if you dare.
3. Don't pay for the ferry ride till it gets you to the other side.
4. When the heart's in place and fire's cooled
Patience for succeeding deeds is ruled.
5. The dwarven speech is well-suited to being spoken without echoes in a miner's hole.

Spells

Spell Name ST

LEVEL 1

† 1. Darkest Hour	3
* 2. Detect Magic	1
† 3. Double Trouble	8
* 4. Knock Knock	2
* 5. Lock Tight	1
† 6. Oh Go Away!	5
† 7. Take That You Fiend!	6
* 8. Teacher	3
† 9. Vorpall Blade	5
10. Will-O-Wisp	1

LEVEL 2

† 1. Arrow Arrow	8
2. Cateyes	6
† 3. Cure You	2
† 4. Finagle's Demons	4
† 5. Glue You	8
† 6. Hidey Hole	10
† 7. Little Feet	8
* 8. Omni Eye	5
9. Poor Baby	2
† 10. Whammy	10

LEVEL 3

† 1. Blasting Power	8
† 2. Dispell	11
† 3. Freeze Please	8
4. Fly Me	7
5. Healing Feeling	14
6. Oh There It Is!	4
† 7. Slush Yuck	15
† 8. Water Spout	8

LEVEL 4

1. Curses Foiled	3
† 2. Dum Dum	10
† 3. Hard Stuff	39
† 4. Rock-a-Bye	11
† 5. Smog	11
6. Too Bad Toxin	7
† 7. Twine Time	10
† 8. Upsidaisy	14

† Combat Only (Combat Magic)

* Non-Combat (Simple Magic)

Note: All other spells may be cast at any time for they are Common Magics.

Spell Name ST

LEVEL 5

† 1. Breaker Breaker	28
2. Double-Double	18
† 3. Mind Pox	39
† 4. Protective Pentagram	15
5. Second Sight	25
† 6. Thunderbolt	15
† 7. Wall of Thorns	14
† 8. Wink-Wing	14

LEVEL 6

† 1. Elemental Earth	42
† 2. Mirage	8
† 3. Wall of Stone	20
4. Zapparmor	30
5. Zappathingum	24

LEVEL 7

† 1. Elemental Air	42
† 2. Invisible Wall	27
† 3. Wall of Iron	23
† 4. Wall of Water	22
* 5. Wizard Speech	90

LEVEL 8

† 1. Death Spell	40
† 2. Elemental Water	42
† 3. Wall of Fire	26
† 4. Wall of Ice	26

LEVEL 9

† 1. Elemental Fire	42
† 2. Hellbomb Burst	36

LEVEL 10

† 1. Invisible Fiend	65
† 2. Slyway Robber	5

LEVEL 11

* 1. Born Again	75
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