

NAHLAKH

~ INFORMATION
BOOKLET ~

Nahlakh

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Introduction

Thank you for registering Nahlakh! And if you know anyone who plays as much as you, tell 'em to register, too! Anyway, let me explain what this book is. It's sort of a supplemental manual to the NAHLAKH.DOC file, that you could print out if you want, but probably haven't, and probably don't need to.

Things in here that you probably have been curious about are the exact effects of spells, the syllables of spells you haven't discovered yet, what the different materials do, and what hitting someone in the groin does. These are things that I wouldn't really call cheating, or "hints", just things you're entitled to know because you paid your \$15.

The "hint" portions of the book are the maps and monster statistics. You don't really *need* to know this stuff, and you can keep your prying eyes away from it if you want, without fear of the game being impossible. For the most fun, I would only look at the maps/monsters after you've been through each area, just to make sure you didn't miss anything. But I guess that decision is up to you.

I did **not** put any plot-related material in this booklet. My justification for this is that it's not a very complicated plot, and anything I reveal probably ruins a little bit of the game for you. If you get confused about something (like why some monsters have green blood), please write to me (email or normal), and I'll answer you happily, because you paid me \$15!

The information in here is in a sort of random order, with the monster and map 'hint' information in the back, hiding back there so you can easily avoid it. Have fun!

Tom

Picking Your Characters

This is probably going to be a useless section since most people are already pretty far along, but whatever. The skills are based on either DX (left column) or IN (right column). To start off, all the skills are assigned the proper values, plus a random number between 0 and 5. Then some skills (magic, prayer, medicine, and some randomly-picked ones) are "zeroed", lowered to a value off the bottom of the scale, so to speak, so that the characters aren't all clones. Anyway, here are the basic types of characters (treating the blue guy as #1, to his right #2, and so on):

1 through 3 [big burly fighter types]: increased Brawling, Sword, 2h-Sword, or 2h-Axe.

4 through 6 [wizardly guys], 32, 39 [little wizards], and 48 [witch]: Magic skill equal to IN plus or minus 1, increased Alchemy, Scribing, or Knife. No Brawling, 2h-Sword, 2h-Axe, Polearm, or Hunting.

7 through 10 [priestly guys], 20 and 21 [unarmed women]: Priests/priestesses with Prayer skill equal to IN plus or minus 1, increased Medicine or Mace, no Music or Hunting (except the green priest). Blue priest has increased Merchant, green priest has increased Hunting, all others have increased Medicine (even more).

11 and 12 [big round guys]: Low Stealth, high Swimming, increased Merchant, Music, or Medicine.

13 through 16, 19, 22, 24 through 26, 28, 41, 44 [general warrior-types]: Increased Knife, Sword (twice as likely), Fencing, Spear, Polearm, or Sling.

17, 23, 27, 29, 37 [archers]: Increased Bow. Increased Swimming, Hunting, or Medicine.

18, 45 [crossbowmen]: Increased Crossbow. Increased Swimming, Hunting, or Medicine.

30, 31, 36, 38, 40, 46, 47 [thief/rogue types]: Increased Knife, Fencing, or Bow. Increased Lockpick, Pickpocket, or Searching. Increased Traps, Merchant, or Music.

33 through 35, 42 and 43 [dwarves and ogres]: Increased Axe, 2h-Axe, or Mace.

Race

A character's race is determined by their portrait. It has little to do with anything except his starting skills, and they are modified as follows:

dwarf: no Sword, Fencing, 2h-Sword, Stealth, Polearm, or Swimming. Rarely increased Axe and/or Merchant.

elf: no Brawling, 2h-Sword, Axe, or 2h-Axe. Sometimes increased Magic.

half-elf: no 2h-Sword or 2h-Axe. Rarely increased Magic.

halfling, gnome, faun: no Brawling, 2h-Sword, 2h-Axe, Polearm, or Swimming. Rarely increased Merchant and/or Music.

half-ogre, half-orc: no Fencing or Merchant. Rarely increased Brawling, Mace, and/or Spear.

little green alien: no Brawling, 2h-Sword, Axe, 2h-Axe, Swimming, Hunting, or Music. Sometimes increased Merchant.

The non-human icons are:

24 through 27 [skinny, shorter warrior-types]: half-elf (67%) or elf (33%)

28 and 29 [little fairy-things]: elves.

30 through 32 [little round guys]: gnomes.

33 through 35 [little guys]: dwarves.

36 through 39 [even littler guys]: halflings.

40 and 41 [brown bow-legged guys]: fauns.

42 and 43 [yellowish big guys]: half-ogres.

44 and 45 [reddish guys]: half-orcs.

46 [little green guy]: little green alien thingie.

Skills

Several skills have no effect in Nahlakh. They are "reserved", so to speak, for any possible sequels, and are subject to change. For now, they can be considered to be "background" skills, something that gives each character a little bit of personality.

The skills that have no effect are **Pickpocket**, **Alchemy**, **Searching**, and **Scribing**.

These are the other skills and their effects on the game:

Weapon Skills

Brawling	2h-Axe	Bow
Knife	Mace	Crossbow
Sword	Flail	Sling
2h-Sword	Spear	Throwing
Fencing	Polearm	
Axe		

These skills are initially based on DX and affect how often one hits with a certain type of weapon.

Other DX-based skills

Shield

This skill affects how often blows are blocked when a character is using a shield. The shield's Defense and Armor (if any) are always added, and this skill does not affect those numbers.

Stealth

This skill affects how often an invisible character is detected by sound. It is very possible that this skill will have much wider effects in any further games (such as sneaking in combat, ambushing enemies, and so forth).

Lockpick

This skill is used when a character possess lockpicks and tries to open a locked chest or door. Using a crowbar in the same capacity relies on a character's ST, not this skill.

IN-based skills

Pickpocket

No effect.

Magie

The ability to cast magical spells. See the **Spells** section for more details.

Prayer

The ability to cast prayers. See the **Spells** section for more details.

Alchemy

No effect.

Medicine

The ability to heal damage when bandaging wounds. Bleeding is always stopped when bandages are used, but this skill determines whether or not HT is restored as well.

Hunting

This determines how much food, if any, the character finds if he goes hunting.

Searching

No effect.

Traps

This skill affects how often a character will disarm a trap on a trapped chest and thus be unaffected by whatever might have happened.

Swimming

This skill affects how often a character will "swim" in water during combat or "flounder", which reduces movement to 1.

Scribing

No effect.

Merchant

This skill affects how many coins are offered when selling items and how much items cost to buy. The active character is the one who is using their Merchant skill to talk to the shopkeeper.

Music

This skill affects how well a character will play a normal instrument (which increases the party's weapon and spell skills for a few rounds of combat) or a magical instrument (which will cast whatever spell is on it).

Skill Levels

0-33	unlisted	98-101	Competent
34	Rotten	102-105	Capable
35	Lacking	106-109	Good
36-37	Pitiful	110-113	Notable
38-39	Useless	114-117	Skillful
40-41	Horrible	118-121	Adroit
42-43	Wretched	122-125	Adept
44-45	Miserable	126-128	Very Good
46-47	Feeble	129-132	Striking
48-49	Lousy	133-137	Great
50-51	Shoddy	138-142	Splendid
52-53	Deficient	143-147	Sterling
54-55	Inept	148-152	Excellent
56-58	Weak	153-157	Exemplary
59-61	Sorry	158-163	Wonderful
62-64	Poor	164-169	Marvelous
65-67	Sloppy	170-175	Smashing
68-70	Limited	176-181	Ripping
71-73	Haphazard	182-187	Superior
74-76	Inferior	188-193	Superb
77-79	Mediocre	194-199	Expert
80-82	Modest	200-206	Heroic
83-85	Fair	207-215	Awesome
86-88	Moderate	216-226	Fantastic
89-91	Middling	227-239	Matchless
92-94	Passable	240+	Unearthly
95-97	Adequate		

Advancing Skills

Skills go up as you use them. Spell, prayer, and music skills only go up in combat. Basically, every time you use a skill (swing a sword, try a spell, or whatever), there is a chance it goes up 1 point on the above scale. Notice I didn't say 'hit with the sword' or 'succeed with the spell'. It is the trying, not success, that is important. Advancement is fairly regular until one begins to cast the Quickness spell, at which point it shoots through the roof.

Special (normal) Items

spellbooks: These are for reference only. If you write down the syllables (or have the hint book handy), there is no reason not to sell them.

Most unenchanted items do nothing when you hit the 'U' key. Some exceptions:

instruments: Using a non-magical instrument in combat will inspire one's allies, increasing their effective weapon and magical skills. This effect will slowly wear off over time, and you may want to renew the effect every five or ten rounds or so. Note that 'plays a little tune' means that you failed the Music roll, and there is no bonus.

incense and spice: Using these items in combat have similar effects to using instruments. Incense will increase the taker's Prayer skill and Spice will increase the taker's Magic skill. Unlike Music, these bonuses do not decline over the rounds. Also unlike Music, you can take multiple 'doses' (playing an instrument cancels any previous music bonus).

rags: You can wrap rags into bandages, which are used with the 'B' key.

Materials with Special Effects

(unlisted materials are simply worth more or less than standard)

Material	value	effects
broken	x0	-3 to Damage
cheap	x1	-2 to Armor or Damage
iron	x1	x2 damage to demons, +1 MR; 150% wt
rusty	x1	-1 to Defense or Damage
stone	x1	-2 to Damage
orcish	x1	-1 to Armor
fine	x2	+1 to Armor or Damage
demon	x2	+2 to Armor or +3 to Damage
poisonous	x2	poisons if opponent is not fearless
ironwood	x2	+1 to Damage
obsidian	x3	+2 to Damage (if cutting)
spider	x4	places a web on the opponent
foul	x4	diseases if opponent is not fearless
accurate	x5	+25% to hit
flaming	x5	+1-6 fire damage and 1-6 more per plus
icy	x5	+1-6 cold damage and 1-6 more per plus
paralyzing	x5	paralyzes if opponent fails HT check
fireproof	x5	+5 fire armor plus 5 more per plus
coldproof	x5	+5 cold armor plus 5 more per plus
drowsy	x5	puts to sleep if opponent fails HT check
confusing	x5	confuses if opponent fails IN check
silver	x5	x2 damage to undead/were-creatures*, 150% wt
elven	x5	+1 to Armor or +3 to Damage; 50% weight
very fine	x5	+2 to Armor or Damage
slick	x5	+3 to Defense
shockproof	x6	+5 shock armor plus 5 more per plus
shocking	x6	+1-6 shocking damage and 1-6 more per plus
terror	x6	frightens if opponent fails IN check
weakening	x7	drains ST if opponent is not fearless
faerie	x7	+2 to Armor, teleporting; 50% weight
dragonleather	x10	+5 fire armor plus 5 more per plus
dwarven	x10	+3 to Armor or +4 to Damage; 200% weight
gold	x10	200% weight
reinforced	x10	+3 to Armor
death	x10	+1-6 death damage plus 1-6 more per plus
weightless	x10	weighs nothing
invisible	x10	makes wearer invisible
anti-magic	x15	+5 fire/cold/shock/death armor plus 5/plus
holy	x20	+5 Armor, or +6 Dmg and x3 to demon/undead
vampiric	x20	adds half the damage the user causes to his HT
cloning	x20	clones
speedy	x20	hastes wearer

Material	value	effects
platinum	x25	200% weight
crystalline	x25	+1 to Defense, +2 to Armor or +2 to Damage
diamond	x25	+7 to Damage (if cutting)
aluminum	x25	-1 to Armor or Damage; 50% weight
titanium	x35	+3 to Armor or +1 to Damage
mithril	x50	+4 to Armor or Damage; 150% weight
adamantine	x100	+5 to Armor or Damage; 150% weight

*non-silver weapons do half damage against undead and one-sixth damage against lycanthropes

Hitting an Opponent

The appropriate weapon skill with their weapon is modified as follows:

by skill used:

Brawling	+10%	Mace	-5%
Knife	+5%	Flail	-10%
Sword	+0%	Spear	+0%
2h-Sword	-5%	Polearm	-15%
Fencing	+10%	Bow	+0%
Axe	-5%	Crossbow	+5%
2h-Axe	-10%	Sling	-5%

If the attacker is blind, there is a -25% penalty.

If there is an inspiring melody, there is a +5 or more % bonus.

If the weapon is *accurate* there is a +25% bonus.

If the attacker's DX is below normal, there is a -1% penalty per lost point.

There are various penalties for attacking different body parts, as shown on the Aimed Attack screen.

If the attacker is attacking from behind, there is a +15% bonus.

If the defender is asleep, unconscious, or paralyzed there is a +50% bonus.

There is never less than a 5% chance of hitting.

If the attacker misses, the following message shows by how much:

The attacker <i>misses miserably</i> .	failed by more than 100
The attacker <i>misses badly</i> .	failed by 51-100
The attacker <i>misses</i> .	failed by 33-50
The attacker <i>barely misses</i> .	failed by 10-32
The attacker <i>nearly hits</i> .	failed by 1-9

Defending a Hit

The poor victim cannot dodge, parry, or block if they are unconscious, asleep, paralyzed, blind, or attacked from behind.

Otherwise, the defender always attempts to dodge, and there is a 5% chance of dodging for every MV (not Moves Left). This percentage is lowered by the attackers weapon skill (base, unmodified) divided by 10.

Armor may deflect a blow, whether or not the victim is conscious or can see, and the chance of this happening is the armor's Defense x 5, minus the attacker's weapon skill divided by ten.

If the attack comes from somewhere other than behind or the rear corners, and the defender can see and is awake, and has a shield, the chance that they block the blow is equal to their Shield skill divided by two minus the attacker's weapon skill divided by ten.

If the attack comes from somewhere other than behind or the rear corners, and the defender can see and is awake, and is using a Fencing weapon, the chance that they parry the blow is equal to their Fencing skill divided by two minus the attacker's weapon skill divided by ten. The parry has a chance to completely block the blow equal to the victim's ST minus half the attacker's ST. Otherwise, damage occurs normally.

Doing Damage

The amount of damage done is modified as follows:

Attacking to kill does from 1.0 to 2.0 times normal damage (random).

ST below normal subtracts one point of damage for every 5 points of lost ST.

The Strength spell adds from 1 to 8 points, depending on the strength of the spell.

Various weapons (silver, iron, holy) do special damage against some opponents. See the "materials" section.

The opponent's Armor rating will subtract that many points of damage done, 95% percent of the time. The other 5% of the time, it has partial or no effect.

If the victim has the Armor spell cast upon them, it will subtract from 1 to 8 points of damage, depending on the strength of the spell, 90% percent of the time. 10% of the time, it has no effect.

Special Hit Locations

Aiming for the legs will reduce the victim's movement to 0 for the remainder of the round if they fail a DX check.

Aiming for the arms will lower the victim's DX by 1-6 points.

Aiming for the groin will lower the victim's ST by 1-6 points.

Aiming for vital organs will change the damage multiplier to 3 instead of 2 for impaling weapons.

Aiming for the neck will change the damage multiplier to 2 instead of 1.5 for cutting weapons.

Aiming for the face will change the damage multiplier to 3, 5% of the time.

Aiming for the eyes will change the damage multiplier to 3 instead of 2 for impaling weapons, and may blind the victim if they are facing the attacker.

Aiming for the brain *subtracts* 4 points of damage (skull), but changes the damage multiplier to 4.

The resulting number is the base damage done, and this is multiplied by the damage multiplier (usually 1 for bashing weapons, 1.5 for cutting, and 2 for impaling) to determine the actual physical damage done.

Fire, cold, shock, and death damage is then figured, and the appropriate Armor used (fireproof, Protection spells, etc.), and this is added to the physical damage for the final total.

Bashing weapons have a 10% chance of starting bleeding, cutting have a 45%, and impaling have a 66% chance. If the victim is already bleeding, the bleeding is worsened.

After all this, and any special effects (sleep attacks, etc.), if the victim is still alive and a duplicating-type of monster, it has a 1 in 3 chance of duplicating.

Spell Effects

Note that some creatures (undead and demons, in particular) are immune to many spells.

Mage Spells (in order of difficulty)

spark, freeze, shock: The mage targets and fires a small bolt of energy that causes 1-6 points of damage (plus some for high-level mages). The target's Armor, Fire, Cold, or Shock Resistance (as appropriate), Protection, and Magic Resistance lower the damage done.

rock: The mage targets and fires a small rock that causes 1-6 points of damage, plus some for high-level mages. The target's Armor lowers the damage done.

light: Outside of combat, the party is supplied with light for 4-7 hours. In combat, a target is selected and may be blinded, depending on their current HT.

spin: The target is spun in place so that they face the opposite direction.
haste: The target's movement (but not Defense) is increased by 3 for the duration of the spell, and their effective DX is increased by 5 for purposes of determining combat order.

air jet: A jet of air shoots from the mage in one of eight directions, and pushes the first person it strikes away from the mage.

create ice: The mage targets a square and the immediate area around it is covered with slick ice. Those who walk on the ice must make a DX check or slip uncontrollably about.

reveal: This spell has a 50% chance of cancelling the invisibility of each invisible creature.

stone bolt: The mage targets and fires a large stone bolt, that causes 3-18 points of damage (plus some for high level mages), minus the target's Armor.

sleep: The target must make a HT roll or fall asleep.

web: The mage targets a square and the immediate area around it is covered in sticky webs. Those who are in a webbed square must make a ST check or be caught, losing that round.

fire bolt, frost bolt, shocking bolt: The mage targets and fires a bolt of energy that causes 3-18 points of damage (plus some for high-level mages). The target's Fire, Cold, or Shock Resistance (as appropriate), Protection, and Magic Resistance lower the damage done.

strength: The target does from 1-8 extra points of damage per hit for the remainder of the spell.

confusion: The target must make an IN check or be confused, and thus have a tendency to wander around and hit one's allies.

blink: The target is teleported to a random square.

fire weapon, icy weapon, shock weapon, sleep weapon: The target of this spell has their weapon temporarily enchanted (for 1 or 2 battles) with the appropriate enchantment (see Materials section).

flash: A three-by-three area is flashed with a strong light that blinds everyone in it if they do not pass a HT check.

stinking cloud: The mage targets a square and the immediate area around it is filled with poisonous gas that causes any who enter it to be poisoned.

flame jet, frost jet, lightning bolt: The mage causes a straight jet of energy to shoot in one of eight directions from his person, that causes 3-18 points of damage to any who are caught in it, minus Protection, Magic Resistance, and the appropriate Armor (fire, frost, or shock).

feeblemind: The target of this spell has their IN reduced, which lowers their chances of successful spellcasting and makes them more susceptible to certain spells.

fumble: The target of this spell has their DX reduced, which lowers their chance to hit opponents.

create fire: The mage targets a square and the immediate area around it is filled with flames that cause from 1-6 points of damage to any who are caught in them.

dispel magic: The target of this spell will have some of their spells removed (both beneficial and harmful). There is a 50% chance that each spell is removed.

gravel ball: The mage fires a small bolt of energy that explodes into a large ball of gravel, causing 4-24 points of damage to anyone in the center of the ball, 3-18 points of damage to those around the center, and scattering rocks in all directions. Armor will lower the damage suffered by this spell.

antimagick: Casting this spell will lower an opponent's chances to cast spells. The current antimagick level is moved back and forth by the casting of this spell by either side. "Dark" lowers the party's chances of successful spellcasting, "Light" lowers the monster's.

fireball, iceball, lightning ball: The mage fires a small bolt of energy that explodes on impact, causing 4-24 points of damage to the center square, and 3-18 to the squares around it. The appropriate armor (fire, cold, or shock) lowers the damage done, as does Protection and Magic Resistance.

mass haste: This spell affects everyone allied with the caster with the haste spell (see above).

drain strength: This spell drains ST from the target and gives half of it to the mage.

great ice: This spell is like create ice (see above), but affects a much larger area.

mass confusion: Everyone not allied with the caster must make an IN check or be confused (see confusion).

boulder: The mage fires a large rock at an opponent that causes from 68-

80 points of damage, minus Armor.

mass blind: Everyone not allied with the caster must make a HT check or be blinded (see light).

drain health: The victim loses HT and the mage gets half of it.

sleep ball: The mage fires a bolt of energy that explodes on impact. Those caught in the explosion must make a HT check or fall asleep (they may fall unconscious if already wounded).

quickness: The target of this spell has their DX increased by 5 for purposes of determining order in combat, and their turn does not end when they attack, cast spells, or other things that would normally end their turn (they take one move, instead).

great gas cloud: This spell is like stinking cloud, but affects a much larger area.

death bolt: The mage fires a bolt of energy that causes enough damage to kill most humans. Protection and Magic Resistance will partially protect the victim.

clone: The target of this spell has their ST halved, and they are duplicated (the duplicate has no items).

great fire: This spell is like create fire, but affects a much larger area.

mass quickness: Everyone allied with the caster is affected as with quickness (see above).

death ball: The mage fires a bolt of energy which explodes on impact, causing enough damage to kill most humans and humanoids. Protection and Magic Resistance will partially protect the victims.

Priest Spells (in order of difficulty)

cure bleeding: All of the target's bleeding is stopped.

heal: The target is healed from 10-14 points, and if blind, their sight is restored.

wound: The target is wounded 1 point and starts to bleed (if already bleeding, the bleeding is worsened).

awaken: The target is awakened if unconscious or asleep.

remove fear: If the target is scared or fleeing, their fear is removed.

turn undead: If the target is an undead creature, they suffer from 10-20 points of damage.

stun: The target must pass a HT check or be stunned.

frighten: The target must pass an IN check or be scared and attempt to flee.

create tree: The priest may create a tree in any unoccupied square, which will block movement and missiles.

unstun: If the target is stunned, they are unstunned.

create stone: The priest may create some rocks that block movement, but not missiles.

faint: The target must pass a HT check or fall unconscious. Note that if

they are not sufficiently wounded, they may get back up again.

free action: If the target is paralyzed, the paralysis is removed.

poison: The target is poisoned, and will slowly lose HT.

cure poison: If the target is poisoned, the poison is removed.

summon animal, summon insects, summon demon, summon spirit, create

golem: The priest summons an ally to fight for his side. The greater the priest's ability, the stronger the summoned creature. Note that demons will sometimes be unfriendly.

armor: The target is magically Armored from 1-8 points.

cure disease: Any disease on the target is removed, including demon infection.

paralyzation: The target must pass a HT check or be paralyzed.

major heal: The target is healed from 10-39 points, and any bleeding is removed. If they are blind, their sight is restored.

disease: The target contracts a disease that prevents them from restoring lost ST through resting.

poison weapon: The target's weapon is poisoned, and they may poison anyone they hit. The poison will wear off in a few combats.

terror weapon: The target's weapon is enchanted so that it may frighten anyone it hits. The enchantment will wear off in a few combats.

major wound: The target is wounded from 10-20 points and begins to bleed (or bleed more, as the case may be).

restore ability: Any lost IN or DX of the target is restored, and any confusion is removed.

mass turn: Every undead creature that opposes the priest suffers from 10-20 points of damage.

create food: Every party member acquires an edible (if untasty) item, if they have the room to carry it.

mass cure: Everyone allied with the priest has all bleeding, poison, disease, blindness, and stunning removed.

charm: The target must pass an IN check or be charmed to the priest's side (note that this spell is equivalent to uncharm).

mass armor: Everyone allied with the priest is affected as the armor spell.

mass awaken: Anyone on the priest's side who is asleep or unconscious is awakened.

full heal: All of the target's damage (up to 1000 points...) is healed, and all poison, bleeding, and blindness is removed.

protection: The target is protected from fire, cold, shock, and death damage somewhat, and has their effective ST, DX, IN, and HT increased for purposes of being affected by hostile spells.

regeneration: The target will regenerate from 1-8 points of damage per round.

dispel evil: If the target is a demon or undead, they will suffer from 30-40 points of damage.

mass wound: Every enemy of the priest has a 50% chance of being affected as the wound spell (see above).

mass fear: Every enemy of the priest must make an IN check or be affected as the frighten spell.

mass heal: Every ally of the priest is healed from 10-29 points and all blindness is removed.

mass poison: Every enemy of the priest must make a HT check or be poisoned.

severe wound: The target suffers from 50-60 points of damage, and begins to bleed (or has their bleeding worsened).

firestorm, hailstorm: A large area around the target square (3 squares in each direction) is deluged with flames or ice, causing 4-24 points of damage to everyone caught in it (minus some for Protection, Magic Resistance, and fire or cold armor).

raise dead: A dead ally of the priest is brought back to life, with a ST and HT of 1.

banish: If the target is a demon or undead, they suffer from 70-80 points of damage.

mass protection: Every ally of the priest is affected with the protection spell.

mass regeneration: Every ally of the priest is affected with the regeneration spell.

Magic Resistance is inherent in certain monsters and can only be acquired by characters by wearing items made of iron or enchanted with anti-magic.

Mage Spells

spark	M0	rif
freeze	M0	rii
rock	M0	rix
shock	M0	rig
light	M1	wbl
spin	M3	eio
haste	M4	smv
air jet	M4	rda
create ice	M4	wbi
reveal	M5	wml
stone bolt	M5	rmx
sleep	M6	rms
web	M6	wbk
shocking bolt	M6	rmg
fire bolt	M6	rmf
frost bolt	M6	rmi
strength	M7	smu
confusion	M8	ige
blink	M8	eo0
fire weapon	M8	crf
icy weapon	M8	cri
flash	M9	wyl
stinking cloud	M9	wbp
shock weapon	M9	crg
flame jet	M10	rdf
sleep weapon	M10	crs
feeblemind	M10	ine
fumble	M10	inv

frost jet	M11	rdi
create fire	M11	wbf
dispel magic	M12	ing
lightning bolt	M12	rdg
gravel ball	M13	rlx
antimagic	M13	zng
fireball	M16	rlf
mass haste	M16	ymv
great web	M16	wyk
iceball	M17	rli
invisibility	M18	snl
mass strength	M18	ymu
lightning ball	M18	rlg
drain strength	M20	inu
great ice	M20	wyi
mass confusion	M22	zne
boulder	M23	ryx
mass blind	M24	zyl
drain health	M24	inh
sleep ball	M24	rls
quickness	M25	syv
great gas cloud	M25	wyp
death bolt	M26	rmm
clone	M32	wvh
great fire	M34	wyf
mass quickness	M48	yyv
death ball	M50	rlm

Priest Spells

cure bleeding	P0	nvc	summ. insects	P11	bih
heal	P0	oic	mass turn	P11	hnz
wound	P2	kic	create food	P11	ubg
awaken	P2	nms	mass cure	P15	nhp
remove fear	P3	nyj	charm	P16	doe
turn undead	P3	ksm	summ. demon	P16	byz
stun	P4	kin	summ. spirit	P16	bsz
frighten	P5	kyj	mass armor	P16	qbg
create tree	P5	gbh	mass awaken	P16	nhs
unstun	P5	nin	full heal	P17	oyc
create stone	P5	gbx	protection	P18	tmq
faint	P6	ken	regeneration	P20	tnc
free action	P6	nmn	dispel evil	P20	ksz
poison	P6	kmp	mass wound	P20	hic
cure poison	P6	nmp	mass fear	P22	hyj
summ. animal	P7	bbh	mass heal	P23	ohc
armor	P7	tbq	mass poison	P24	hmp
cure disease	P7	ngp	severe wound	P26	kyc
paralyzation	P8	kon	firestorm	P27	gyf
major heal	P8	oec	raise dead	P28	tnm
disease	P8	kgp	hailstorm	P29	gyi
poison weapon	P8	vrp	banish	P30	kyl
terror weapon	P9	vrj	mass protection	P36	qmq
major wound	P10	kec	mass regen.	P40	qnc
restore ability	P10	nst	create golem	P48	byx

Monster Statistics

Monster format:

a storm dragon S50 I12 D13 H50 mv4 Def8 Arm15 [FCS] atk19 m44 p32 MR9F 14d+1i \$9

name attributes

move -/ magic/

defense & armor -/ prayer--/

Upper Case is resistant to, lower case is vulnerability magic resist-/

to fire/cold/shock -----/ fearless?-----/ equipment-/

attack skill-----/ damage amount and type/ treasure value -----/

Monster attributes, attack skill, and spell skills should be multiplied by 5 for comparison with characters' scores. I personally found it very difficult to try and distinguish the difference between large numbers, such as a HT of 120 and a HT of 180, rather than 24 and 36.

The Keyholders

Keyholders of note:

Aranthak is a lich. He is old and weakening, and his reliance on his undead minions and golems may be his undoing.

Mivakios is the leader of a band of cultists that kidnaps and sacrifices people to the demons. He is a powerful priest, and skilled with the sword.

Krelmak is an evil sorcerer who leads a group of bandits. He has enlisted the aid of many fellow sorcerers to

do his bidding, and it is rumored that he has had dealings with demons.

Lord Dralkha was once a good and just knight, but he went insane and killed many of his companions when he was mysteriously diseased. He was driven into his tomb, which is said to lie in the desert, and left there to die. His holy sword was hidden within his castle, which lies offshore.

Keyholder Statistics

the kobold chief	S16	I12	D11	H16	mv4	Def6	Arm3		atk14	MR5F	5d-2c	shortsword	studded leather	\$10
Aranthak	S20	I10	D12	H45	mv3	Def3	Arm3	[fC]	atk12 m22 p22 F		6d-1c			\$10
Mivakios	S18	I13	D18	H40	mv5	Def7	Arm4		atk18 p24	MR5F	5d+3c	greatsword	banded mail	\$10
Krelmak	S25	I12	D20	H30	mv3	Def3	Arm4	[FCS]	atk12 m50	MR5F	7dc			\$10
Lord Dralkha	S50	I12	D12	H99	mv5	Def10	Arm8	[FCS]	atk18 p40	MR9F	14d+4c	greatsword	field plate	\$10
the Birdman Chief	S60	I14	D12	H60	mv12	Def12	Arm11	[f]	atk26	F	9di	long bow		\$10
the Gnoll Chief	S36	I12	D12	H75	mv6	Def10	Arm4	[FCS]	atk20	MR9F	10d+2b	flail	splinted armor	\$10
the Giant King	S45	I11	D9	H100	mv3	Def3	Arm10	[FCS]	atk13 p24	MR10F	13d+3b	maul		\$10
the Slithe King	S70	I12	D14	H150	mv3	Def6	Arm10	[FCS]	atk13 m60 p60 F		20di			\$10
the Spider Queen	S90	I13	D20	H200	mv5	Def5	Arm25	[FCS]	atk12 m25 p90	MR9F	26d-1i			\$10
the troglodyte elder	S120	I12	D12	H300	mv3	Def5	Arm7	[FCS]	atk20	MR8F	34d+5b	maul		\$10
the insect queen	S100	I12	D14	H190	mv7	Def10	Arm30	[FCS]	atk12 m90 p90	MR8F	29d-2c			\$10
Drauglak	S160	I14	D18	H300	mv8	Def11	Arm30	[FCS]	atk18 m55 p55	MR10F	46d-1i			\$10

Humans

Not all people know of or support your quest. Some are evil, and others are just greedy.

Thieves:

a pickpocket	S6	I6	D6	H6	mv3	Def3	Arm0	atk8	1d-4i	dagger		\$1
a thief	S8	I8	D8	H8	mv4	Def4	Arm0	atk9	2d+1c	shortsword		\$1
a bandit	S10	I10	D9	H10	mv5	Def6	Arm2	atk11	3d-1b	club	heavy leather	\$2
a bandit	S10	I10	D9	H10	mv5	Def6	Arm2	atk11	3dc	broadsword	heavy leather	\$2
a bandit	S10	I10	D9	H10	mv5	Def6	Arm2	atk11	1d+5i	crossbow	heavy leather	\$2
a brigand	S17	I12	D10	H15	mv5	Def7	Arm4	atk15	5dc	broadsword	mail	\$4

Warriors:

a swordsman	S14	I12	D10	H14	mv5	Def7	Arm3	atk14	4d+1c	broadsword	studded leather	\$3
an expert swordsman	S18	I13	D11	H18	mv5	Def8	Arm5	atk22	5d+1c	broadsword	double mail	\$4
a swordmaster	S20	I18	D14	H20	mv5	Def9	Arm4	atk30	6dc	broadsword	splinted armor	\$5
a guard	S14	I14	D14	H14	mv3	Def5	Arm3	atk14	MR20F 4d+1c	broadsword	studded leather	
a Royal Knight	S20	I20	D20	H20	mv6	Def11	Arm8	[FCS] atk20	MR10F 6d+2c	greatsword	field plate	\$6

Priests:

an acolyte	S10	I10	D11	H10	mv4	Def5	Arm2	atk10 p12	3d+1b	mace	heavy leather	\$3
a priest	S14	I12	D15	H14	mv5	Def7	Arm3	atk14 p20	4d+2b	mace	studded leather	\$4
a high priest	S18	I12	D18	H18	mv5	Def7	Arm4	atk12 p25	5d+2b	mace	mail	\$5

Mages:

an apprentice	S7	I10	D11	H10	mv4	Def5	Arm1	atk9 m12	1d-3i	knife	leather armor	\$3
a mage	S14	I12	D15	H14	mv3	Def4	Arm2	atk12 m20	2d-2i	knife	heavy leather	\$4
a sorcerer	S18	I12	D18	H18	mv6	Def8	Arm4	atk10 m25	3d-3i	large knife	mail	\$5

Archers:

an archer	S14	I12	D10	H14	mv5	Def6	Arm2	atk14	2di	bow	heavy leather	\$3
a crossbowman	S16	I12	D10	H16	mv4	Def6	Arm3	atk16	2d+5i	crossbow	studded leather	\$3
an expert archer	S18	I16	D12	H18	mv4	Def6	Arm4	atk22	3di	long bow	mail	\$4
an arbalester	S18	I15	D12	H18	mv5	Def7	Arm4	atk22	3d+3i	arbalest	banded mail	\$4

Evil Humans:

a cultist	S15	I12	D10	H16	mv4	Def6	Arm4	atk12 p16	4d+2c	falchion	mail	\$3
a necromancer	S20	I13	D20	H20	mv5	Def5	Arm5	[FCS] atk10 m35 p35 MR5	3d-4i	dagger		\$6
a brainwashed man	S12	I10	D8	H12	mv4	Def4	Arm1	atk10	2di	pitchfork	quilted armor	\$1
a Black Knight	S20	I20	D20	H20	mv6	Def11	Arm8	[FCS] atk22	MR10F 6d+2c	greatsword	field plate	\$7

Humanoids

These evil creatures are a bane to humans everywhere.

Kobolds:

Kobolds are laughable opponents when encountered singly, but in larger groups, they can be difficult foes.

a kobold	S6	I7	D4	H6	mv3	Def3	Arm0	atk9	1d-4i	dagger		\$1
a kobold shaman	S6	I6	D10	H6	mv4	Def4	Arm0	atk9 m12	1d-4i	dagger		\$2
a kobold warrior	S7	I8	D5	H8	mv4	Def5	Arm1	atk12	1d-2i	large knife	leather armor	\$3

Goblins:

Goblins live near the kobolds, but on the other side of the mountains, in more difficult terrain. Consequently, they are tougher opponents.

a goblin	S8	I10	D6	H8	mv4	Def4	Arm1	atk10	1d-2i	knife	quilted armor	\$2
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a goblin shaman	S8	I10	D10	H8	mv4	Def4	Arm1	atk9	m13	p10	1d-2i	knife	quilted armor	\$3
a goblin warrior	S9	I10	D7	H9	mv5	Def6	Arm2	atk11			3d-2c	shortsword	heavy leather	\$3
the goblin chieftain	S20	I12	D13	H20	mv5	Def7	Arm3	atk13		F	6dc	broadsword	studded leather	\$9

Hobgoblins:

The hobgoblins are larger, meaner goblins. They live far to the east, near the eastern coast of the island. It is a dangerous journey to their cave, unless one stays on the well-traveled grass. Hobgoblins are known to have tamed wild boars to attack their foes.

a hobgoblin	S10	I10	D10	H10	mv5	Def6	Arm1	atk10			1d+2i	spear	leather armor	\$2
a hobgoblin warrior	S11	I11	D10	H11	mv5	Def7	Arm3	atk11			1d+3i	boar spear	studded leather	\$3
a hobgoblin shaman	S12	I12	D12	H12	mv6	Def7	Arm2	atk12	m16	p14	2d-4i	dagger	heavy leather	\$3
the hobgoblin chief	S24	I12	D14	H24	mv5	Def7	Arm4	atk15		F	7d+1c	morning star	mail	\$9

Orcs:

The great orc warriors are the most difficult of these opponents. They once left the elves alone, but recently have begun to attack their woodland neighbors. Ogres have been seen with them, as well. Beware of their wizards!

an orc	S12	I12	D12	H12	mv5	Def7	Arm3	atk12			3d+2c	broadsword	studded leather	\$2
an orc shaman	S12	I12	D12	H12	mv5	Def6	Arm1	atk12	m17		2d-2i	large knife	leather armor	\$3
an orc wizard	S12	I11	D14	H12	mv3	Def4	Arm2	atk11	m23	p14	2d-2i	large knife	heavy leather	\$3
an orc warrior	S15	I11	D9	H15	mv4	Def5	Arm2	atk16			2d+2i	boar spear	heavy leather	\$3
the orc chieftain	S23	I12	D12	H30	mv4	Def6	Arm3	atk15		F	7d+1c	greataxe	studded leather	\$10

Ogres:

These huge opponents are best slain with spells and missile weapons, for a blow from one can easily crunch through strong armor.

an ogre	S18	I10	D8	H18	mv5	Def5	Arm2	atk10			5d+4b	maul		\$4
an ogre mage	S20	I10	D10	H20	mv4	Def4	Arm3	atk12	m20		6d+3b	maul		\$4
a large ogre	S26	I11	D9	H24	mv5	Def5	Arm4	atk12		MR2	7d+5b	maul		\$5
the Ogre King	S32	I11	D11	H50	mv4	Def6	Arm6	[FCS] atk15		MR6F	9d+4b	maul		\$10

Trolls:

These repulsive creatures lurk in swamps and other foul places. They regenerate damage, and often an unconscious troll will stand up to finish the fight if it is not hacked to bits.

a troll	S18	I13	D9	H18	mv4	Def5	Arm3	[f] atk12			5dc			\$3
a black troll	S20	I11	D7	H20	mv4	Def5	Arm4	[f] atk11		MR3	6d-1c			\$4
a rock troll	S60	I12	D9	H60	mv6	Def7	Arm16	[CS] atk18			17dc			\$5
an ice troll	S75	I10	D9	H75	mv5	Def8	Arm20	[CS] atk18		MR2	21d+1c			\$5
the Troll King	S30	I12	D10	H60	mv5	Def7	Arm5	[f] atk12		MR5F	9d+2b	maul		\$10

Dwergers:

These strange, electric creatures wield weapons that can shock a foe, but their charge wears off soon after the dwerger's death. It is rumored that their king possesses an interesting iron crossbow.

a dwerger	S13	I13	D13	H13	mv5	Def5	Arm1	[S] atk13	p16		2d-2i	large knife	quilted armor	\$2
a dwergermage	S16	I12	D17	H16	mv3	Def6	Arm2	[S] atk12	m25		5d-2c			\$3
a dwergerpriest	S16	I12	D13	H16	mv3	Def4	Arm3	[S] atk12	p26		5d-2c			\$3
a dwergerarcher	S12	I12	D12	H16	mv3	Def4	Arm1	[S] atk13			2d-1i	bow		\$3
the Dwergerking	S30	I12	D13	H50	mv4	Def4	Arm9	[FCS] atk12	m40	p40	F	9d-2c		\$10

Gnolls:

These hyena-men and their savage pet hyenas are fearsome predators of the savanna. They are known for their savagery and hysterical laughter.

a gnoll	S18	I12	D9	H17	mv4	Def6	Arm4	[FC]	atk15	5d+1b	flail	bachteretz	\$3
a gnoll warrior	S21	I12	D12	H20	mv4	Def7	Arm4	[FCS]	atk13	6d+1b	flail	jazerant	\$4
a gnoll archer	S21	I13	D9	H20	mv4	Def7	Arm3	[FCS]	atk16	3d+3i	crossbow	scale armor	\$4
a gnoll shaman	S20	I12	D14	H20	mv4	Def6	Arm3		atk12 m25 p25	6d-1c	trellice armor	\$4	

Cyclopes:

These one-eyed behemoths are believed to live near the fire giants, in the desert. It is said that they can command certain animals to do their bidding.

a cyclops	S20	I12	D6	H22	mv4	Def4	Arm3		atk12	MR5	6d+3b	maul	\$4
the cyclops chief	S80	I10	D5	H80	mv6	Def6	Arm16		atk22	MR10F	23d+3b	maul	\$10

Giants:

Giants are known for their tremendous strength and their tremendous stupidity. Were it not for the fact that they are immune to fire, fire giants would be best kept away with great flaming barriers, for their battle-lust would lead them through it to their doom.

a giant	S35	I10	D8	H50	mv5	Def5	Arm8		atk12		10d+4b	maul	\$5
a frost giant	S50	I11	D9	H75	mv5	Def7	Arm8	[FC]	atk11	MR2	14d+5b	maul	\$7
a fire giant	S42	I11	D9	H60	mv5	Def7	Arm8	[CF]	atk11		12d+4b	maul	\$7
a rock giant	S50	I11	D10	H80	mv6	Def8	Arm16	[FCS]	atk15	MR6	14d+5b	maul	\$7
a colossus	S55	I9	D8	H90	mv3	Def5	Arm3		atk8	MR3	16d+3b	maul	\$5

the Fire Giant King	S52	I11	D9	H100	mv3	Def5	Arm20	[FCS]	atk22 p24	MR10F	15d+3b	maul	\$10
a yeti	S90	I20	D16	H90	mv6	Def6	Arm20	[FCS]	atk20	MR3	26d-1c		\$4
a yeti shaman	S70	I20	D17	H70	mv4	Def6	Arm16	[FCS]	atk12 m30 p30	MR2	20dc		\$6
a burly yeti	S120	I22	D12	H120	mv5	Def6	Arm20	[FCS]	atk18	MR4	34d+1c		\$6

Minotaurs:

Minotaurs are magical creatures both fierce and dangerous, best fought from a distance. They can hurl their opponents around the battlefield with ease, and are fortunately only encountered in small groups.

a minotaur	S18	I12	D8	H30	mv9	Def9	Arm4	[FCS]	atk13	MR4F	5di		\$6
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Mammals:

These animals are normally peaceful and wish to be left alone, but some have recently turned bloodthirsty!

a rabbit	S3	I12	D4	H4	mv7	Def7	Arm0		atk8		1d-1c		
a deer	S14	I11	D4	H10	mv6	Def6	Arm0		atk9		4dc		
an antelope	S14	I13	D4	H10	mv8	Def8	Arm0		atk11		4dc		
a boar	S12	I10	D5	H14	mv5	Def5	Arm2		atk13		3d+1c		
a peccary	S33	I13	D6	H33	mv6	Def6	Arm3		atk14		9d+1c		
a caribou	S35	I11	D4	H35	mv5	Def5	Arm1	[C]	atk11		10dc		
a wild dog	S6	I8	D5	H6	mv5	Def5	Arm0		atk9		2d-1c		
a wolf	S8	I12	D4	H8	mv5	Def5	Arm0		atk12		2d+1c		
a bear	S18	I9	D5	H18	mv3	Def3	Arm2		atk10		5di		
a hyena	S12	I12	D6	H12	mv5	Def5	Arm1		atk12		3d+1c		\$1
a lion	S30	I12	D8	H28	mv3	Def4	Arm3	[F]	atk13		9d-2i		
an elephant	S28	I9	D7	H60	mv4	Def6	Arm3		atk13		8di		
a baboon	S12	I11	D6	H9	mv4	Def5	Arm1	[FCS]	atk12		3d+1c		\$1

a carnivorous ape	S60	I12	D7	H60	mv4	Def5	Arm2	atk13	17dc	\$1
a cave bear	S77	I9	D6	H77	mv5	Def6	Arm12 [FCS]	atk18	22di	\$1
a polar bear	S65	I10	D7	H65	mv3	Def4	Arm3 [C]	atk13	19d-2i	\$1
a panther	S59	I12	D6	H59	mv6	Def6	Arm10 [FCS]	atk18	17d-1i	
a tiger	S66	I13	D6	H66	mv8	Def8	Arm10 [FCS]	atk15	19d-1i	
a snow leopard	S90	I20	D9	H44	mv6	Def6	Arm12 [C]	atk20	26d-1i	

Troglodytes:

These ape-men can be emotional and bad-tempered, although this is not usually the case. Should a fight become necessary, their great strength is to be reckoned with, even though their shamans are sub-standard at best.

a troglodyte	S60	I13	D9	H60	mv5	Def6	Arm2 [FC]	atk18	17dc	\$2
a troglodyte warrior	S75	I12	D9	H75	mv4	Def5	Arm3 [FC]	atk16	21d+5b maul	\$3
a troglodyte shaman	S50	I12	D12	H50	mv3	Def4	Arm2	atk12 m22 p23	14d+1c	\$3

Unnatural Mammals:

These aberrations of nature are usually evil and ill-tempered, and often dangerous. Many, such as werewolves, wererats, and giant rats can transmit a strength-draining disease. It is known that silver weapons work well against were-creatures, and non-silver weapons will have little effect.

a worg	S20	I13	D10	H20	mv5	Def6	Arm3	atk15	6d-1c	\$1
a winter wolf	S45	I12	D7	H45	mv6	Def6	Arm12 [CS]	atk17	MR2 13d-1i	\$1
a werewolf	S16	I12	D10	H16	mv4	Def6	Arm5 [f]	atk12	MR5F 5d-2c	\$3
a giant rat	S8	I10	D6	H8	mv4	Def4	Arm0	atk12	2d+1c	\$1
a wererat	S14	I12	D10	H12	mv4	Def4	Arm2	atk12	MR3F 4dc shortsword	\$3
a giant bat	S8	I15	D3	H8	mv6	Def6	Arm0	atk12	2d+1c	

a weretiger	S85	I13	D12	H80	mv8	Def9	Arm12 [FCS]	atk14	F 24d+1i	\$2
a giant hyena	S24	I12	D6	H26	mv4	Def5	Arm3	atk14	7d-1i	
a giant weasel	S12	I10	D6	H14	mv6	Def7	Arm2	atk20	3d+1i	\$1
a whipbat	S12	I19	D12	H17	mv12	Def12	Arm2 [FCS]	atk19	MR3 6d+1c	\$1
a ripbat	S14	I19	D12	H20	mv12	Def12	Arm2 [FCS]	atk19	MR6 7d-1i	\$2
a hell hound	S35	I17	D6	H35	mv6	Def6	Arm8 [FS]	atk17	MR1 10dc	\$2
a hellbat	S30	I18	D12	H30	mv12	Def12	Arm8 [FS]	atk24	MR2 9d-2c	

Birds:

Most birds are peaceful, but some have recently become evil and dangerous. Birds are difficult opponents to hit, and magical spells may often prove to be the only reliable means of damaging them.

a vulture	S8	I13	D8	H8	mv7	Def7	Arm2 [f]	atk15	2d+1c	
a giant vulture	S16	I12	D8	H16	mv7	Def7	Arm3 [f]	atk15	5d-2c	\$1
a giant eagle	S24	I13	D6	H24	mv10	Def11	Arm3 [S]	atk16	7d-1c	\$1
a giant penguin	S65	I12	D12	H35	mv2	Def4	Arm6 [C]	atk13	MR5 19d-2c	
a shrike	S10	I15	D7	H10	mv8	Def9	Arm3	atk13	3d-1c	
an ostrich	S18	I12	D6	H14	mv6	Def7	Arm1	atk14	8dc	
a phoenix	S50	I12	D12	H50	mv9	Def11	Arm5 [cFS]	atk14	MR5 14d+1c	\$4
a roc	S60	I12	D6	H50	mv13	Def15	Arm4 [FCS]	atk15	17dc	\$1

Birdmen:

Birdmen, like their smaller cousins, are often best dealt with by spells that automatically seek their foes. Their feathers may be flammable, although they are somewhat accustomed to lightning strikes from the sky.

a birdman	S24	I13	D11	H13	mv11	Def11	Arm3 [S]	atk15	3d+1i bow	\$3
a birdman warrior	S22	I12	D11	H18	mv11	Def11	Arm2 [S]	atk13	6d+1c sabre	\$4

a birdman mage	S15	I12	D15	H15	mv9	Def11	Arm3	[FCS]	atk12	m24	4d+1c	\$4
a birdman elder	S13	I13	D18	H17	mv7	Def9	Arm2	[FCS]	atk11	m30 p30	4d-1c	\$6

Reptiles and Amphibians:

These cold-blooded creatures are often poisonous and armored. Some reptiles grow to huge sizes and are extremely difficult to kill.

a snake	S4	I9	D4	H4	mv1	Def1	Arm0		atk8		1di	
a giant cobra	S17	I8	D6	H17	mv3	Def4	Arm3		atk9		5d-1i	
a giant viper	S20	I12	D6	H20	mv3	Def4	Arm3		atk12		6d-1i	\$1
a giant python	S23	I10	D5	H25	mv3	Def4	Arm2		atk10		7d-2b	\$1
a giant frog	S13	I11	D6	H12	mv4	Def5	Arm2	[fC]	atk10		4d-1c	
a poisonous frog	S12	I16	D6	H14	mv4	Def6	Arm3	[S]	atk14		3d+1c	
a poisonous newt	S4	I8	D4	H4	mv10	Def13	Arm0		atk10		1dc	
a giant lizard	S12	I7	D6	H12	mv3	Def3	Arm2		atk9		3d+1c	
a giant gila monster	S26	I10	D5	H26	mv3	Def6	Arm6	[cF]	atk9		7d+1c	
a giant turtle	S20	I8	D5	H24	mv3	Def6	Arm10	[sFC]	atk8		6d-1c	
a crocodile	S14	I9	D5	H24	mv3	Def5	Arm4		atk12		4dc	
a giant crocodile	S26	I10	D5	H75	mv6	Def8	Arm9	[FCS]	atk12		7d+1c	\$1
an anaconda	S80	I10	D5	H80	mv4	Def5	Arm8	[FCS]	atk15		23d-1c	\$1
an ice lizard	S40	I8	D6	H30	mv3	Def5	Arm12	[C]	atk18	MR5	11d+1c	
an ice snake	S65	I12	D5	H55	mv3	Def4	Arm15	[CS]	atk12		19d-2i	\$1

Frogmen:

These jumpy creatures can be quite annoying in battle, leaping over obstacles. Perhaps putting them to sleep or in webs would keep them still...

a frogman	S12	I12	D8	H12	mv5	Def7	Arm1	[f]	atk12		2d-2i large knife	\$2
a poisonous frogman	S16	I12	D11	H16	mv4	Def6	Arm2	[FCS]	atk14		5d-2c	\$3
a large frogman	S14	I12	D8	H16	mv4	Def6	Arm2	[fCS]	atk12		4d+1c cutlass	\$4
a frogman shaman	S14	I12	D10	H14	mv3	Def5	Arm2	[fCS]	atk12	m18 p22	2d-2i knife	\$4
the Frogman Chief	S19	I14	D14	H28	mv7	Def10	Arm4	[CS]	atk14	MR4F	5d+2c cutlass	\$10

Lizardmen:

Lizardmen are large, strong humanoids with big axes and short tempers. They should be treated accordingly.

a lizardman	S17	I12	D6	H16	mv4	Def6	Arm5	[CS]	atk15		5d+1c axe	\$3
the lizardman chief	S26	I12	D10	H33	mv5	Def7	Arm6	[FCS]	atk14	MR4F	7d+4c greataxe	\$9

Slithes:

These poisonous snake-men are evil and cunning. They have large, sturdy bodies and their shamans and elders are accomplished spellcasters.

a slithe	S60	I11	D11	H60	mv3	Def6	Arm10	[FCS]	atk20		9di long bow	\$5
a slithe assassin	S65	I14	D12	H60	mv3	Def5	Arm10	[FCS]	atk21		9d-1i large knife	\$5
a slithe priest	S60	I13	D5	H60	mv3	Def5	Arm10	[FCS]	atk12	p35	17di	\$6
a slithe mage	S60	I12	D16	H60	mv3	Def6	Arm10	[FCS]	atk12	m35	17di	\$6
a slithe elder	S60	I13	D19	H60	mv2	Def5	Arm10	[FCS]	atk15	m40 p40	17di	\$7

Crocas:

Crocas are crocodile-men with bows and good aim. Placing obstacles in their path will foil their tendency to fill one full of arrows.

a croca	S75	I12	D10	H75	mv5	Def7	Arm17	[FCS]	atk17		11di long bow	\$5
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a crocanage	S75	I12	D14	H75	mv3	Def6	Arm17 [FCS]	atk12 m44	21d+1c	\$6
a crocashaman	S75	I12	D13	H75	mv3	Def6	Arm17 [FCS]	atk12 p36	21d+1c	\$6
the Crocaking	S75	I12	D13	H190	mv3	Def6	Arm22 [FCS]	atk12 p85 MR5F	21d+1c	\$10

Dinosaurs:

These fast, warm-blooded, sharp-toothed and -clawed carnivores are perhaps some of the most dangerous foes one can face. Extreme caution is advised when dealing with the larger dinosaurs.

a deinonychus	S12	I13	D6	H17	mv9	Def10	Arm2 [FCS]	atk13	6d+1i	
a velociraptor	S40	I13	D5	H40	mv8	Def9	Arm3	atk17	14d+1i	
an allosaur	S85	I12	D6	H90	mv4	Def7	Arm6 [FCS]	atk12	24d+1i	
a tyrannosaur	S140	I12	D10	H180	mv6	Def6	Arm12 [FCS]	atk13 MR10	40di	\$1

Arthropods:

These creepy, crawly things are nearly always armored and poisonous.

a large scorpion	S10	I10	D6	H10	mv4	Def7	Arm1	atk10	3d-1c	\$1
a huge scorpion	S15	I13	D5	H15	mv5	Def8	Arm2	atk12	4d+1c	\$2
a giant scorpion	S20	I12	D6	H20	mv4	Def7	Arm4	atk14	6d-1i	\$2
a gigantic scorpion	S42	I11	D6	H40	mv4	Def7	Arm12	atk17	12di	\$3
a hyperscorpion	S40	I13	D9	H40	mv4	Def7	Arm16 [sPC]	atk20 MR8F	11d+1i	\$2
a giant millipede	S40	I8	D4	H40	mv4	Def10	Arm15 [FCS]	atk12	11d+1c	
a millipede steed	S40	I8	D4	H40	mv3	Def9	Arm15 [FCS]	atk11	11d+1c	
a giant centipede	S16	I13	D4	H16	mv7	Def9	Arm2 [FCS]	atk17	5d-2c	
a large spider	S8	I7	D5	H8	mv3	Def3	Arm0	atk9	2d+1c	\$1
a huge spider	S13	I12	D6	H13	mv5	Def5	Arm2	atk12	4d-1c	\$2
a giant spider	S20	I12	D6	H20	mv4	Def4	Arm3	atk14	6d-1c	\$3

a gigantic spider	S25	I12	D7	H25	mv4	Def4	Arm3	atk14	7dc	\$4
a hyperspider	S75	I12	D9	H75	mv9	Def12	Arm20 [FCS]	atk30 MR10F	21d+1c	\$2
a giant ant	S6	I12	D5	H8	mv3	Def6	Arm3	atk10	2d-1c	\$1
an ant swarm	S10	I13	D5	H10	mv5	Def5	Arm20 [FCS]	atk16	6d-1c	
a locust swarm	S12	I16	D4	H10	mv12	Def12	Arm22 [CS]	atk16	6d+1c	
tsetse flies	S8	I13	D5	H6	mv8	Def8	Arm10	atk12	5dc	
a giant beetle	S12	I13	D4	H12	mv5	Def8	Arm3	atk11	3d+1c	
a slicer beetle	S80	I12	D5	H30	mv4	Def7	Arm12 [FCS]	atk14	23d-1c	\$1
a giant cockroach	S40	I13	D6	H40	mv6	Def10	Arm14 [FCS]	atk15 MR5	11d+1c	\$2

Scorpions:

These scorpion-men are fortunately rare and seldom encountered, for they are dangerous and difficult to kill.

a scorio	S50	I19	D9	H50	mv5	Def8	Arm10 [FC]	atk18 MR2	14d+2c scimitar	\$5
a scorio archer	S55	I20	D7	H60	mv4	Def7	Arm12 [FC]	atk19 MR4	8d+1i long bow	\$5
a scorio mage	S25	I18	D16	H25	mv3	Def6	Arm11 [FCS]	atk12 m38 MR2	3d-1i knife	\$6
the scorio chief	S95	I20	D18	H100	mv7	Def10	Arm20 [FCS]	atk12 m60 MR4F	27di	\$10

Insectmen:

Insect-men are fanatically loyal to their queen, and dangerously proficient with their three-pronged runkas.

an insectman	S80	I18	D10	H60	mv4	Def7	Arm25 [FCS]	atk20 MR5	11d+3i runka	\$3
an insect priest	S60	I15	D15	H60	mv6	Def9	Arm22 [FCS]	atk12 p45 MR2	17dc	\$4
an insect warrior	S120	I13	D10	H90	mv5	Def8	Arm28 [FCS]	atk20 MR7	17d+2i runka	\$5

Spider-men:

Some spiders are intelligent and dextrous enough to actually use weapons and act in teams. They are heavily-

armored, and rarely miss with their chosen weapons, making them difficult opponents.

a spider warrior	S62	I12	D9	H45	mv10	Def12	Arm15	[FCS]	atk20	MR5	18dc	broadsword	\$5
a spider archer	S95	I14	D10	H65	mv8	Def11	Arm15	[FCS]	atk30	MR5	13d+3i	long bow	\$5
a spider savant	S50	I12	D16	H50	mv6	Def9	Arm15	[FCS]	atk12 m45	MR7	14d+1c		\$8

Goo:

These slimy, noxious piles of animated sewage defy the natural laws of evolution and are resistant to many forms of damage.

a pile of goo	S60	I6	D7	H50	mv6	Def6	Arm16		atk13	MR5F	17dc		\$4
a sludge mound	S62	I9	D9	H45	mv5	Def5	Arm16	[FCS]	atk15	MR4F	18d-1c		\$3

Plants:

Some of these forms of carnivorous vegetation are susceptible to fire, and some are difficult to locate on the field of battle. Careful scrutiny, however, will usually find the foe.

killer grass	S12	I12	D3	H12	mv3	Def7	Arm2	[FCS]	atk18		3d+1c		\$1
a killer tree	S20	I10	D6	H20	mv5	Def6	Arm8	[CS]	atk12	MR5	6d-1c		\$2
a killer tumbleweed	S16	I13	D4	H16	mv7	Def9	Arm4	[FCS]	atk15		5d-2c		\$1
a shambler	S20	I8	D5	H20	mv3	Def6	Arm7	[fsC]	atk10		6d-1b		\$2

Minerals:

Sometimes magical forces will inadvertently animate the very soil. Travelers have reported that the sand of a distant desert isle would often attack their feet with sharp, nasty bites.

a sandling	S12	I10	D5	H14	mv2	Def4	Arm2	[S]	atk12	F	3d+1c		\$3
a flurry	S15	I15	D4	H15	mv12	Def12	Arm3	[CS]	atk20		4d+1c		

Golems:

These magical constructs are summoned by mighty priests and follow their masters unerringly. They are difficult to harm and immune to most spells. Often, the only way to destroy a golem is to simply hack it apart, not an easy task.

an ice golem	S25	I12	D5	H25	mv4	Def8	Arm6	[fCS]	atk12	MR9F	7db		
a mud golem	S30	I8	D4	H30	mv4	Def5	Arm7	[FCS]	atk12	MR9F	9d-2b		
a clay golem	S35	I8	D4	H35	mv4	Def5	Arm8	[FCS]	atk12	MR9F	10db		
a stone golem	S40	I9	D4	H40	mv4	Def8	Arm9	[FCS]	atk12	MR12F	11d+1b		
a marble golem	S45	I9	D4	H45	mv4	Def8	Arm10	[FCS]	atk12	MR12F	13d-1b		
an iron golem	S50	I8	D4	H50	mv3	Def7	Arm12	[FCS]	atk12	MR15F	14d+1b		

Faeries:

These magical creatures were once good and mischievous, but some have turned to evil deeds, and their magical prowess is to be reckoned with.

a quickling	S50	I20	D12	H8	mv16	Def17	Arm2		atk20 m35	MR12	7d-3i	dagger	\$3
a leprechaun	S10	I15	D15	H6	mv10	Def10	Arm2		atk15 m45	MR10	3d-1b	club	\$6
a sprite	S8	I19	D14	H10	mv8	Def8	Arm3		atk14 m35	MR20	1d+1i	hand crossbow	\$4
a pixie	S8	I18	D12	H5	mv8	Def8	Arm4		atk12 m40	MR10	1d-2i	knife	

Aquatic Creatures:

In the depths of the ocean lurk creatures unknown to most land-dwellers. When fighting these sea-creatures, flames are nearly useless, but electrical attacks may meet with some success.

manta ray	S20	I12	D6	H20	mv13	Def15	Arm2	[FC]	atk15		6d-1c		
an electric eel	S12	I14	D6	H12	mv9	Def11	Arm3	[FCS]	atk16		3d+1c		
a giant eel	S30	I13	D6	H25	mv9	Def11	Arm2	[FCS]	atk15		9d-2c		

a giant squid	S60	I12	D6	H50	mv9	Def12	Arm3	[FCS]	atk12	17dc	\$1
a giant octopus	S48	I12	D6	H40	mv7	Def9	Arm4	[FCS]	atk13	14d-1b	\$1
a shark	S40	I12	D5	H20	mv11	Def13	Arm4	[FCS]	atk15	11d+1i	
a giant shark	S50	I12	D5	H50	mv10	Def12	Arm3	[FCS]	atk17	14d+1i	
killer kelp	S16	I12	D10	H16	mv4	Def5	Arm3	[sFC]	atk12	5d-2c	\$1
a triton	S20	I12	D11	H20	mv7	Def10	Arm4	[FC]	atk14	MR6 3d+1i trident	\$5
a triton archer	S20	I12	D11	H20	mv5	Def8	Arm4	[FC]	atk17	MR6 3d+3i crossbow	\$6
a triton warrior	S30	I12	D12	H30	mv8	Def11	Arm5	[FCS]	atk13	MR3 4d+3i trident	\$7
a triton shaman	S25	I12	D15	H25	mv6	Def9	Arm4	[FCS]	atk12 m25 p25	7dc	\$7

Dragons:

It is difficult to figure what is worst about dragons -- their magical breath, their knife-like teeth, or their skill with magical spells. Perhaps the only good thing about them is the wealth they accumulate. Dragons are impervious to many magical attacks, and if one should step next to you, you had better blink away!

a dragon hatchling	S10	I10	D8	H10	mv2	Def4	Arm6	[cF]	atk8	MR5 3d-1i	\$4
a baby dragon	S12	I10	D10	H12	mv4	Def6	Arm8	[cFS]	atk10 m16	3d+1i	\$4
a young dragon	S15	I12	D12	H15	mv6	Def9	Arm10	[cFS]	atk12 m18	MR2 4d+1i	\$5
a dragon	S30	I12	D12	H50	mv3	Def7	Arm12	[FS]	atk15 m22 p22	MR4 9d-2i	\$8
an old dragon	S50	I12	D14	H75	mv4	Def7	Arm15	[FS]	atk13 m26 p23	MR10 14d+1i	\$9
an ancient dragon	S100	I12	D17	H100	mv4	Def8	Arm20	[FS]	atk16 m40 p40	MR14F 29d-2i	\$9
a swamp dragon	S30	I12	D12	H50	mv3	Def7	Arm13	[FCS]	atk15 m25	MR10 9d-2i	\$8
an ice dragon	S90	I12	D12	H90	mv4	Def8	Arm18	[FCS]	atk18 m34 p22	MR10 26d-1i	\$8
a storm dragon	S50	I12	D13	H50	mv4	Def8	Arm15	[FCS]	atk19 m44 p32	MR9 14d+1i	\$9

Flames:

These fiery creatures are susceptible to cold-based attacks, and can deal out a quite a bit of damage, even to the "fire-proof".

a salamander	S60	I18	D16	H40	mv8	Def8	Arm15	[FS]	atk19	MR8 17dc	\$4
a fire elemental	S80	I9	D13	H80	mv5	Def5	Arm12	[FS]	atk17	MR6F 23d-1c	

Mutants:

Experiments gone awry have produced these genetic mutants, and their abilities can be described as random at best.

a yralik	S16	I12	D14	H16	mv4	Def6	Arm3	[cFS]	atk12 m45	MR10 5d-2c	\$2
a smaaja	S200	I8	D14	H90	mv1	Def4	Arm16	[sFC]	atk24 m55	MR10 57dc	\$6
a grunglok	S80	I9	D6	H85	mv2	Def4	Arm15	[FCS]	atk14	MR20 23d-1c	\$5
a grunzalk	S25	I12	D14	H25	mv3	Def6	Arm8	[fCS]	atk12 p19	MR10 7dc	\$5
a prajja	S10	I13	D10	H10	mv5	Def9	Arm44	[FCS]	atk18	MR10 3d-1c	\$3
a drukk	S13	I13	D13	H13	mv9	Def13	Arm2	[FCS]	atk18	4d-1c	\$7
a mluap	S50	I6	D12	H30	mv1	Def1	Arm12	[FCS]	atk6 m19 p19	14d+1c	\$4
a haladi	S22	I15	D6	H22	mv6	Def7	Arm3	[FCS]	atk12	MR8 6d+1c	\$2
a joffen	S100	I12	D10	H200	mv1	Def1	Arm5	[cFS]	atk20 m20	29d-2c	\$5
a spekkankh	S18	I13	D8	H8	mv6	Def8	Arm2		atk20	MR50 5dc	\$3
a nuulosi	S12	I10	D12	H10	mv3	Def5	Arm5		atk12 p35	MR5 3d+1c	\$3
a kitalota	S35	I12	D8	H40	mv3	Def6	Arm4	[FCS]	atk13	10dc	\$6
a zokk	S4	I12	D4	H4	mv4	Def6	Arm90	[FC]	atk16	MR10 1dc	\$3

Demons:

These foul, evil creatures can be one's most difficult opponents. They come from Nahlakh, and their world must be a hellish, dangerous place. When dealing with demons, iron weapons are often one's only recourse.

an imp	S8	I12	D8	H8	mv3	Def3	Arm2	atk12 p16	F	2d+1i	
a faalaakh	S12	I12	D10	H14	mv4	Def4	Arm2 [cF]	atk12	MR5F	3d+1i	
an izaakh	S15	I12	D9	H14	mv4	Def7	Arm5 [fC]	atk14	MR3F	4d+1i	
a zenalith	S20	I12	D10	H22	mv5	Def7	Arm4	atk11 m22	F	6d-1i	
a traalik	S16	I11	D10	H28	mv5	Def7	Arm6 [s]	atk15	MR5F	5d-2i	
a vurnath	S13	I12	D8	H24	mv6	Def8	Arm4	atk14	MR10F	4d-1i	
a gezzalikh	S20	I12	D8	H40	mv2	Def4	Arm6	atk12 p22	F	6d-1i	
a nesokh	S20	I12	D10	H50	mv3	Def6	Arm9	atk16	MR5F	6d-1i	
a sokka	S80	I13	D8	H80	mv8	Def11	Arm14 [PCS]	atk20 m24	MR5F	23d-1i	
a zathoka	S20	I30	D6	H60	mv3	Def6	Arm8 [PCS]	atk14	F	6d-1i	
a braugha	S20	I13	D9	H75	mv4	Def7	Arm9	atk14	MR10F	6d-1i	
a buranthok	S6	I14	D7	H10	mv10	Def11	Arm1	atk16	MR10F	5d-2i	
a klaugh	S75	I9	D12	H100	mv6	Def10	Arm12 [PCS]	atk20 m30 p30	MR8F	21d+1i	
a shaonilakh	S60	I10	D13	H100	mv4	Def7	Arm10	atk13 m35 p35	F	17di	
a thokkha	S40	I12	D9	H150	mv3	Def4	Arm6 [PCS]	atk18	MR20F	11d+1i	
a nahlakhikh	S130	I20	D20	H200	mv4	Def7	Arm18 [PCS]	atk30 m50 p50	MR10F	19d+1i nahlakha	\$1

Undead:

The undead are mindless, soulless opponents who attack with abandon and never retreat. Silver weapons sear their flesh, even damaging the insubstantial.

a skeleton	S8	I12	D6	H8	mv4	Def7	Arm3 [C]	atk11	F	2d+2c scimitar	\$2
a skeletal wolf	S12	I13	D6	H11	mv4	Def4	Arm3 [C]	atk10	F	3d+1i	
a zombie	S13	I5	D6	H10	mv2	Def2	Arm2 [fC]	atk9	F	4d-1b	\$2
a ghoul	S12	I12	D8	H13	mv4	Def4	Arm2 [C]	atk11	F	3d+1c	\$1
a ghast	S12	I13	D10	H16	mv4	Def4	Arm3 [fC]	atk13	F	3d+1c	\$2

a wight	S16	I10	D8	H18	mv4	Def5	Arm3 [f]	atk13	F	5d-2b	\$2
a shadow	S13	I15	D6	H19	mv6	Def6	Arm4 [fC]	atk13	F	4d-1b	\$3
a wraith	S12	I13	D11	H20	mv5	Def7	Arm3 [PCS]	atk15	MR8F	3d+1b	\$2
a spectre	S12	I12	D11	H24	mv6	Def9	Arm3 [PCS]	atk12 m20	F	3d+1b	\$3
a mummy	S20	I9	D6	H24	mv3	Def4	Arm16 [fCS]	atk13	MR5F	6d-1b	\$6
a lich	S18	I15	D19	H30	mv3	Def7	Arm6 [fCS]	atk11 m35 p35	MR6F	5dc	\$10
an archlich	S20	I12	D20	H80	mv5	Def5	Arm10 [PCS]	atk12 m50 p50	MR10F	6d-1c	\$10
a skeletal knight	S25	I12	D12	H40	mv4	Def9	Arm6 [CS]	atk18	MR8F	7d+3c greatsword light plate	\$8
a skeletal knight	S44	I12	D12	H75	mv5	Def10	Arm8 [CS]	atk20	MR8F	13d+1c greatsword field plate	\$9
a ghost	S20	I20	D20	H20	mv15	Def15	Arm33 [CS]	atk19	MR6F	6d-1c	\$7
a vampire	S60	I12	D15	H55	mv6	Def6	Arm19 [CS]	atk18	MR5F	17dc	\$7
a vampire rat	S20	I16	D8	H20	mv9	Def9	Arm12 [CS]	atk16	MR2F	6d-1c	\$2
a walking corpse	S80	I8	D6	H90	mv4	Def4	Arm17 [CS]	atk13	MR2F	23d-1c	\$4
a skeletal trog	S75	I12	D6	H75	mv5	Def6	Arm18 [CS]	atk12	MR3F	21d+1c	\$4
a skeletal dragon	S180	I11	D14	H240	mv4	Def8	Arm24 [PCS]	atk16 p50	MR5F	51d+1i	\$10

Nahlakh:

Nahlakh personified represents what remains of the demon world's energy, both magical and physical, and as such, can kill with a single blow.

Nahlakh	S140	I40	D40	H650	mv9	Def11	Arm44 [PCS]	atk30 m65 p65	MR9F	40dc	\$10
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Time

The passage of time has a great effect on the difficulty of the game. The more days that go by, the more 'green-blooded' opponents will be present, and the townspeople give you worse and worse deals on buying and selling equipment. Therefore, it is to your advantage to save as much time as possible.

Along the same line of thought, your 'score' at the end of the game is simply the number of (game) days you took -- lower is better. For your own reference, the fastest playtester took 297 days.

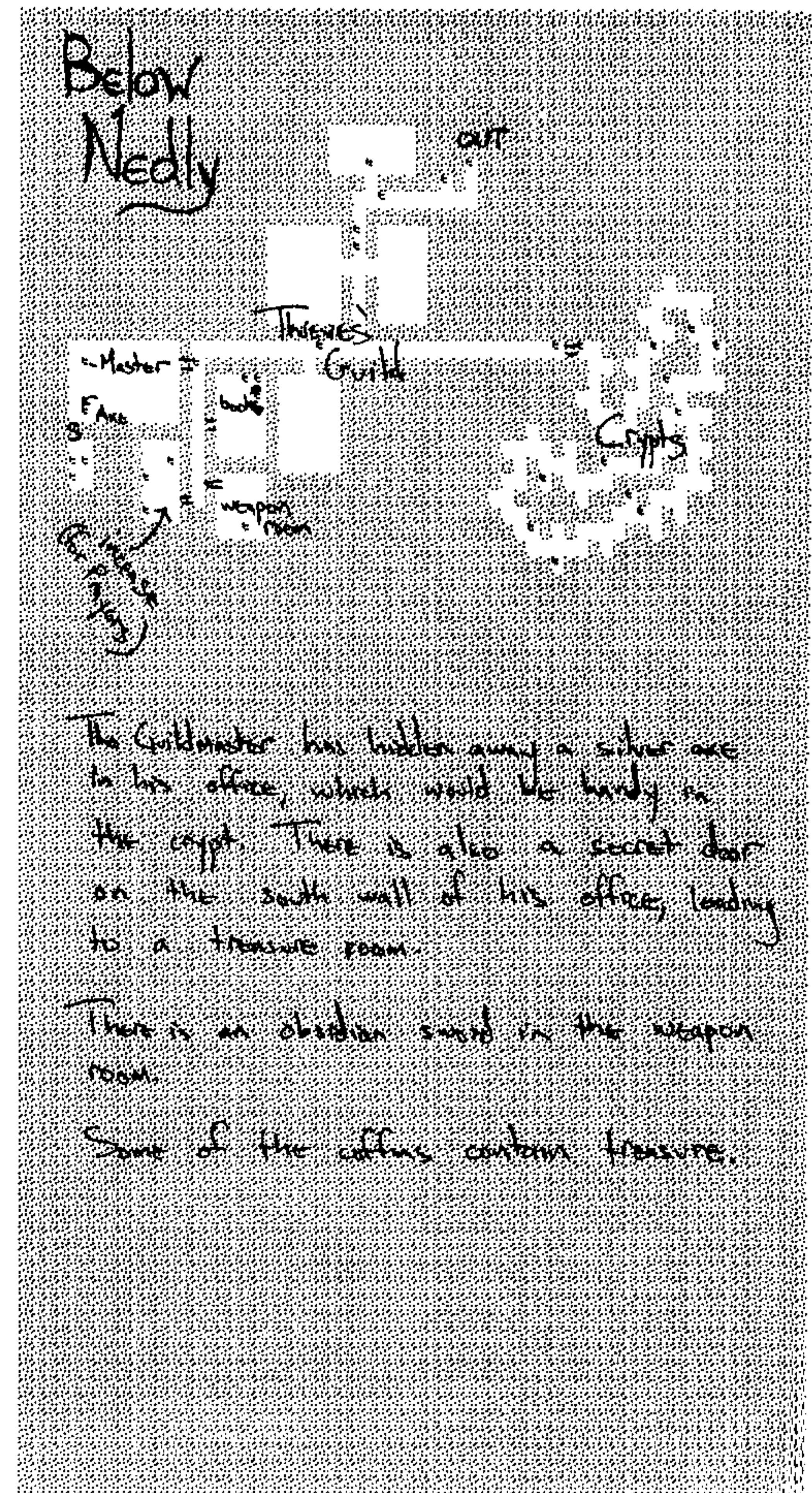
Maps

Outside and in towns, you can press 'c' to get an overhead map. This is undocumented for lame unregistered people, although I'm sure lots of them figured it out for themselves. You cannot get an underground map because some dungeons teleport you around and having an auto-map would ruin the fun.

There are three types of main bad guys; those that are Keyholders, those that mayors wish you to kill, and those that are there simply to loot and pillage. Of the three, the only *necessary* ones are the Keyholder dungeons (see the monster list to see who the 13 Keyholders are), but you probably need to go in the others to build up enough money, equipment, and experience.

On the maps, each dark dot is either a monster, item, or message. I've written in the particularly interesting stuff, and you can check out the other things yourself.

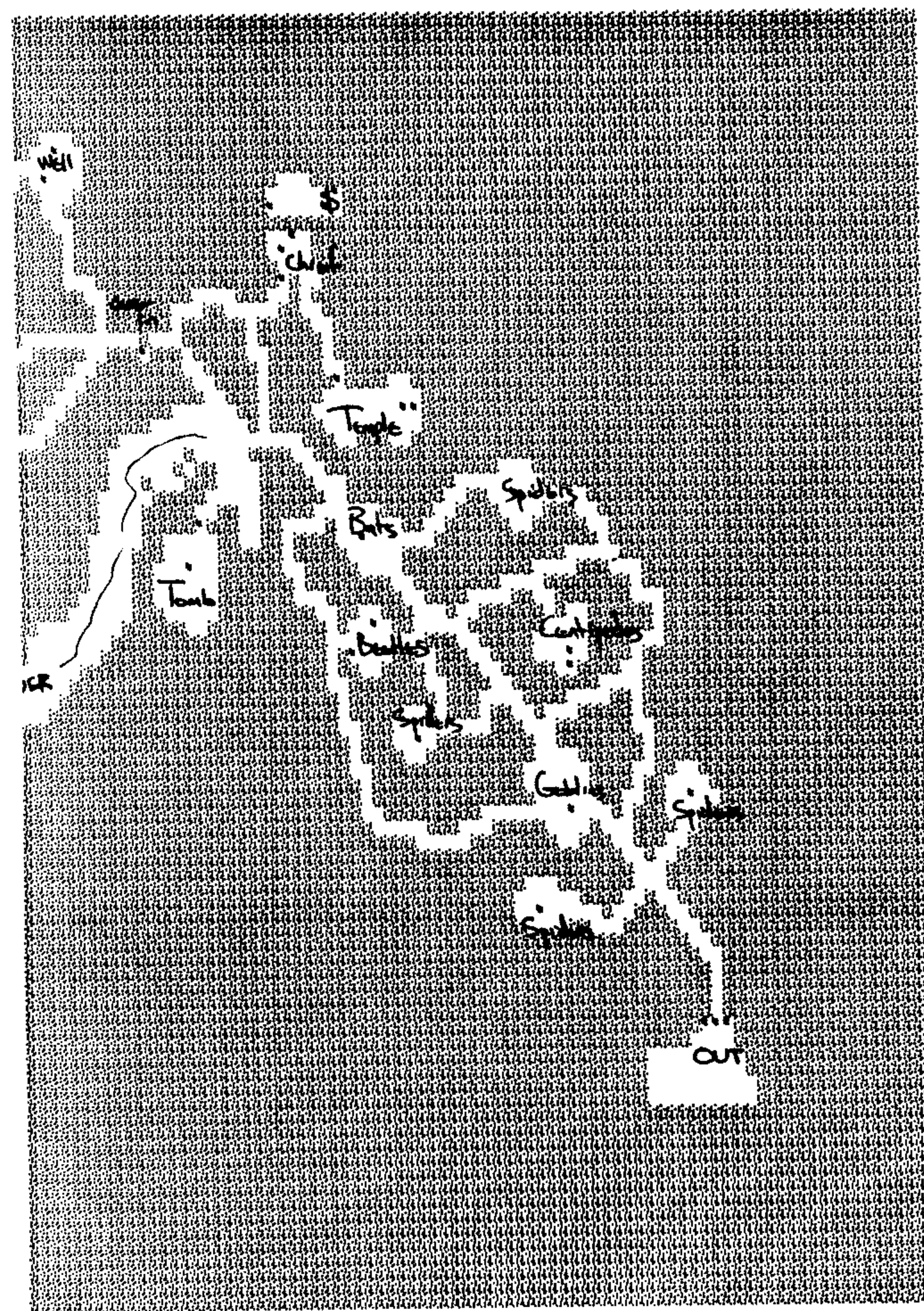
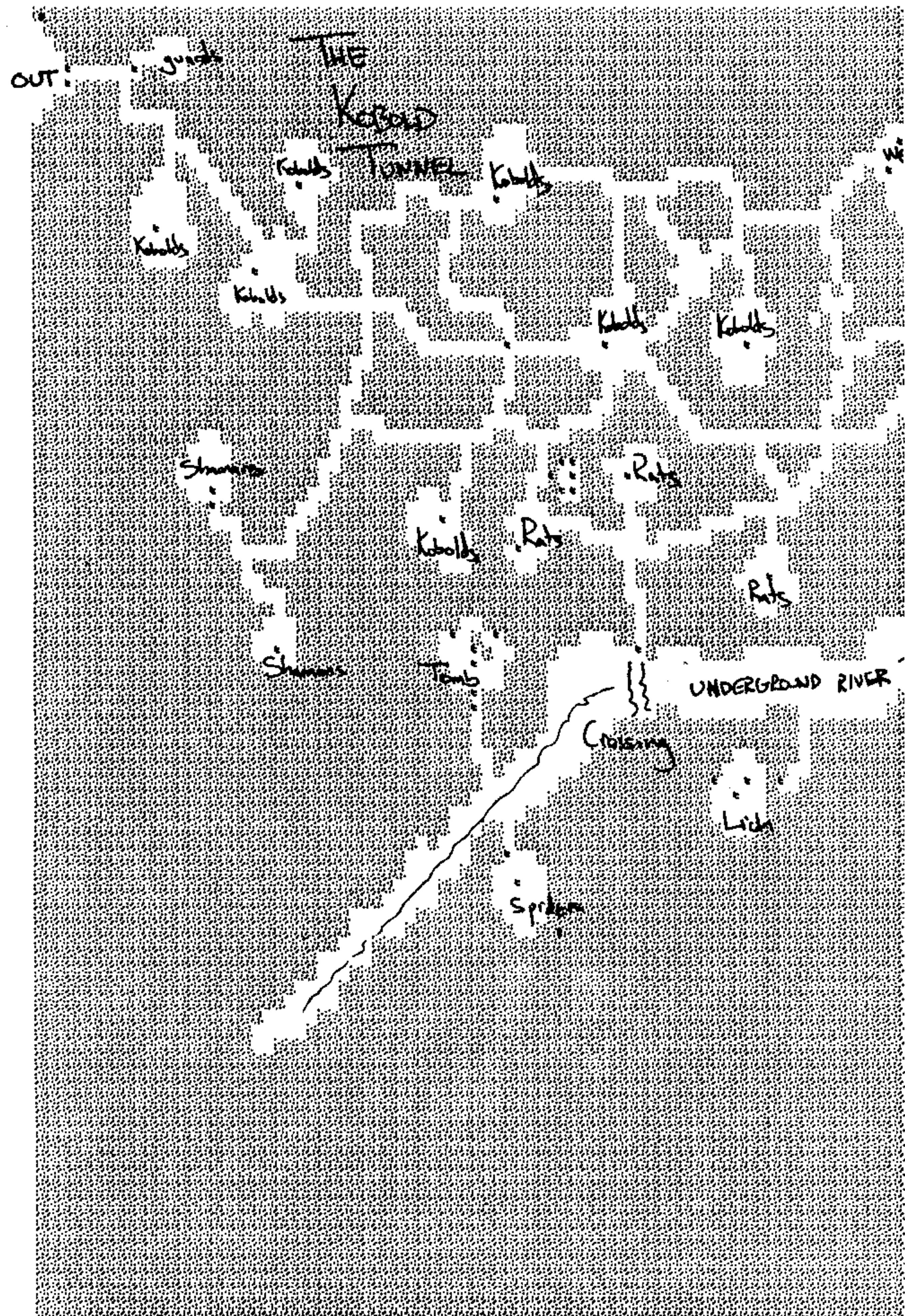
The following maps are what I consider to be the particularly difficult or confusing areas. Some dungeons (the frogmen cave, the lizardman cave, and the troglodyte cave, for example) have no secret doors, no hidden areas, are relatively small, and a map of them is a waste of paper. There is no map of the final dungeon or the ice castle, so that the surprise or suspense that I have hopefully created is not ruined. However, if you are really confused about an area, feel free to write and ask for a copy of the confusing map. Just don't ask for "all the other maps", please -- only request a map if you really need it.



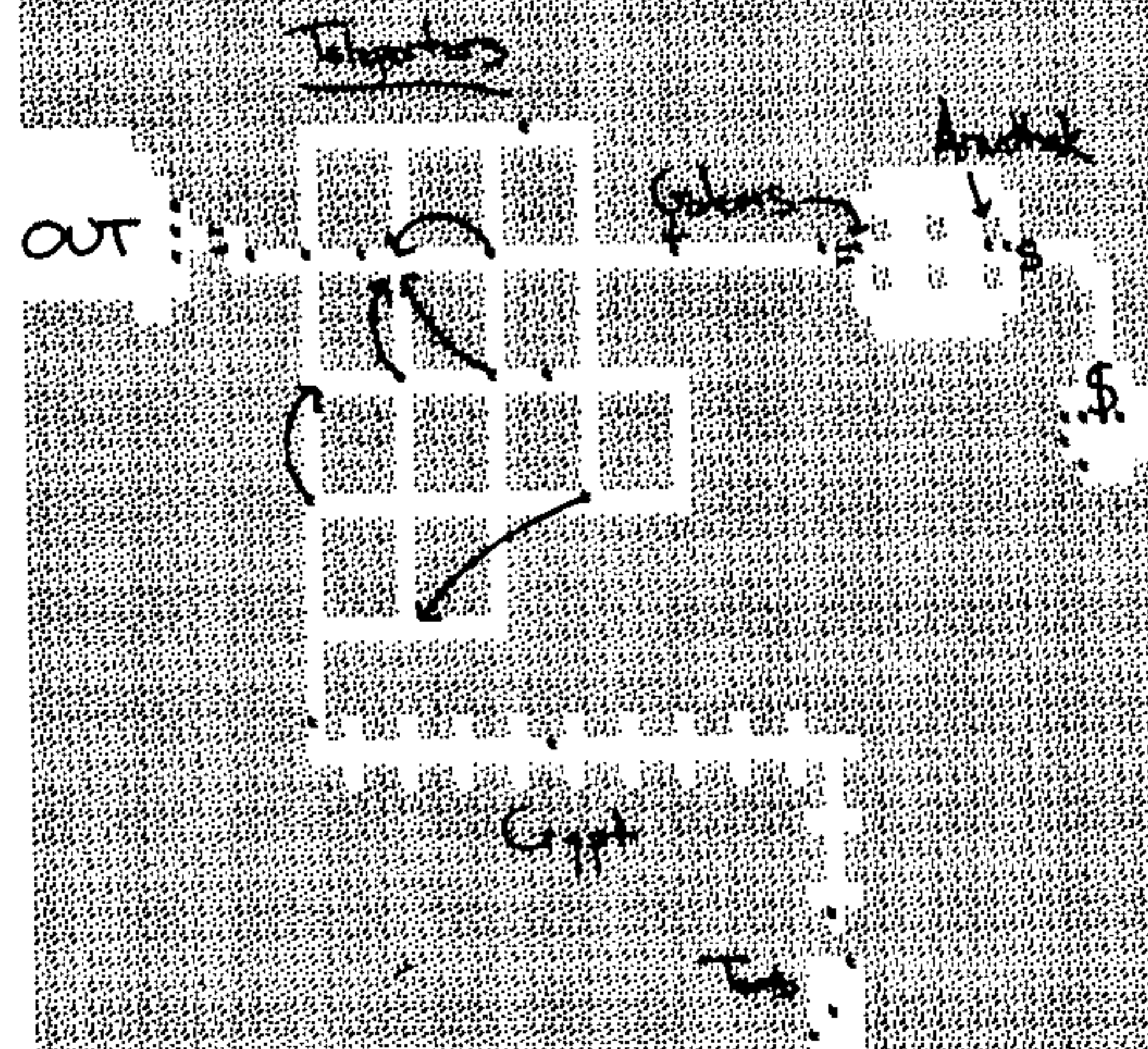
The Guldmaster has hidden away a silver axe in his office, which would be handy in the crypt. There is also a secret door on the south wall of his office, leading to a treasure room.

There is an obsidian sword in the weapon room.

Some of the coffins contain treasure.

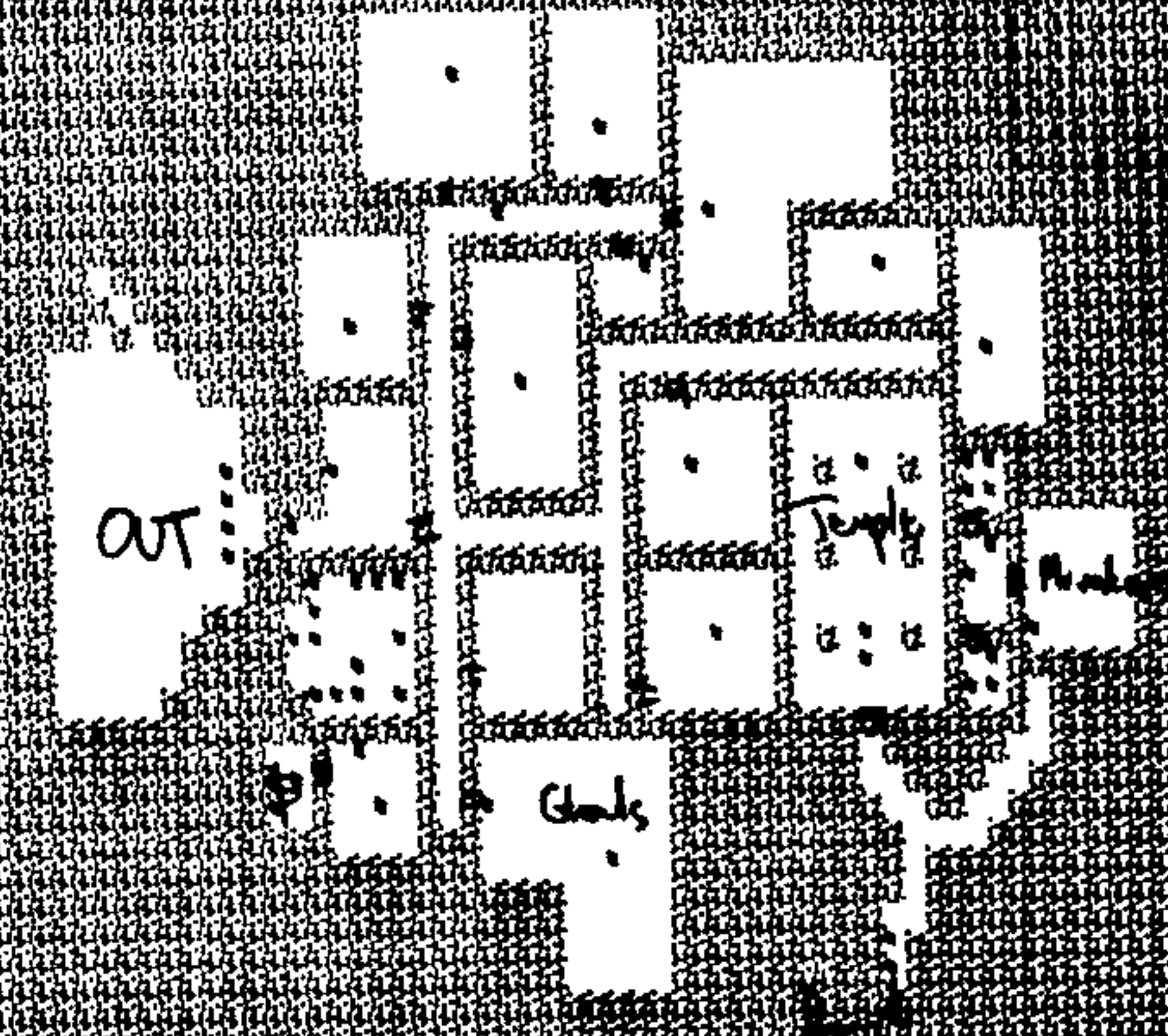


ARANTHAK'S TOMB

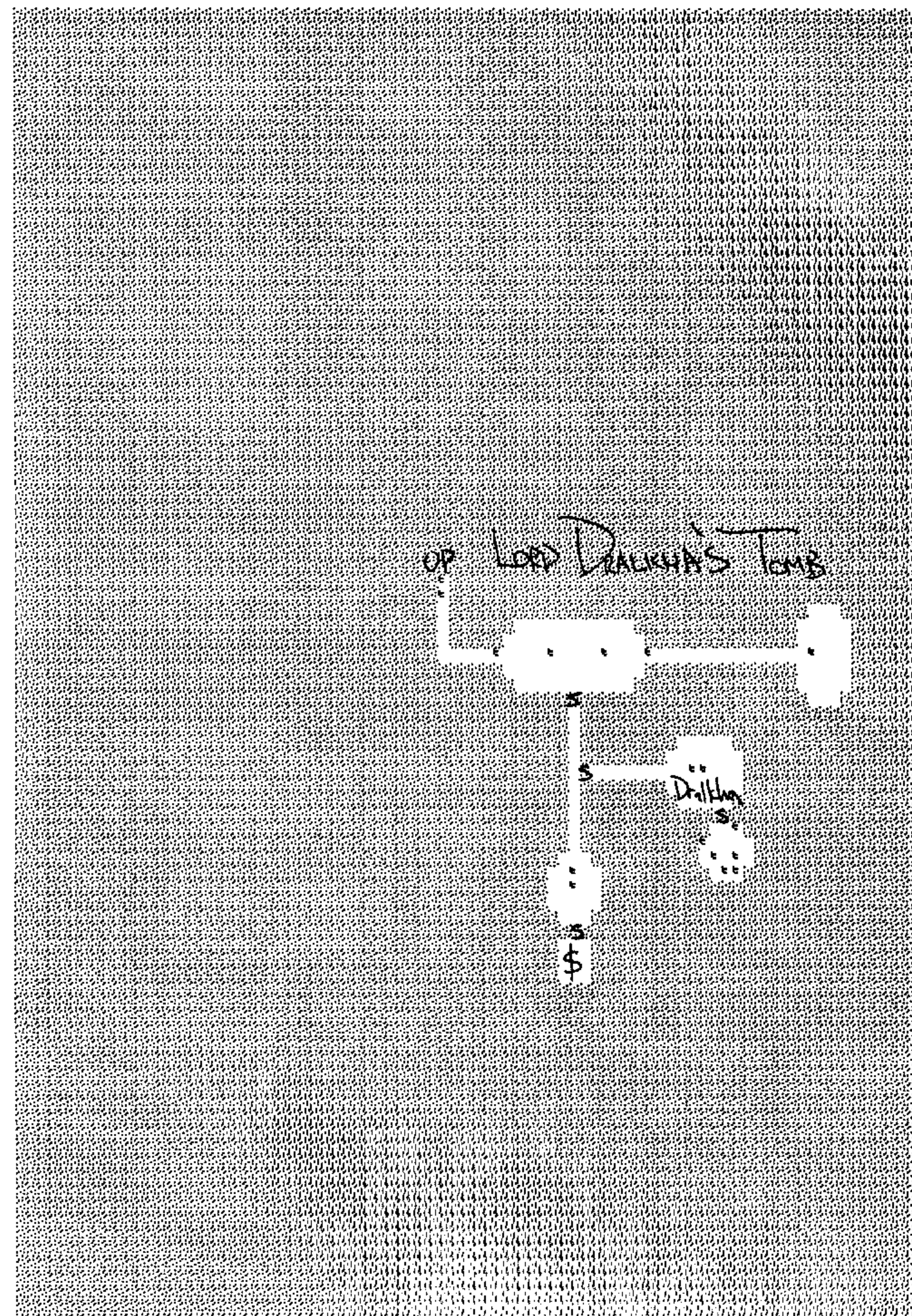
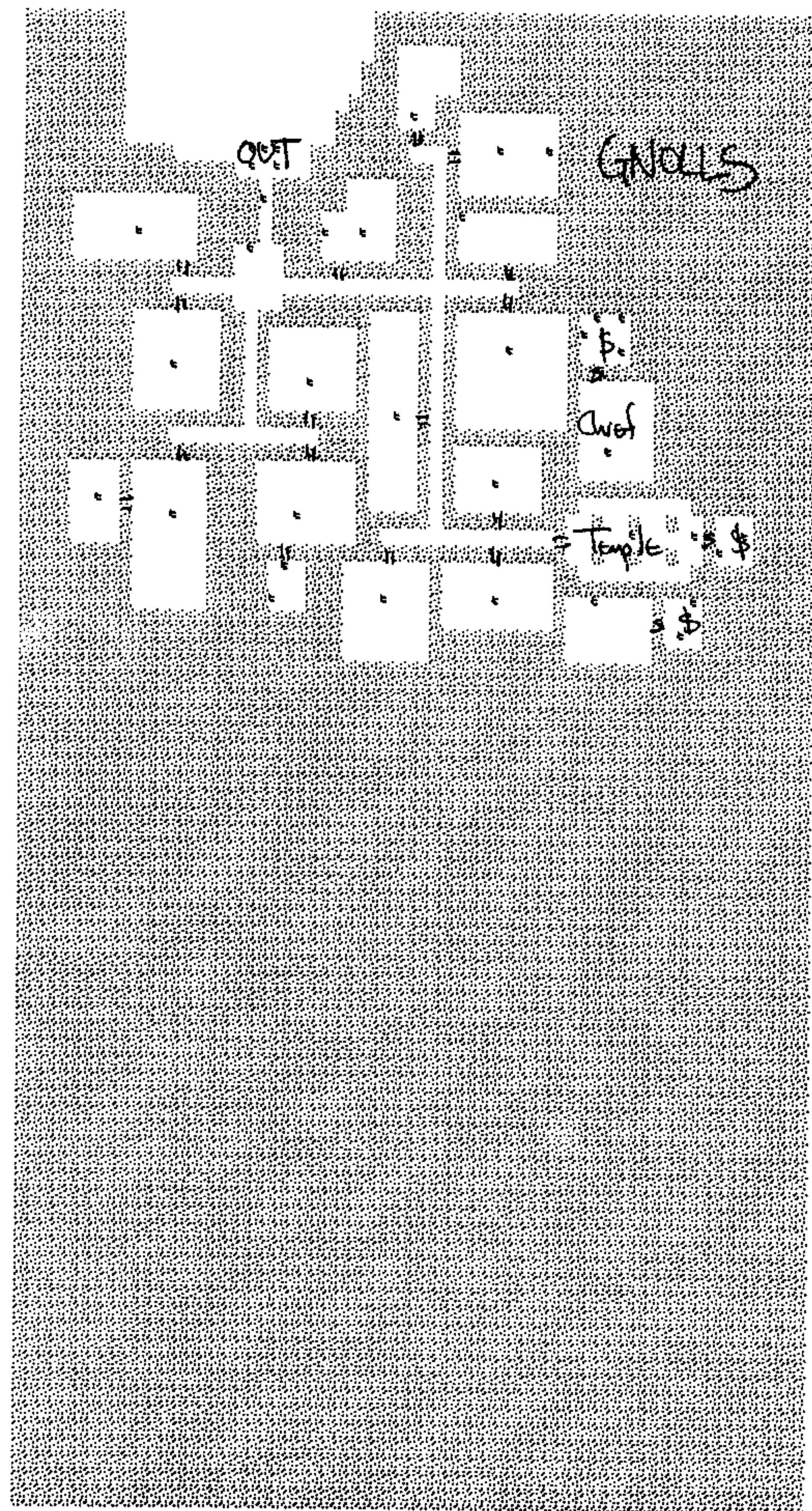


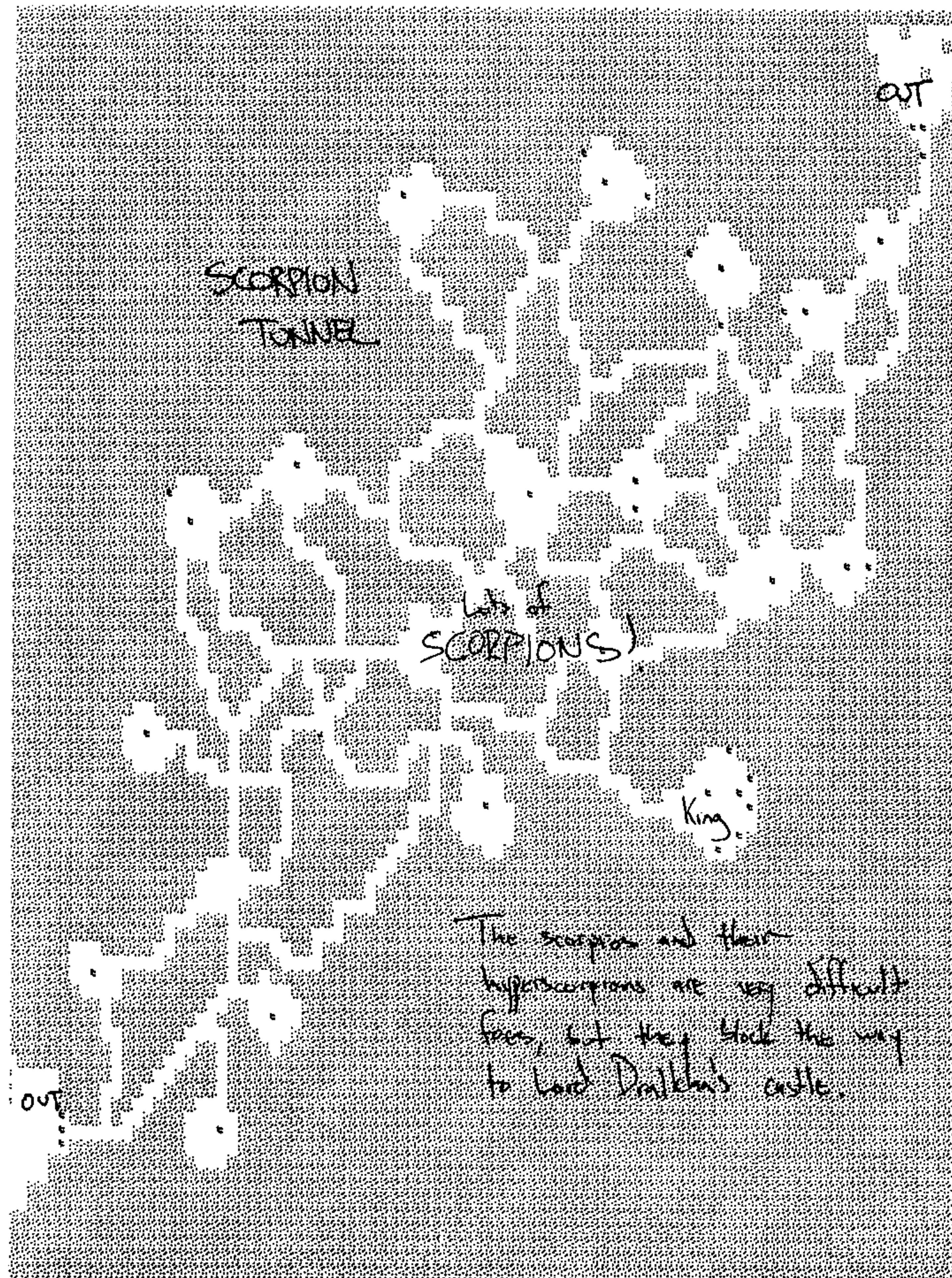
Arantak's crown lies on his coffin and his other treasures are behind a secret door

THE DEATH CRYPT









The scorpion and their
hypescorpions are very difficult
foes, but they block the way
to Lord Dralkha's castle.

