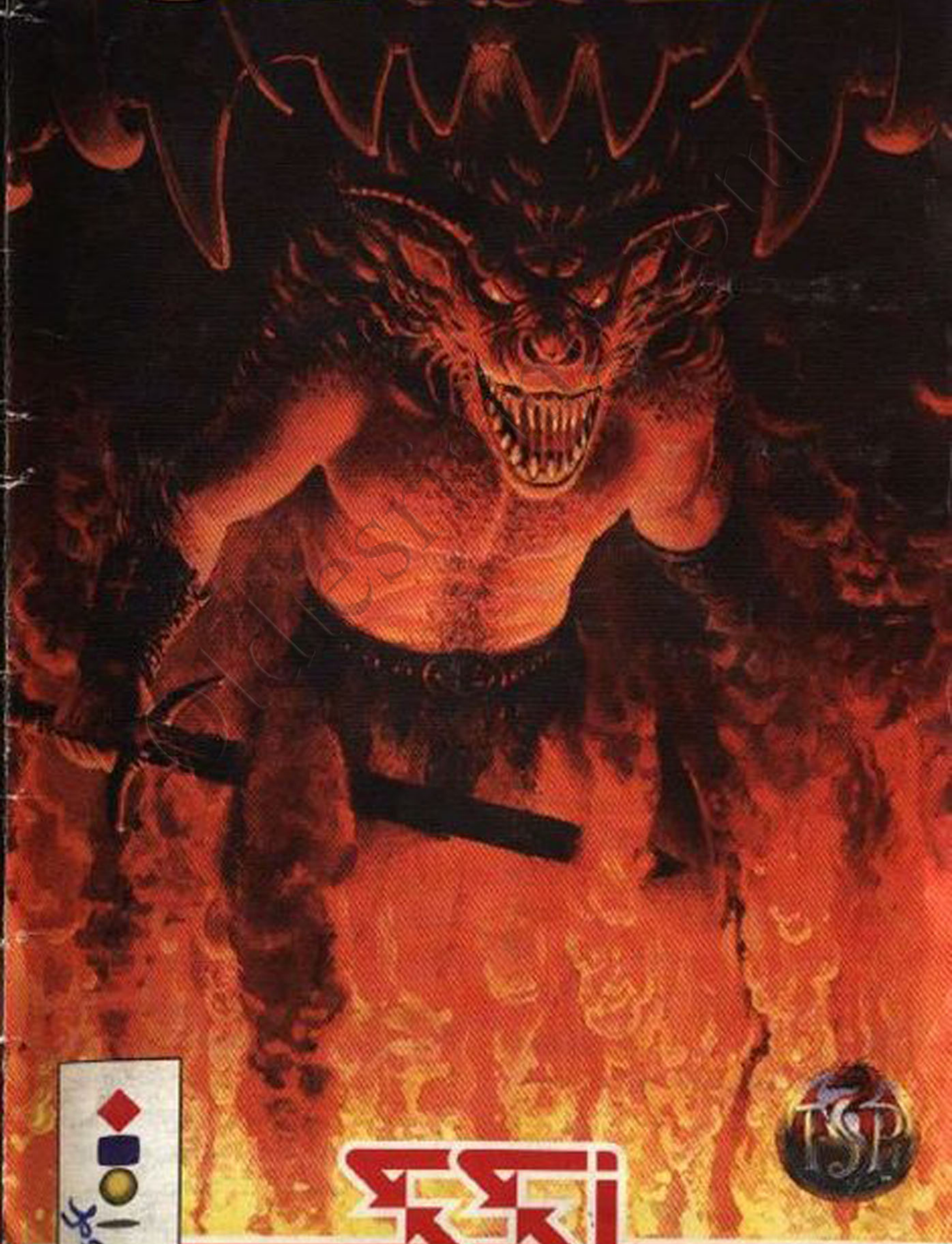


Advanced
Dungeons & Dragons[®]
COMPUTER 2nd Edition GAME

SLAYER[™]



ESR[®]



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◆ INTRODUCTION ◆



There comes a point in every hero's life when he or she feels bored. These people have mapped out the dungeons, slain the foul demons, saved the king's heir, and seized all the treasure. Now, at the height of their fame, they ask, "What's next?"



SLAYER™ is next.

Think you can map and memorize any dungeon anywhere? Try it with a random dungeon generator stocked with billions of different layouts. Think you've got all the magic items and spells you could get your greedy little mitts on? Guess again. Think you've faced the toughest creatures around? Keep thinking that and you won't last a second in the SLAYER game.

Face the facts in this real-time, 3-D, easy-to-use experience. And, if you're tired of playing everyone else's games, SLAYER lets you create your own! You choose how many creatures to face, traps to spring, levels to conquer, and how much treasure to win. Even save your game to share with a friend (or to inflict upon an enemy!).

Dare to survive SLAYER, and conquer the most dangerous dungeons your mind can imagine!

Getting Started

You may use pre-generated adventurers if you want to get a quick start, but your success in SLAYER depends on the skills and talents of your character, so read on. The sections "All About the Characters of SLAYER," starting on page 4, and "How to Play," starting on page 15, are important.

What Comes with This Game?

Your game box should contain this rule book and a game disk. The rule book explains how to play and contains handy references on characters, monsters, and spells. To play, simply put your disc into the 3DO machine and close the drawer.

CREATING A CHARACTER

Relying on wit, talent, and the strength to raise a sword yet one more time, your character journeys through this dungeon alone. As a single-character game, SLAYER requires you to either pick one of the characters available with the game or generate your own dauntless adventurer. But be warned: before creating a character strong enough to survive these dungeons, you should

peruse this book with a careful eye (especially the pages on the talents and abilities of the character classes).

To choose a pregenerated character, use the Choose Character option.

An aside: when you save a game, your character is saved in the first Choose Character slot, and may be chosen like a pregenerated character in later adventures.

Generating Characters

The race, sex, class, alignment, and attributes of your character are up to you. However, a selection in one area may limit your choices in another. If you make your character a paladin, for instance, the only alignment available is lawful good. For a paladin it is impossible to be anything else!

The choices you make also affect the Armor Class and hit points of your character. Hit points increase or decrease depending on the class and Constitution you've chosen, while Armor Class values change according to your character's Dexterity. (Terms such as Armor Class, hit points, Constitution, and Dexterity are explained later on. Look under "Ability Scores" on page 53 and "Other Characteristics" on page 14 for more information.)



◆ GNOMES

Gnomes may be the world's first practical jokers, and have a proven reputation as enthusiastic pranksters. Carefree and lively, it is often as difficult to believe they are kin to dwarves as it is to get any gnome to admit the relation. They live to be around 600 years old, an age reached in part because of their resistance to magic.

Ability Score Modifiers:

Intelligence +1, Wisdom -1

Allowable Classes: Cleric, Fighter, Thief, Cleric/Thief, Fighter/Cleric, Fighter/Thief

Level Restrictions: Cleric, 12th level; Fighter, 14th level; Thief, 16th level

◆ HALF-ELVES

Half-elves prove to be skillful in a wide range of activities, their mix of elven and human blood providing them with many advantages over other races. However, their talents are not so appreciated as to make them welcome company in either human or elven society. While they are seen to travel and mingle in both groups, they are often too short and heavy to be accepted among the elves, while their slender, elven features often make them outcasts among men.

On the average, half-elves live for some 250 years.

Ability Score Modifiers: None

Allowable Classes: Cleric, Fighter, Mage, Ranger, Thief, Fighter/Cleric, Fighter/Thief, Fighter/Mage, Cleric/Ranger, Cleric/Mage, Thief/Mage, Fighter/Mage/Cleric, Fighter/Mage/Thief

Level Restrictions: Cleric, 17th level; Fighter, 17th level; Mage, 15th level; Ranger, 19th level; Thief, 15th level

◆ HALFLINGS

Halflings avoid dungeons as a rule. Their backsides are accustomed to the comfort of padded chairs, and their feet enjoy resting atop mounds of well-feathered pillows. This is not to say they are lazy, for as a race halflings prove to be sturdy and industrious, always making certain their larders stay full to bursting and their burrows remain warm and well-furnished.

A bit shorter than dwarves, halflings can usually be spotted by their curly hair and round, broad faces. They are plump, quiet, and well-liked by the other races, especially the gnomes. When adventuring, halflings show their mettle by their innate resistance to magic and the +1 bonus they receive for their skill with slings.

Ability Score Modifiers: Dexterity +1, Strength -1

Allowable Classes: Cleric, Fighter, Thief, Fighter/Thief

Level Restrictions: Cleric, 11th level; Fighter, 12th level; Thief, 18th level

◆ HUMANS

Humans can be found nearly everywhere, the foul hearts of dungeons being but one of the locations these aggressive creatures seem willing to brave. Enterprising and materialistic by nature, humans often risk their short, 70-year life span in quests for immediate, personal gain. Yet it proves difficult to say any one thing about them. Though often impatient and short-sighted, humans live in the most diverse societies and frequently strive to meet high ideals.

Ability Score Modifiers: None

Allowable Classes: Cleric, Fighter, Mage, Paladin, Ranger, Thief

Level Restrictions: None



◆ PALADINS

Paladins radiate an aura of protection which causes their attackers to suffer a penalty even before these elite warriors have unsheathed their swords. In this and other magical abilities, paladins prove themselves as more than mere fighters.

Walking the most difficult path of any class, the paladin abides by the rules of lawful good and leads others by the example of his chaste and pious ways.

In addition to skill with all types of arms and armor, paladins are able to attack more often with melee weapons and also possess extra resistance to magical attacks and poisons. No disease can lay them low. And once per day, they can heal with their *lay on hands* ability, a skill similar to the cleric's *cure light wounds* spell. This restores two hit points per level of advancement.

By the time they've reached the third level, paladins can *turn undead* as well as a cleric two levels below their own. Once they reach the ninth level, paladins can use certain cleric spells, praying for them and casting them exactly as the clerics themselves do. These are: *bless*, *cure light wounds*, *detect magic*, and *slow poison*.

Prime Requisites: Strength, Charisma

Races Allowed: Human

Weapons Allowed: All

◆ RANGERS

Rangers follow the broken trails of their quarry across barren lands, or beneath the dim light of a forest canopy, yet never lose the scent. They are trained trackers, hunters, and woodsmen, succeeding by their wits as much as by their skills with the bow and sword.

At one with any type of weapon or armor, rangers usually spurn heavy armor as too restricting. It prevents them from using their special ability to wield a weapon in both hands without penalty. For this reason they are seen more often in studded leather or other, lighter armors.

Rangers, like other high-level fighters, can attack more often with melee weapons.

Prime Requisites: Strength, Dexterity, Wisdom

Races Allowed: Human, Elf, Half-Elf

Weapons Allowed: All

◆ THIEVES

Thieves accept no single rule or philosophy by which to run their lives. While some, with sleight of hand, may steal change from a beggar's cup, others may share their ill-gotten prizes with the less fortunate. Still others see themselves as basically good businessmen, with, perhaps, a slight character flaw.

In a dungeon, an experienced thief is proficient at picking locks and avoiding whatever traps have been laid to catch the unwary. To move freely and quietly, thieves prefer to wear leather armor, though they are not averse to traveling well-armed.

Prime Requisites: *Dexterity*

Races Allowed: *All*

Weapons Allowed: *All*



Single-Class vs. Multi-Class

Perhaps your character dedicates five hours out of every 24 to calisthenics, deep knee bends, and a rousing afternoon of sword play. As a fighter, a member of a single class, he or she tosses scrolls aside as if they were so much litter. And why not? A fighter cannot cast spells; and after all, to a fighter, fighting ability wins the day.

Single-class characters have more hit points than multi-class characters with the same amount of experience. (They do more damage to their opponents in battle.) Single-class clerics and mages gain higher-level spells sooner than their multi-class counterparts.

Non-human characters may choose to belong to one or more classes, and in so doing reap a few rewards for their trouble. A fighter/mage can both melee effectively and cast spells, though single-class counterparts prove better at their individual specialties. While this may sound at first like a poor choice, ask yourself what your brave fighter will do when he or she encounters a locked gate for which there is no key. Perhaps he or she should have taken a second class as a thief.

Because their experience points are distributed evenly between their classes, multi-class characters move up through the levels very slowly.

Racial Advantages

If you've been wondering which race/class combinations are best, we've taken the liberty to list some concrete examples.

Single-Class

Dwarven Fighter: This character has less to worry about than most when battling poisonous creatures. With a Constitution of 19, the dwarven fighter may benefit as well from increased hit points. Reading dwarven writing is, of course, their specialty.

Paladin: With a gentle touch, your paladin may heal that wound which otherwise could signal the end for your character. Yet *laying on hands* is but one benefit of choosing this elite warrior to do battle in the dungeons. Capable of fighting as well as any fighter, paladins who reach the ninth level are also able to master some clerical spells.



Elven Mage: Moving swiftly, your elven mage steps between the paths of two hurtling arrows, demonstrating inhuman grace and dexterity. Benefiting from a high Armor Class (due to Dexterity) and the ability to gain levels swiftly as a single-class character, the elven mage boasts a maximum Constitution of 17 and a maximum Dexterity of 19. He or she can also read elven writing.

Human or Half-Elven Cleric:

Proud of their often formidable intellects, these single-class characters gain levels swiftly. They can ascend to a maximum Wisdom of 18, and in so doing acquire the maximum number of bonus spells. A good human or half-elven cleric can attain the maximum levels permitted in the game.

Multi-Class

Half-Elven Fighter/Mage/Cleric:

If only this character can survive long enough, his or her various talents show promise in overcoming any obstacle a dungeon might offer. With the exception of lock picks, a specialty of thieves, your half-elven fighter/mage/cleric can employ every item in the game. But while drawing a sword, casting a *bless* spell, or healing that bone naga bite are all possibilities, he or she can do none as well as a single-class character with the same amount of experience.

Elven Fighter/Mage/Thief: Now we have a jack-of-all-trades who can pick locks as well. But like the half-elven fighter/mage/cleric listed previously, this character also rises slowly through the levels and suffers from a scarcity of hit points for most of the game.

These characters rise in levels very slowly and have few hit points to call their own for most of the game.

Alignments

In your character's fictional past, every time he or she stole food from the orphans to buy breakfast for the king, or, conversely, went to the temple early for an extra hour of prayer, he or she demonstrated a certain alignment or philosophy of life. There are nine possible alignments, although a character's class may limit your selections. Paladins, for instance, can be only lawful good. The choices are:

- ◆ Lawful Good
- ◆ Lawful Neutral
- ◆ Lawful Evil
- ◆ Neutral Good
- ◆ True Neutral
- ◆ Neutral Evil
- ◆ Chaotic Good
- ◆ Chaotic Neutral
- ◆ Chaotic Evil

Does your character carry a prayer book close to his or her heart and offer gestures of blessing to all passers-by? If so, the character can be described as lawful good, a person who believes strongly in society and in acts of individual altruism. The chaotic evil cousin, on the other hand, might enjoy tossing large stones through temple windows.

Two parts make up a character's alignment, and both parts are equally important: world view and personal ethics.

World View

Lawful means the character works within the framework and the rules of a society.

Neutral means the character moves between valuing society and valuing the individual.

Chaotic means that the character values the individual above the society and others.

Personal Ethics

Good indicates the character acts in a moral and upstanding manner.

Neutral indicates the character leans towards "situational ethics," evaluating each set of circumstances.

Evil indicates the character acts either with no regard for others, or in an overtly malignant manner.

Ability Scores

These numbers are a summary of natural faculties and abilities. Your character's summary includes the following faculties:

- ◆ Strength (STR)
- ◆ Dexterity (DEX)
- ◆ Constitution (CON)
- ◆ Intelligence (INT)
- ◆ Wisdom (WIS)
- ◆ Charisma (CHA)

Every character brings a different combination of strengths, weaknesses, talents, and abilities to the game. Fortunately, no super-character endowed with a mighty sword arm, the ability to cast spells of devastating magic, and the gritty street knowledge of a thief exists. It would hardly be fun to play if one did.

Instead, the game uses scores to keep track of a character's various abilities. High scores show strength in a particular area, low scores the opposite.

A number between 3 and 18 makes the base score. Modifications to the base score caused by the character's race are automatically factored in by the computer.

The highest any score can be is 19, unless boosted upward through magic.

Strength provides a measure of effectiveness in battle. As the word implies, physical power, muscle, and stamina are being gauged. Stronger characters are able to swing a sword or mace with more force, and thereby receive bonuses for the extra damage they do.

Fighters, rangers, and paladins are capable of extraordinary feats of physical prowess and so may possess Strength scores higher than 18. These special scores are displayed as a percent value following the base Strength, such as: 18/23, where 23 means 23%.

Unfortunately, halflings, even halfling fighters, cannot acquire exceptional strengths.

Dexterity bestows the gifts of speed and agility on those characters who score high in this ability. Accuracy in firing a bow or in letting loose with a sling rate as other advantages of being dexterous, as well as receiving bonuses to one's armor class. Adversaries simply find it hard to hit a quick-moving target.

When the Dexterity score reaches 16 and above, fighters can more effectively manage a weapon in each hand with less penalty.

Constitution measures the fitness, health, and physical toughness of your character. A high score in this area boosts the total number of hit points your character receives, and with more hit points, your character becomes all the more difficult to injure or kill.

Intelligence is a key factor in a character's ability to memorize and use spells. Mages especially must be highly intelligent to learn and use their repertoire of magic. In all, this quality measures memory, reasoning, and learning ability.

Wisdom ensures the character possessing it is less susceptible to magic. Likewise, a low score in this area (7 or less) leaves a character open to the slightest spell. Wisdom scores of 15 and above offer some protection.

Clerics find that a high Wisdom score (13 or more) enables them to cast extra spells. For more information, see the "Cleric Wisdom Spell Bonus" table on page 50.

Charisma and its value lie embodied in the words persuasive and commanding. For a character with high personal magnetism and the allure which persuades others to accept their leadership, the way lies open to join that elite group, the paladins.

Other Characteristics

- ♦ Armor Class (AC)
- ♦ Hit Points (HP)
- ♦ Experience Points (EXP or XP)
- ♦ Level (LVL)

Four other elements of a character's makeup define performance at any given point. Unlike race or class, these scores change constantly based on a character's actions (either on what he or she's doing or on what's being done to the character). They are: Armor Class, hit points, experience points, and level.

Armor Class (AC) reflects both a character's dexterity and whatever new armor or shield he or she may be wearing. As a score, it measures how difficult someone is to hit and damage.

Magical armor and high Dexterity score improves a character's Armor Class.

Hit Points (HP) act like a scale showing your character's life force. Needless to say, the longer your character allows that troll to beat him or

her about the head and shoulders, the more hit points your character loses. Higher values are better. And while armor and magical defenses provide some protection, when your character's hit points reach zero, he or she is dead. It is then, well . . . time to make a new character.

Experience Points (EXP or XP)

can be thought of as milestones in your character's personal development. Avoiding that undead creature's silent leap from behind taught your character something, as did honing sword skills against overwhelming odds two doors back. Finding treasure, completing parts of the adventure, dispatching foes — all lead to increased experience points and, eventually, to an increase in your character's level.

Characters with prime requisite scores of 16 or more increase their experience earned by 10%.

All characters begin the game with some experience points, and multi-class characters have these points distributed evenly among their classes.

Level measures how much a character has advanced in his or her class. When a character gains enough experience points to advance a level, extra hit points are earned.

Characters at higher levels show a resistance to the effects of poisons and magical attacks. When at advanced levels, mages, clerics, and paladins find themselves able to memorize a greater number of spells.

These improvements happen automatically whenever a character has enough points.

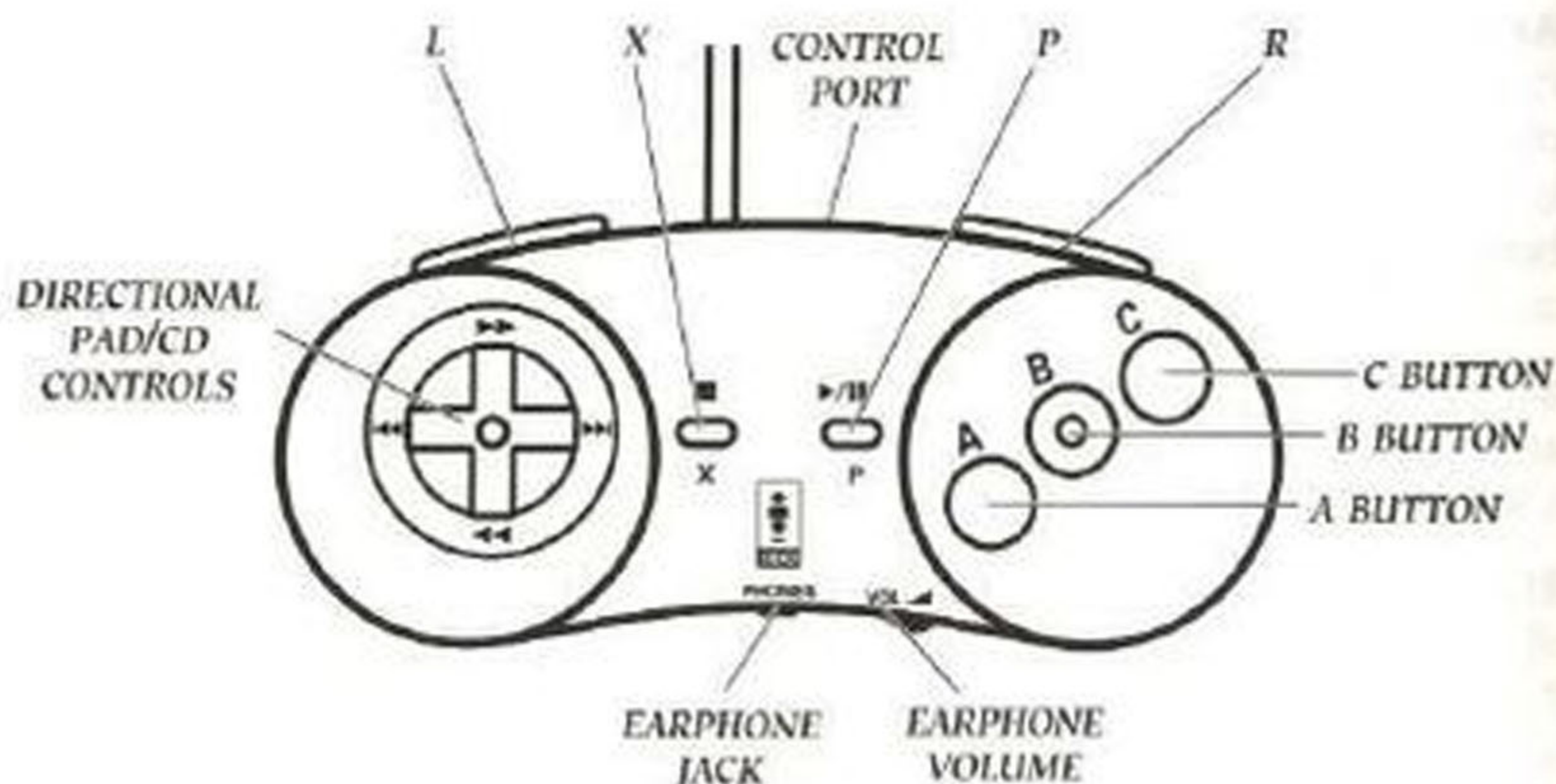
Tables listing experience levels for all classes begin on page 50.



AFTER SELECTING A CHARACTER

Once you have selected a pre-generated character or have finished designing one of your own, a game difficulty screen appears. To go right into play, choose the Easy, Moderate, or Hard difficulty level and proceed.

The game difficulty screen also allows extensive customization of the game. For more information see "Customizing Dungeons" on page 22. Once you have selected a difficulty level, the game begins.



HOW TO PLAY

The Keypad

The diagram on the preceding page outlines the controls. Continue reading for explanations of how to fight, cast spells, wander around, and camp.

A Crash Course in Combat

Basic Training

To attack, your character must have his or her weapon "in-hand" and "ready." By "in-hand," we mean the weapon is in your character's hand, a feat you can accomplish by pressing the **A** button on the weapon and moving it into your character's hand and then pressing **A** again. By "ready," we mean the weapon is in a usable condition. If it is not, the weapon becomes shaded out.

*To attack, simply press the **A** or **B** button depending on which hand your weapon is in. The top hand is your primary hand and is controlled by the **A** button. The bottom hand is your secondary hand and is controlled by the **B** button.*

It is possible to have an item "in-hand" but not "ready." Two-handed weapons demand the attention of all ten of your character's fingers. While the weapon appears to be in one hand on the screen, the other hand is shaded out. You could place a weapon in the grayed-out hand, but it would serve no benefit.

Melee, thrown, and ranged weapons compose the three basic types of arms your character uses. Press the **A** button and your character lunges to the attack. While it seems easy, keep some common sense rules in mind:

Thrown weapons have to be retrieved after a fight and made "ready" again.

Ranged weapons, such as bows and slings, require ammunition. Arrows are conveniently carried in your char-

acter's quiver, while rocks for slings can be placed anywhere in inventory.

Fire ranged weapons by pressing the **A** button. As for thrown weapons (i.e., darts), however, press the appropriate button and the weapon will fly from your hand.

A Crash Course in Spellcasting

Mages and clerics confront the evil that slinks through dungeons by magic means, fighting and healing with spells. The cost of wielding magic is that it drains a character's powers and he or she must rest in order to regain spells.

If your character is a spellcaster, a piece of sound advice would be to have him or her rest before engaging in combat.

Prayer is the means by which clerics and high-level paladins acquire their spells. Such magic comes in the form of insights bestowed by the gods, instead of from arcane scribblings on parchment. Clerics automatically pray when they rest.

*Cast all spells from the main screen. To do this, press the **A** or **B** button depending on if your character's spell book or holy symbol is in the primary or secondary hand. The primary hand is on top of the secondary hand. The spell box appears, allowing you to select the level of the spell to cast and then the spell itself. This is done by manipulating the directional pad and following the cursor. When you find the spell you want to cast press the **A** button. To cast the same spell again without going to the spell-book or holy symbol, press the **L** button and the **B** button simultaneously.*

For more information on casting spells, see the "Adventuring" section on the next page. For more information on the effects of spells, see the "Spells" section on page 24.

Adventuring

All movement, combat, spellcasting, and exploration in SLAYER takes place from a central screen. When other screens are active, they appear to overlay parts of the screen.

Things You Can Do While Adventuring

Attack Opponent As previously mentioned, launch your character's attack by pressing **A** for the primary attack and/or **B** for the secondary attack. Once used, a weapon turns shaded out until it is again made ready (perhaps by replenishing its supply of ammunition). Fighters, Paladins, and rangers can carry and fight with a second weapon, but may suffer a penalty to their combat ability.

Camp Press the **X** button, and you can save the game, turn sounds on or off, have spellcasters rest to regain their spells, and more. For details, see the "Camp" section on page 20.

Cast Cleric Spell By pressing the **A** or **B** button (depending on what hand your holy symbol is in) and using the directional pad, you can select a spell. You can then cast it by pressing **A**. To cast the same spell again without going to the spellbook, press the **L** button and the **B** button simultaneously.

Cast Mage Spell By pressing the **A** or **B** button (depending on what hand your spell book is in) and using the directional pad, you select a spell. You can then cast it by pressing **A**. To cast the same spell again without going to the spell book, press the **L** button and the **B** button simultaneously.

Cast Spell from Scroll Place the scroll in one of your hands, then press the **A** or **B** button to cast the spell. The scroll is consumed when the spell is cast.

Check Character Status Under your portrait may be a yellow bar and a red bar. A yellow spell bar shows that you are protected by a spell that defends against physical attacks. A red bar represents a spell that defends against magical attacks.

The hit point bar displays your character's current condition. If it is green, your character may be injured, but is in good shape. If it is yellow, your character is moderately wounded. If it is red your character is near death.

To display hit points as a numeric value, change to **Status Numbers On** (by pressing the **A** button from the Options menu under Camp options). This option turns the Bar Graphs On or Off.

Check Food Bar The food bar is green when your character is full, yellow when hungry, red when close to starving, and blank when starving. Starving characters cannot rest.

Crawl To crawl (perhaps dodging some monsters) press the **R** and the **C** buttons simultaneously.

Drink a Potion Press the **B** button to use the item that is highlighted in the inventory screen.

Drop an Item To drop an item, highlight the item and press the **C** button while in the inventory screen.

Examine Map Press **L** and **C** simultaneously to examine your dungeon map.

Fire a Ranged Weapon (Bow or Sling) To prepare a ranged weapon, place the weapon in the character's primary hand. As you fire the weapon, ammunition is expended from either the quiver (arrows) or belt pouch and backpack (sling stones). This assumes ammunition is available. To fire a bow or sling the weapon must be in the primary hand. Press the **A** button to fire the bow or sling.

Throw a Ranged Weapon

(Dagger or Dart) Place the item in either one of your hands and press the **A** or **B** button.

Look Up or Down To look up into the rafters or down into pits, press the **R** button and push the directional pad up or down.

Move in Dungeon Push the direction pad in the direction you wish to move. If you push up your character moves forward. If you push down your character moves backward.

Open a Gate Press the **C** button when you come to a door or gate. The door opens unless it is locked and you do not have the correct key. Iron keys open regular doors and the gold keys open the doors that lead to the next dungeon level.

Lay on Hands The paladin's special ability to heal is controlled in the same way a cleric casts spells.

Pick a Lock Put the lock picks in either hand and press the appropriate button to use them. If the lock picks are in your inventory, simply highlight them and press the **B** button.

Pause the Game Press the **X** button on your pad. This brings up the camp menu and pauses time in the game.

Ready a New Item First bring up the character's inventory by pressing the **P** button. Press the **A** button when the green highlight is moved over the desired item. Then move the yellow highlight over the place you wish to put the item and press **A**. If the highlight turns red, that item cannot be placed in that location. Be careful — you are defenseless without a readied weapon.

Sidestep To sidestep press the **R** button and move the pad left or right.

Take an Item If you have **Manual Pick Up** (found in the options screen) turned On, simply walk over the item. If you have this option turned off, press the **C** button to pick up the item.

If you find an object in a room without an entrance, rest assured you don't need that object to finish the game.

Turn Undead The ability to turn undead is controlled in the same way a cleric casts spells.



Ahrik Halfblood

Status: **Normal**

Str: 17
Int: 17
Wis: 10
Dex: 10
Con: 16
Cha: 19
AC: 5

Lvl: XP:
F: 3 4000
M: 3 5000



◆ Equipment Screen ◆

Inventory and Equipment Section

The inventory and equipment section displays all of your character's items. Items in the character's backpack and belt pouch are not readied and do not help the character, while those worn on the character's body or in-hand are readied and give any bonuses (or penalties) they confer.

Check Arrows in Quiver The number on the quiver indicates the number of arrows your character is carrying.

Eat To eat, simply press button **B** when a piece of food is highlighted.

Keep Items Ready to Throw Keep weapons for throwing in the belt pouch. An item in the belt pouch is transferred to the hand when the character attacks with a thrown weapon.

Ready an Item Press the **A** button to pick up an item; the item will gray out. Then move the highlight square over the place where you want to put

the item. Press the **A** button again to put the item in the desired location. If you cannot place an item in a particular area you will see the yellow highlight turn red.

Store Items If you have **Manual Item Pick Up** (found in the options screen) turned On, simply walk over the item. If you have this option turned off, press the **C** button to pick up the item.

Wear Equipment Move the green highlight over the desired equipment and press the **A** button to pick it up. The highlight turns yellow. Then, with the directional pad, move the yellow highlight to a box connected to the character's body and press **A** again to wear it. Place clothing or armor on the character's torso, bracelets on the character's wrists, rings on the character's fingers, helmets on the character's head, and necklaces on the character's neck. Place any footgear on your character's feet.

The equipment screen displays a character's name, ability scores, Armor Class, experience points, and current level. For a detailed description of these values, see the "Character Basics" section on page 4.

Ahlrik Halfblood

Status: **Normal**

Sex: **Female**
Race: **Half Elf**
Class: **Fighter/Mage**
Align: **Chaotic Neutral**
Age: **44**

Seed: **Slayer**

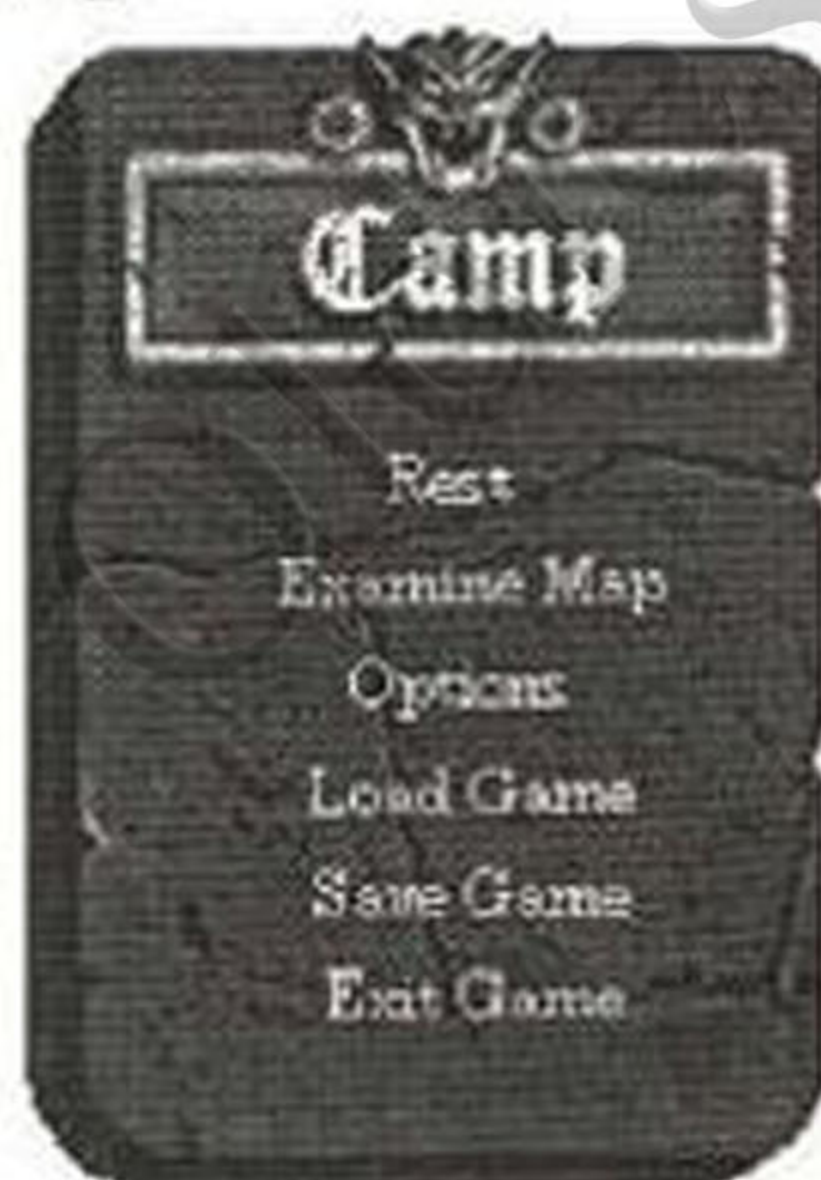


Character Information Screen

Character Information Screen

To see your character's name, sex, race, class, alignment, age, and dungeon seed, first press the **P** button, then press the **L** and **R** buttons at the same time.

Camp



Camp Screen

Rest

This option allows your character to rest and heal. How long the character rests depends on how damaged he or she is. Remember, with a blank food bar, he or she cannot gain hit points or spells.

Examine Map

This option allows you to see where your character has or hasn't been. It also shows creatures, items, landmarks, and teleporters. Press the **A** button to bring up the map. Press the **B** button to go back to the main screen. This also tells you what dungeon level your character is on.

Options

Press the **A** button to go to the Options menu.

Load Game

Select this option when you want to go back to your saved game.

Save Game

This allows you to save the game before continuing. If you continue on and you feel the need to start again from where you last saved, select **LOAD GAME**. Be aware that you can only have one saved game.

Exit Game

Select this option to quit SLAYER. Be sure to save your game before you exit if you want to resume where you left off!

Is your character rested, fit, and ready to go? Press the **X** button to continue the game.

Options Menu



Options Screen

Sounds Effects On/Off

Turn sound effects on or off.

Music On/Off

Turn music on or off.

Map Window On

Turn the map (in the lower left of the screen) on or off.

Character Window

Turn the character portrait on or off.

Status Graph On/Off

Display hit points with a bar graph or with numbers.

Auto Item Pickup

Set whether your character picks up items automatically or manually.

Best Graphics

Turn on for better graphics; turn off for faster speed.

AUTO-MAPPING

As your character goes up against incredible odds in SLAYER, the last thing you want to do is map each step of the way with pencil and paper. We've made it easy by including a versatile auto-map feature.

Local Auto-map

Most games played from the character's perspective suffer from a kind of tunnel vision; you can see ahead but not to the sides or rear. The local auto-map changes this by displaying the area immediately about your character. The map is shown in the lower left-hand corner of the main game screen; all aspects of the dungeon (its doors and pits, etc.) appear on this chart in real time.

This allows you to see any creatures approaching your character from the sides or from behind.

Dungeon Map

The dungeon map shows where you've been and what hasn't been explored. Everything on the map reflects the current status of items in the dungeon; doors are displayed open or closed; pits are shown. This makes the auto-map a very useful tool when trying to solve puzzles.

Dungeon Settings



Customize		
Dungeon Levels 10	Food Availability Stuffed	
Monster Numbers Few	Monster Theme Variety	
Treasure Availability Filthy Rich	Trap Frequency Few	
Poison Strength Annoying	Potion Availability Tons	
Set To		
Easy	Moderate	Hard
Seed: Slayer		Play

◆ Customization Screen ◆

CUSTOMIZING DUNGEONS

After selecting a pregenerated character or designing one of your own, the game difficulty screen is revealed.

Easy, Moderate, or Hard: the choice of play difficulty is yours as you arrange your character's adventure through SLAYER.

Welcome to the bridge, command central, the crystal palace, or any other place from which complex and weighty judgments are made after much careful deliberation. You are in control! Change aspects of the game environment if you wish, or recreate the game a friend is playing by entering a "dungeon generation seed."

Dungeon Generation Option:

These options affect the physical layout and structure of a dungeon, as well as anything placed inside, such as objects, creatures, and traps.

Dungeon Generation Options

Dungeon Levels: How many levels is your character willing to endure? Pick the size of the dungeon for today's adventure, choosing from 10 to 20 levels.

Monster Frequency (Few to Too Many): Is there a beast ready to slink out from behind every corner and half-opened gate, or will the number of adversaries be more manageable? You decide.

Treasure (Poor to Filthy Rich): Pick "Filthy Rich" and a wealth of magical and non-magical objects all but litter the dungeon floor. An easy choice? Not for game players who enjoy a challenge.

Poison Strength (Annoying to Lethal): This option determines how much damage a poison inflicts and how frequently it is inflicted.

Food Availability (Starving to Stuffed): Halflings like to eat, and even a paladin can work up an appetite after facing down a squadron of screaming banshees. Will your dungeon resemble a well-stocked larder or an empty cupboard?

Monster Theme: This option determines what type of monsters you want to encounter.

Trap Frequency (Few to Too Many): This option determines how many traps your adventurer will have to overcome to get to the final level.

Potion Availability (Some to Tons): This option determines how many potions you encounter in your adventure.

Dungeon Generation Seed

As you play, each game "seeds" itself, creating a code which can recreate the dungeon or game environment in which you are playing. We call these codes the dungeon generation seed. At the dungeon customization screen you can enter the same seed you played earlier to replay the same dungeon. You can also enter in any nine character code for a completely different dungeon.

Easy, Moderate, and Hard Settings

These settings await you on the game customization screen. Highlight and press the **A** button on any one of them and all of the options on the screen change to reflect our programmer's idea of that difficulty level. Before making a choice, you may wish to review the option settings for that difficulty.

When you become familiar with what the terms "Easy," "Moderate," and "Hard" imply, you can save time by picking the difficulty you want by highlighting one of the options and pressing the **A** button.

Once you have customized the game according your tastes, move the highlight to **PLAY** and begin the adventure.



SPELLS

The following sections contain descriptions of the spells that your character can use to attack opponents or protect him or herself.

Legend for Mage and Cleric Spell Descriptions

RANGE:

0 = your character

Close = adjacent square

Medium = up to 2 squares away

Long = as far as visible range

DURATION:

Short = single combat round

Medium = effect lasts for some time

Long = effect lasts quite a while

Permanent = effect lasts for the entire game

Instantaneous = flash or instant effect

Variable or Special = see spell description

AREA OF EFFECT:

This lists the creatures, volume, dimensions, etc., that can be affected by the spell.

MAGE SPELLS

First Level Mage Spells

◆ ARMOR

RANGE: 0

DURATION: Special

AREA OF EFFECT: Your character

With this spell your mage can surround him or herself with a magical field that protects as scale mail (AC 6). The spell has no effect on characters who already have AC 6 or better and it does not have a cumulative effect with the *shield* spell. The spell lasts until dispelled, or until the character suffers damage that is equal to or greater than 8 hit points +1 hit point for every level of the caster.

◆ DETECT MAGIC

RANGE: 0

DURATION: Short

AREA OF EFFECT: Carried items

This spell allows a mage to determine if any of the items he or she is carrying are magically enchanted. All magic items glow for a short period of time.

◆ MAGIC MISSILE

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: One target

Your mage creates a bolt of magic force that will only miss if the monster happens to dodge behind a wall or door. If there are two monsters, the missile automatically hits the one closer to the caster. Magic missile spells do greater damage as a mage increases in level. Initially, *magic missiles* do 2-5 points of damage, and for every 2 extra levels the spell does 2-5 more points. So, a 1st or 2nd-level mage does 2-5 points of damage, but a 3rd or 4th-level mage does 4-10, and so on.

Second Level Mage Spells

◆ IMPROVED IDENTIFY

RANGE: 0

DURATION: Instantaneous

AREA OF EFFECT: One item in the spellcaster's hand

When this spell is cast, one item in the mage's hand is identified for what it really is. The mage learns the item's name and the attack or damage bonuses it has. Note that some items, such as special magical tomes, cannot be identified with this spell.

◆ MELF'S ACID ARROW

RANGE: Long

DURATION: Special

AREA OF EFFECT: One target

This spell creates a magical arrow that launches itself at a target as though it were fired by a fighter of the same level as the mage. The arrow is not affected by distance. The arrow does 2-8 points of damage per attack. For every three levels the mage has earned, the arrow gains an additional attack. For example, at 3rd-5th level the arrow attacks twice, and at 6th-8th level the arrow attacks three times.

◆ PROTECTION FROM PARALYSIS

RANGE: 0

DURATION: Long

AREA OF EFFECT: Your character

Upon using this spell, your mage becomes totally immune to paralyzing substances (such as poison or venom). Keep in mind that although the spell protects the character from paralysis, the spell cannot protect against physical damage from an attack.

Third Level Mage Spells

♦ FIREBALL

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: Target square

A *fireball* is an explosive blast of flame that damages the target monster. The explosion does 1-6 points of damage for every level of the caster to a maximum of 10th-level. For example, a 10th-level mage does 10-60 points of damage.

♦ FLY

RANGE: 0

DURATION: Medium

AREA OF EFFECT: Your character

This spell allows the player to fly over pits and traps he or she may have discovered.

♦ LIGHTNING BOLT

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: Two squares

This spell allows the mage to cast a powerful bolt of electrical energy. The spell flies to its first target and then continues onward, hitting any targets that may be in your path. The bolt does 1-6 points of damage for every level of the caster to a maximum of 10th level. For example, a 10th-level mage does 10-60 points of damage.

Fourth Level Mage Spells

♦ FEAR

RANGE: Close

DURATION: Medium

AREA OF EFFECT: One square

When this spell is cast the mage projects a cone of terror. Any creature affected by the spell turns tail and runs. The amount of time the affected creatures remain terrified is based on the level of the casting mage. The spell's duration increases with the level of the caster.

♦ ICE STORM

RANGE: Medium to long

DURATION: Instantaneous

AREA OF EFFECT: A cross-shaped area 3X3 squares if caster is less than 7th level

This spell produces a pounding torrent of huge hailstones. The spell pummels the targets with 3-30 points of damage. The range of this spell is based on the caster's level. If the caster is 7th level or greater then the area of effect is 5X5 squares.

Fifth Level Mage Spells

♦ CONE OF COLD

RANGE: Close

DURATION: Instantaneous

AREA OF EFFECT: Three squares

This spell causes the mage to project a chilling cone of sub-zero cold. The numbing cone causes 2-5 points of damage per level of the caster. For example, a 10th-level mage would do 20-50 points of damage.

♦ HOLD MONSTER

RANGE: Long

DURATION: Medium

AREA OF EFFECT: One square

This spell stops a monster dead in its tracks and makes it so that you may slay it easily. However, the spell does not affect undead creatures. The spell's duration increases with the level of the caster.

♦ WALL OF FORCE

RANGE: Close

DURATION: Short

AREA OF EFFECT: One square

A *wall of force* creates a barrier which stops monsters and spells from passing. A wall cast by a character is dispelled if your character enters the square with the wall of force.

Sixth Level Mage Spells

♦ DEATH FOG

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: 3 squares long

This spell slays many weak creatures easily, but kills few strong ones. Some very powerful monsters may not be affected by this spell.

♦ TRUE SEEING

RANGE: 0

DURATION: Short

AREA OF EFFECT: Special

With this spell, your character can see things as they really are. You will be able to see the monsters that lurk beneath the surface to get you as you walk by. You will also be able to see traps that are waiting to go off.

Seventh Level Mage Spells

♦ ACID STORM

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: Three squares

This spell causes a downpour of acid in the area of effect. Creatures that are within the area suffer approximately 1-8 points of damage plus an additional 1-8 points of damage for every caster level above 7th.

♦ FINGER OF DEATH

RANGE: 0

DURATION: Permanent

AREA OF EFFECT: One target

This spell snuffs out the victim's life force. If successful, the victim can neither be raised nor resurrected. The caster utters the *finger of death* spell incantation, points his or her finger at the creature to be slain, and (with luck) slays the creature. If the creature does not die, it suffers 3-17 points of damage.



CLERIC SPELLS

First Level Cleric Spells

◆ BLESS

RANGE: 0

DURATION: Medium

AREA OF EFFECT: Your character

Upon uttering this spell the morale of your character is raised, and he or she gains a bonus to his or her attacks. Bless spells are not cumulative. High-level paladins can cast *bless* spells.

◆ CURE LIGHT WOUNDS

RANGE: 0

DURATION: Permanent

AREA OF EFFECT: Your character

By casting this spell on your wounded character, up to 8 hit points of damage can be cured. High-level paladins can cast *cure light wounds* spells.

◆ DETECT MAGIC

RANGE: 0

DURATION: Instantaneous

AREA OF EFFECT: Carried items

This spell allows the caster to determine if any of the items being carried are magically enchanted. All magic items are indicated for a short period of time. High-level paladins can cast *detect magic* spells.

Second Level Cleric Spells

◆ AID

RANGE: 0

DURATION: Short to medium

AREA OF EFFECT: Your character

This spell acts like a *bless* spell and confers 1–8 extra hit points. The temporary hit points are subtracted before the character's own if he or she is injured in combat. The spell's duration increases with the level of the caster.

◆ FLAME BLADE

RANGE: Short

DURATION: Medium

AREA OF EFFECT: One target

This spell causes a flame-like blade to leap from the caster's hand. The blade attacks like a normal sword and does 7–10 points of damage. When cast, a burning sword appears in the caster's hand. Your character attacks with this as he or she would with any other melee weapon. The spell does slightly less damage against targets protected from fire. Spell duration increases with the level of the caster.

◆ SLOW POISON

RANGE: 0

DURATION: Long

AREA OF EFFECT: Your character

This spell slows the effects of any type of poison for a limited time. When the spell dissipates the victims suffer the poison's full effect unless a *neutralize poison* spell is cast. The spell's duration increases with the level of the caster. High-level paladins can cast *slow poison* spells.

Third Level Cleric Spells

♦ **CREATE FOOD & WATER**

RANGE: 0

DURATION: Permanent

AREA OF EFFECT: Special

This spell allows your cleric to conjure nourishment for him or herself. When your character's food bar is blank, he or she suffers one hit point of damage every 24 hours. Starving mages and clerics are unable to regain their spells.

♦ **PRAYER**

RANGE: 0

DURATION: Short to medium

AREA OF EFFECT: Your character

This spell is a powerful version of the first-level *bless*. This spell increases your character's combat ability and decreases the enemy's. The spell has no cumulative effect. The spell's duration increases with the level of the caster.

♦ **PROTECTION FROM FIRE**

RANGE: 0

DURATION: Long

AREA OF EFFECT: Your character

When the spell is cast, your character takes no damage from any fire attacks for a certain amount of time. The spell absorbs the damage from those attacks. After the spell has absorbed all it can, it dissipates.

Fourth Level Cleric Spells

♦ **CAUSE SERIOUS WOUNDS**

RANGE: Close

DURATION: Permanent

AREA OF EFFECT: One target

Casting this spell inflicts 3-17 hit points of damage on any monster that is struck by the caster.

♦ **CURE SERIOUS WOUNDS**

RANGE: 0

DURATION: Permanent

AREA OF EFFECT: Your character

This spell is identical to the first-level *cure light wounds* spell, except that it heals 3-17 hit points of damage.

♦ **NEUTRALIZE POISON**

RANGE: 0

DURATION: Permanent

AREA OF EFFECT: Your character

This spell detoxifies any sort of poison or venom, although it cannot bring your character back to life if he or she has already died.

Fifth Level Cleric Spells

◆ CURE CRITICAL WOUNDS

RANGE: 0

DURATION: Permanent

AREA OF EFFECT: Your character

This spell is identical to the first-level *cure light wounds* spell, except that it heals 6–27 hit points of damage.

◆ FLAME STRIKE

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: One square

By means of this spell, the cleric calls down from the sky a column of flame. Creatures fully affected by the spell suffer 6–48 points of damage.

◆ TRUE SEEING

RANGE: 0

DURATION: Short

AREA OF EFFECT: Special

With this spell, your character can see things as they really are. You will be able to see the monsters that lurk beneath the surface to get you as you walk by. You will also be able to see traps that are waiting to go off.

Sixth Level Cleric Spells

◆ HEAL

RANGE: Close

DURATION: Permanent

AREA OF EFFECT: Your character

This spell brings your character to full hit points.

◆ HEROES' FEAST

RANGE: 0

DURATION: Permanent

AREA OF EFFECT: Your character

The spell, in addition to feeding your character, cures disease, heals, blesses (as per the *bless* spell), and makes your character immune to poison, all for an extended period of time.

◆ SOL'S SEARING ORB

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: Enemy monster

This spell fires a ball of magic that will do 6–36 points of damage to a single target.

Seventh Level Cleric Spell

◆ FIRE STORM

RANGE: Long

DURATION: Instantaneous

AREA OF EFFECT: A cross-shaped area 3x3 squares if caster is less than 7th level

When a *firestorm* spell is cast, the whole area is shot through with sheets of roaring flame that resemble a *fireball* spell. All creatures within the area of fire suffer 2–16 points of damage, plus additional damage equal to the caster's level.



ADVENTURING STRATEGY

Attacking Opponents

Characters most often engage in "melee combat," which is face-to-face battle with weapons such as swords and maces. Other options include casting spells and ranged combat using bows or slings.

Combat Mechanics

Understanding the technical side of combat allows you to choose the most effective strategy for your character in battle. Each character's ability in combat is defined by his Armor Class, THACØ, and damage.

Armor Class

Armor Class (AC) is how difficult a monster is to hit with a weapon. The lower the Armor Class, the harder it is to hit the target. Armor Class is based on armor and a bonus for the character's dexterity.

Some magic items help improve (or lower) Armor Class rating.

THACØ

THACØ is your character's ability to hit enemies. THACØ stands for "To Hit Armor Class Ø." A character must "roll" a number equal to or greater than this to damage a target with an armor class of Ø. The lower the attacker's THACØ, the better his or her chance to hit the target. A character's THACØ is based on his or her class and level.

NOTE: the generation of a random number is often referred to as a "roll." In determining if an attack is successful, the number generated is from 1 through 20. The base roll is modified by the character's ability scores and by the use of magic weapons.

An attack is successful if the roll is greater than or equal to the attacker's THACØ minus the target's AC.

Example: A fighter with a THACØ of 15 attacking a monster with an AC of 3 would need to roll: $(THACØ\ 15) - (AC\ 3) = 12+$. But to hit a monster with an AC of -2 he or she would need to roll: $(THACØ\ 15) - (AC\ -2) = 17+$.

Damage

Damage is the hit point loss an attacker inflicts on his or her opponent. This damage is based on the attacker's strength and the weapon being used. What damage each weapon can do is summarized in the "Weapons Chart" on page 54.

Combat Strategies

Characters who use thrown weapons should carry them in-hand and in their belt pouch for quick reloading. Be sure to recover your character's ranged weapons after each battle. You may wish to collect all the ranged weapons your character finds, for they are used quickly in battle.

Moving and Fighting

Prepare your character for battle before opening any door, leaving the current dungeon level, or pushing any button that might open a door or secret wall. Monsters often crouch behind closed doors, waiting and hungry for combat!

Remember, your character can move and fight at the same time, even backward to dodge a melee attack and sideways to dodge a ranged attack. Another strategy is to retreat behind a door and close it, blocking the attack of a particularly nasty beast.

More Hints

Here are a few hints to help your character along the way.

Carry Items with You

You never know when your character will need something he or she has found! To carry an item along for the

adventure, pick it up and move it into a backpack. If there is no more room in your character's inventory, find a safe and easily accessible location to stash items that can't be carried. Remember, though, once you are finished with a dungeon level and open the door to the next level, there is no turning back for forgotten goodies.

Look for Hidden Buttons on the Walls

Always check walls for hidden buttons and bricks.

Watch for Teleporters

Teleporters will teleport your character to different parts of the dungeon, even into rooms without doors. Be careful when entering teleporters — you never know where you'll end up.

When to Save the Game

Save the game any time you believe something might happen to hurt your character. We also recommend saving at the beginning of each level. If monsters are attacking thick and fast, save the game and try new strategies. When things are really tough, save before opening doors. But remember, you only have one save slot.

Go On

When all else fails, go on with the game. Your character need not open every door, fight every monster, and obtain every item to win. Remember any areas your character bypasses. If he or she is stumped in a later area, or needs an item to go on, go back and try the puzzle again.



◆ BESTIARY ◆

The Creatures that Prowl the Corridors

This section contains descriptions of the common denizens lurking in the dark passages of SLAYER. However, you may discover others, particularly when you've reached the deepest depths of a dungeon. You never know what mutated monster is waiting for you in the darkness.

◆ Ankheg



The ankheg resembles an enormous many-legged worm and has a fondness for fresh meat. Its many legs end in sharp hooks suitable for burrowing and grasping, and its powerful mandibles are capable of snapping a small tree in half with a single bite. A tough chitinous shell, usually brown or yellow, covers the entire body except for its pink, soft belly. With glistening black eyes and two sensitive antennae, the ankheg can detect the movement of a man-sized creature.

The ankheg's preferred attack is to lie 5-10 feet below the surface of the ground until it detects the approach of a victim. Burrowing to the surface, it then attempts to grab its victim in its powerful mandibles. When desperate, an ankheg may squirt a stream of acid. All but the fiercest predators avoid ankhegs.

◆ Bloodworm



Bloodworms, cousins to purple worms, are green with red spots on their underbellies. They are fierce opponents and attack with a monstrous bite, which drains the victim's blood. They take extra damage from fire-based attacks.

◆ Bulette



The bulette burrows under the ground until below its victim. It then attacks the surprised victim from underneath. These creatures are extremely tough fighters that take a lot of damage to dispatch. Be careful, for where there is one bulette there will surely be more.

◆ Carrion Crawler



The carrion crawler is a scavenger of subterranean areas, feeding primarily on carrion. When such food becomes scarce, however, it attacks and kills any living thing. Looking like a cross between a giant green cutworm and a cephalopod, the carrion crawler is thought to be the result of genetic experimentation by an evil wizard. Moving quickly, the carrion crawler lashes out with 2' long tentacles, each of which produces a sticky secretion that can paralyze its victims. Once the victims are paralyzed, the carrion crawler kills at its leisure. Some underground inhabitants such as goblins and trolls often make use of carrion crawlers by leaving the bodies of dead foes in designated areas. This has the effect of encouraging carrion crawlers to patrol the area in question.

◆ Cockatrice



Infamous for its ability to paralyze, the cockatrice is an eerie hybrid of lizard, rooster, and bat. About the size of a large goose or turkey, it boasts bat-like wings and the long tail of a lizard. The cockatrice fiercely attacks anything it deems a threat to its lair, human or otherwise. Its method of attack is to grapple with its foe, touching exposed flesh to paralyze it. Flocks of cockatrices do their utmost to overwhelm and confuse their opponents, sometimes flying directly into their victims' faces.

The touch of a cockatrice is powerful enough to affect its victims through leather and fabric, with only metal armor being strong enough to deflect their deadly beaks. A cockatrice senses where its victims are vulnerable and proves very effective at finding an area of exposed flesh which paralyzes them.

◆ Crypt Thing



Crypt things are guardians of arcane places. Once they discover that the area they are protecting has been violated they hunt the intruders mercilessly. They are cunning and should not be taken lightly. Crypt things can only be hit by magical weapons.

◆ Elemental

Earth Elemental



Earth elementals can be conjured in any area of earth or stone. This type of common elemental appears on the Prime Material Plane as a very large humanoid made of dirt, stones, precious metals, and gems. It has a cold, expressionless face, and its two eyes sparkle like brilliant multi-faceted gems. Though they travel very slowly, they are relentless in the fulfillment of their appointed tasks. An earth elemental can travel through solid ground or stone with no penalty to movement or dexterity. These creatures are also difficult to fight since they require a +2 or better weapon to hit them.

Fire Elemental



The fire elemental is a beast of pure flame. They hurl fireballs at their victims to consume them in the flames from their world. Be careful for the range of the fireball is long; an adventurer would do well to avoid them. The fire elemental is immune to all fire-based spells, as well as acid and hold spells. It is most susceptible to cold-based attacks. The fire elemental has lots of hit points, and inflicts lots of damage. Only magical weapons of +3 or greater can damage it.

♦ Ettin



Ettins are two-headed giants. They are vicious and unpredictable hunters, stalking by night for any meat they can catch. Uncivilized giants, ettins abhor bathing or any other activity which might soften their thick, grime-encrusted skin. This thick skin gives the ettin a low Armor Class. They prefer to ambush their victims, but however the battle starts, ettins fight furiously until they either win or are so badly injured that retreat is the only alternative to death. In combat an ettin has two attacks. Because each of its two heads controls an arm, an ettin does not suffer an attack roll penalty for attacking with both arms. Two clubs covered with spikes are the sole weapons of the ettin. Though they collect treasure, adventurers rummaging through ettin lairs find them disgusting, dangerous places.

♦ Feyr



Feyrs (pronounced "fears") are created from the remnants of ordinary nightmares mixed with residual magical energies. They are unknowingly brought to life by the strong emotions of a large group of people. They are most commonly found in large cities that have a good number of mages, priests, and other spellcasters. Feyrs appear as humped, hunchbacked creatures, grim and inhuman in appearance. Their hide is mottled and curved like the surface of the human brain. The creature is supported by two main tentacles which act as legs, and by a handful of other tentacled limbs. Feyrs remain invisible until they attack, which is extremely dangerous to adventurers. *True seeing* allows an adventurer to see these creatures.

◆ Gargoyle



Gargoyles are ferocious creatures, magical by nature and often found dwelling amid ruins or in underground caverns. Originally, gargoyles were carved roof spouts designed to represent grotesque human and animal figures. A powerful enchantment cast long ago brought these sculptures to life. Gargoyles take great pleasure in torturing to death their helpless prey. They are winged creatures and excellent fighters, with four attacks per round. Counting on their appearance as sculptures, gargoyles often stand or sit motionlessly, perhaps posing in a fountain or standing beside a doorway. When their victim is close enough, they strike out. When possible, they also enjoy swooping down on their victims from above.

◆ Gelatinous Cube



Gelatinous cubes are mindless creatures that feed upon anything that is caught in their path. Try to slay these creatures as soon as you see them.

Gelatinous cubes are immune to electricity-based spells. They are most susceptible to fire-based spells. When they hit, they do acid damage. Gelatinous cubes are pretty slow, and are mainly used to block narrow hallways and small rooms.

◆ Ghost



Ghosts are one of the undead that will be found in the dungeons. Ghosts are immune to all magic. They can only be struck by magical weapons of +1 or better. When they make a successful attack, they age the character by 1–10 years. Ghosts move quickly and it is nearly impossible to outrun them. Be careful, for the ghosts that you may meet should be feared. They are not merely stories to frighten children, they are real and will try to get you if you don't get them first.

♦ Goblin and Goblin Leader



If not for their great numbers, these small, evil humanoids would be mere pests. With sloping foreheads and arms hanging down almost to their knees, they menace other races with their spears and axes, or with any weapon which takes little training to use. Goblins hate sunlight and prefer to fight underground where their infravision to 60 feet gives them the advantage. Cowardly by nature, goblins generally avoid a face-to-face fight. Their specialty is ambush. Even in an ambush, however, goblin tactics prove to be simple and crude. Goblins hate most other humanoids, gnomes and dwarves in particular, and work to exterminate them. Those not killed are taken as slaves or are dispatched later and used for food. Beware the goblin leaders, for they have more hit points and inflict more damage than the ordinary goblin.

♦ Golem, Flesh



A golem is an artificial form, a humanoid body animated by an elemental spirit. It is under the complete control of its creator. The flesh golem is made from a ghoulish collection of stolen human body parts, stitched together to form a single, decaying horror. This creature has no possessions, including weapons. It cannot speak, but does roar occasionally as it walks along in its stiff, disjointed gait. Incapable of strategy or tactics, flesh golems are emotionless in combat. As they do not use weapons, it is their Strength of 19 which proves dangerous — especially since only a magical weapon can be used against them. Fire- and cold-based spells slow them down, while electrical attacks actually add hit points to the golem. All other spells are powerless against the creatures.

◆ Hag



Hags are witch-like beings that spread havoc and destruction, working their magic and slaying all whom they encounter. They appear as wretched old women with long, frayed hair and withered faces. Grotesque moles and warts dot their blotchy skin. They wear clothing similar to that of peasant women. Their mouths contain blackened teeth, and their breath is foul. Though they appear wrinkled and weak, hags possess supernatural strength and can easily crush smaller creatures (goblins, for example) with one hand. And though hags look decrepit and dilapidated, they run surprisingly swiftly — they can even lithely bound over and around rocks and logs in their path. Iron-like claws grow from their skinny fingers. They use these claws and their supernatural strength to rend and tear opponents in combat.

◆ Knight, Death



A death knight is the horrifying corruption of a knight; it was cursed by the gods as punishment for betraying the code of honor it held in its former life. Death knights are typically taller than six feet and weigh more than 300 pounds. A death knight's face is a blackened skull covered with shards of shriveled, rotting flesh. It has two tiny, glowing, orange-red pinpoints for eyes, and casts a deadly fireball to cheer things up.

◆ Lich



The lich is possibly the most dreaded of undead. When this creature touches its victims it causes paralyzation as well as inflicting damage. They are also immune to cold-based, electricity-based, and *death* spells. Be warned that the lich may have a spell or two to cast at you in the course of combat. They can only be damaged by +1 or better magical weapons; be very careful if you smell, hear, or see any of these fiends wandering the halls of your dungeon.

◆ Margoyle



The margoyle is a more vicious version of the gargoyle. It is harder to hit and inflicts more damage. Otherwise, it has the same abilities. The difference between the margoyle and the gargoyle is that margoyles have a bluish tint to them, while the gargoyle has a grayish tint.

◆ Medusa, Greater



Hateful beings able to paralyze any creature that meets their gaze, medusa are typically female humanoids with a swarming nest of snakes in lieu of hair. When within 30 feet, the medusa attempts to get its victim to look into its eyes, thus causing paralyzation. Should an opponent avert his or her eyes, the medusa rushes forward to allow its serpentine hair an attack.

◆ Mindflayer



The mind flayer is a very powerful creature. It attacks with a psionic attack that causes damage to anything with a mind. It is 90% resistant to magic and can only be hit by +1 or greater magical weapons. The mind flayer will hunt to kill its foes and is difficult to outrun.

◆ Myconid



Myconids are fairly weak creatures. They attack by swinging their mighty arms. If they are not able to claw at you with their physical attack then they launch a spore attack that causes damage. Try to dodge this attack if you see it coming.

◆ Naga, Bone



Bone nagas are created undead. They appear as snakes with large, human-like skulls for heads. Their empty eye sockets glow with hatred. Created by dark nagas (and a few evil mages) to serve as guardians, these worms serve their masters with absolute loyalty. Their creation is an exacting process, hence their rarity — a good thing for the gentler creatures of the Realms. In battle, bone nagas bite with their long fangs and have been known to use other means of attacking those foolish enough to seek their wrath. Bone nagas eat nothing and fill no niche in the life cycles of the Realms — except for the fact that they sometimes kill large, aggressive natural predators (including man) for sport.

◆ Naga, Spirit



These black-and-crimson-banded naga have a human-like head with stringy hair and deep brown eyes. Spirit naga smell of rotting flesh which also happens to be their favorite food. Hiding in deserted ruins or caverns, the evil and cunning spirit naga try to harm any creature that passes through their domain. They set traps and frequently attack without warning.

◆ Ooze



The ooze is a snake-like slime that strikes its victims with an attack that can corrode armor. *Lightning* spells and normal weapons damage it. All other spells have no effect. Although the ooze is easy to kill, if it hits your character, there is the possibility that it will damage equipped metal armor, negating any bonuses. For example, Scale Mail +1 would be reduced to normal Scale Mail. Oozes are slower than you are so they can be outrun.

◆ Otyugh



Otyughs (aw-tee-ugs), also known as the gulguthra, are terrifying creatures that lurk in heaps of dung and decay, waiting for something to disturb them. While generally feeding on the wastes of other dungeon creatures, they occasionally enjoy a snack of fresh meat. Gulguthra have infravision with a 90 foot range. Otyughs can be thought of as a waste disposal system for the dungeons they inhabit.

◆ Purple Worm



Purple worms, like the bloodworm, burrow under the ground until they can surprise their foes and attack from below. Purple worms poison their victims, so be careful not to get hit!

◆ Shade



All knowledgeable authorities agree that shades are (or were) normal humans who, through arcane magic or dark sciences, have traded their souls or spirits for the essence of shadowstuff. Although they retain the shape and abilities of their original body, they are rumored to have grown in power by joining with shadowstuff. The true native shade is unknown, and no one knows if shades are connected with shadows (see the next monster description), or some power or substance from the Plane of Shadow. The method of transmutation from living being to unliving shade life has been lost.

◆ Shadow



Shadows are shadowy, undead creatures that drain strength from their victims with their chilling touch. Shadows are 90% undetectable in all but the brightest of surroundings as they normally appear to be nothing more than their name would suggest: shadows. However, you can clearly see them in bright light. Shadows travel in loosely organized packs that freely roam ancient ruins, graveyards, and dungeons. They specialize in terrifying their victims.

◆ Slime



Slimes attack with acidic tendrils when your character gets close to them. Slimes are easy to kill, but hard to see and can do considerable damage with surprise attacks. To effectively fight them, use the look down feature to be able to see them, and then cast spells to destroy them.

◆ Slithermorph



A slithermorph is an amphibious predator and carrion-eater. Most of the time it resembles a black pudding, creeping about in a glistening black, amorphous form. At will, it can "shape-change" into and out of the form of a serpentine, four-armed monster resembling a yuan-ti. In serpentine form, a slithermorph appears as a thick-bodied, scaled snake. Four muscular arms protrude near its head; these arms can employ clubs and other crude weapons.

◆ Spectre



Spectres are powerful undead that haunt the most desolate and deserted places. They hate all life and light. Appearing as semi-transparent beings, they are often mistaken for haunts or ghosts. The chilling touch of a spectre drains energy from living creatures. Any being totally drained of life energy becomes a spectre under the control of the one who created him or her.

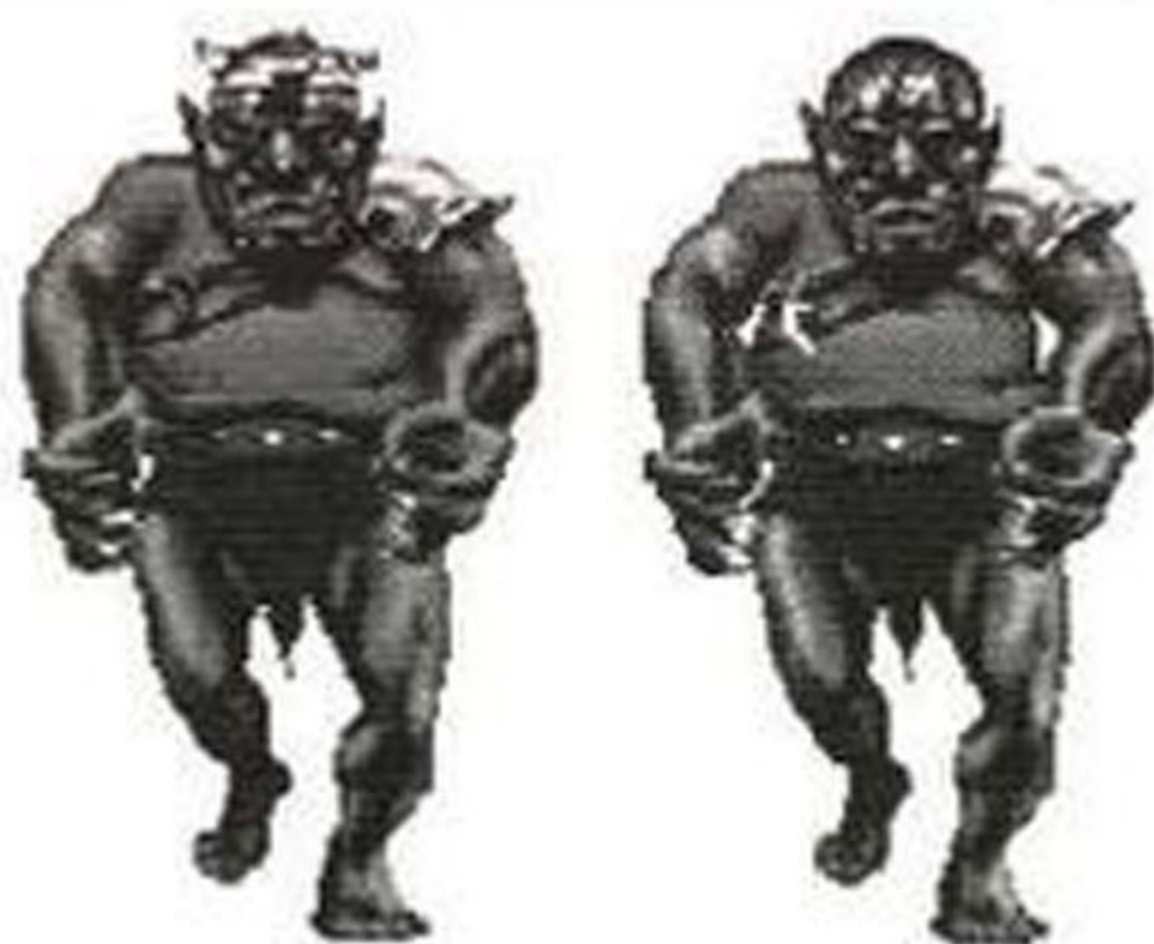
Spectres are immune to all cold-based spells, as well as poisons and paralyzation attacks. They can be attacked only with magical weapons.

◆ Swordwraith



Swordwraiths are the spirits of warriors cut down during battle and kept from the dissolution of death by their indomitable wills. Only seen at night or underground where the sun never shines, swordwraiths appear as warriors. Their weapons and armor are unremarkable; their flesh within the armor appears insubstantial. Swordwraiths were hardened, professional soldiers at one time, and as undead, they have retained their knowledge of strategy and tactics . . . and continue fighting because fighting is all they know. In many cases, these soldiers are too stubborn to even admit that they are dead.

♦ Troll and Troll Chief



Trolls are horrid carnivores found in many places. They can be found from arctic wastelands to tropical jungles. Most creatures avoid these beasts because trolls know no fear and attack unceasingly when hungry (which is most of the time). Their limited intelligence and ravenous appetites are commonly known character traits. They grow to a height of 9 feet or more. A rubbery hide serves as skin, and regenerates at a phenomenal rate. The color of this "skin" is a nauseating moss green, mottled green and gray, or putrid gray. A writhing hair-like mass grows from their skulls and is usually greenish black or iron gray in color. Trolls walk upright, but hunched forward with sagging shoulders. Their gait is uneven, and when they run their arms dangle free — often dragging along the ground. In spite of this awkwardness and pathetic lack of grace, trolls are extremely agile climbers and runners. Also, beware of troll chiefs; they are stronger and nastier than their underlings.

♦ Will o' Wisp



Will o' wisps are 90% resistant to most magic. They are mainly susceptible to *magic missile* spells. These creatures attack with an energy blast, and move very quickly. They are impossible to outrun. Will o' wisps can easily be killed with normal weapons.

♦ Wraith



Once a powerful human, the wraith is an undead spirit seeking to absorb human life and energy. These evil creatures are seen as black, vaguely man-shaped clouds. The chilling touch of a wraith does damage even to creatures immune to cold, but worse, each hit drains a level of experience from its victim. Wraiths are immune to normal weapons. Silver weapons cause only half damage. Magical weapons inflict full damage, causing a black vapor to boil away from the body of the wraith. However, like most undead, wraiths are immune to *hold*, *death*, and cold-based spells.

♦ Wyvern



A distant cousin to the dragon, the wyvern is a huge flying lizard with a poisonous stinger in its tail. The dark brown to gray body of the wyvern is half tail. The tip of the tail is a thick knot of cartilage from which a 2-foot-long stinger protrudes, much like that of a scorpion. This tail is very mobile, easily striking over the back of the wyvern to hit an opponent to its front. The wyvern's eyes are red or orange. It does not have a strong odor, although its lair might smell of a recent kill. Like many other monsters, it is rather stupid, aggressive, and always ready to attack.

♦ Yuan-ti



Yuan-ti look just like the slithermorph only they are green in color and do not have the slithermorph's second set of arms. Yuan-ti can also cast *magic missile* spells. They are tougher than the slithermorph, so be careful.

♦ TABLES ♦

Objects You Can Find in SLAYER

AMULETS

Amulet of Fire Resistance

Amulet of Magic Resistance

Amulet of Imminent Return

Amulet of Magic Detection (casts *detect magic*)

ARMOR

Robe

Leather (Magic versions are +1 to +3 and a very rare +4)

Ring mail (Magic versions are +1 to +3 and a very rare +4)

Gauntlets

Scale mail (Magic versions are +1 to +3 and a very rare +4)

Chain mail (Magic versions are +1 to +3 and a very rare +4)

Plate mail (Magic versions are +1 to +3 and a very rare +4)

Boots of Acid Walking

Boots of Lava Walking

Boots of Poison Walking

Cloak of Protection (Magic versions are +1 to +3 and a very rare +4)

Bracers of Protection (AC 8 through 2)

Round Shield (Magic versions are +1 to +3 and a very rare +4)

Crest Shield (Magic versions are +1 to +3 and a very rare +4)

Helm

GAUNTLETS

Gauntlets of Dexterity

Gauntlets of Ogre Power

Gauntlets of Giant Strength

MISCELLANEOUS MAGICAL ITEMS

Book (for wizards to cast spells)

Scrying Glass

Drums of Panic

Holy Symbol

Lightning Orb

Orb of True Seeing

Orb of Fireballs

Orb of Turning Undead



Non-Magical Items

Treasure Chest
Thief's Tools
Rations
Iron Rations
Coin
Silver Key
Gold Key
Assorted Gems

Pools and Fountains

Poison
Healing
Vitality
Sustenance
Stone Giant Strength

Potions

Healing
Extra-Healing
Poison
Vitality
Speed
Elixir of Health
Invulnerability
Hill Giant Strength

Rings

Ring of Fire Resistance
Ring of Sustenance
Ring of Levitation
Ring of Protection (+1 to +3 and a very rare +4)
Ring of Regeneration
Ring of Weakness
Ring of Strength

SCROLLS

Protection — Electricity

Protection — Fire

Protection — Magic

Protection — Paralysis

Protection — Poison

Protection — Acid

Maps

Random Spell

Protection — Level Draining

WANDS

Wand of Restoration

Wand of Curing

Wand of Fire

Wand of Lightning

Wand of Magic Missiles

Wand of Paralyzation

WEAPONS

Dart (Magic versions are +1 to +3 and a very rare +4)

Dagger (Magic versions are +1 to +3 and a very rare +4)

Staff (Magic versions are +1 to +3 and a very rare +4)

Short Sword (Magic versions are +1 to +3 and a very rare +4)

Rock

Flail (Magic versions are +1 to +3 and a very rare +4)

Morning Star (Magic versions are +1 to +3 and a very rare +4)

Hammer (Magic versions are +1 to +3 and a very rare +4)

Axe (Magic versions are +1 to +3 and a very rare +4)

Club (Magic versions are +1 to +3 and a very rare +4)

Halberd (Magic versions are +1 to +3 and a very rare +4)

Spear (Magic versions are +1 to +3 and a very rare +4)

Long Sword (Magic versions are +1 to +3 and a very rare +4)

Two-Handed Sword (Magic versions are +1 to +3 and a very rare +4)

Arrow

Bow (Magic versions are +1 to +3 and a very rare +4)

Sling (Magic versions are +1 to +3 and a very rare +4)

Maul of the Titans

Experience Levels

♦ FIGHTER EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,000	+(1-10)
3	4,000	+(1-10)
4	8,000	+(1-10)
5	16,000	+(1-10)
6	32,000	+(1-10)
7	64,000	+(1-10)
8	125,000	+(1-10)
9	250,000	+(1-10)
10	500,000	+ 3
11	750,000	+ 3
12	1,000,000	+ 3
13	1,250,000	+ 3
14	1,500,000	+ 3
15	1,750,000	+ 3
16	2,000,000	+ 3
17	2,250,000	+ 3
18	2,500,000	+ 3
19	2,750,000	+ 3
20	3,000,000	+ 3

♦ CLERIC EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-8
2	1,500	+(1-8)
3	3,000	+(1-8)
4	6,000	+(1-8)
5	13,000	+(1-8)
6	27,500	+(1-8)
7	55,000	+(1-8)
8	110,000	+(1-8)
9	225,000	+(1-8)
10	450,000	+ 2
11	675,000	+ 2
12	900,000	+ 2
13	1,125,000	+ 2
14	1,350,000	+ 2
15	1,575,000	+ 2
16	1,800,000	+ 2
17	2,025,000	+ 2
18	2,250,000	+ 2
19	2,475,000	+ 2
20	2,700,000	+ 2

♦ CLERIC WISDOM SPELL BONUS*

WISDOM SCORE	1	2	3	4	5	6	7
13	1	-	-	-	-	-	-
14	2	-	-	-	-	-	-
15	2	1	-	-	-	-	-
16	2	2	-	-	-	-	-
17	2	2	1	-	-	-	-
18	2	2	1	1	-	-	-
19	3	2	1	2	-	-	-

* Bonus spells become available when the cleric can normally cast spells of that level.

♦ CLERIC SPELL PROGRESSION

CLERIC LEVEL	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2

♦ MAGE EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-4
2	2,500	+(1-4)
3	5,000	+(1-4)
4	10,000	+(1-4)
5	20,000	+(1-4)
6	40,000	+(1-4)
7	60,000	+(1-4)
8	90,000	+(1-4)
9	135,000	+(1-4)
10	250,000	+(1-4)
11	375,000	+1
12	750,000	+1
13	1,125,000	+1
14	1,500,000	+1
15	1,875,000	+1
16	2,250,000	+1
17	2,625,000	+1
18	3,000,000	+1
19	3,375,000	+1
20	3,750,000	+1

♦ PALADIN EXPERIENCE

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+3
11	900,000	+3
12	1,200,000	+3
13	1,500,000	+3
14	1,800,000	+3
15	2,100,000	+3
16	2,400,000	+3
17	2,700,000	+3
18	3,000,000	+3
19	3,300,000	+3
20	3,600,000	+3

♦ MAGE SPELL PROGRESSION

WIZARD LEVEL	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-
10	4	4	3	2	2	-	-	-	-
11	4	4	4	3	3	-	-	-	-
12	4	4	4	4	4	1	-	-	-
13	5	5	5	4	4	2	-	-	-
14	5	5	5	4	4	2	1	-	-
15	5	5	5	5	5	2	1	-	-
16	5	5	5	5	5	3	2	1	-
17	5	5	5	5	5	3	3	2	-
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2

♦ PALADIN SPELL PROGRESSION

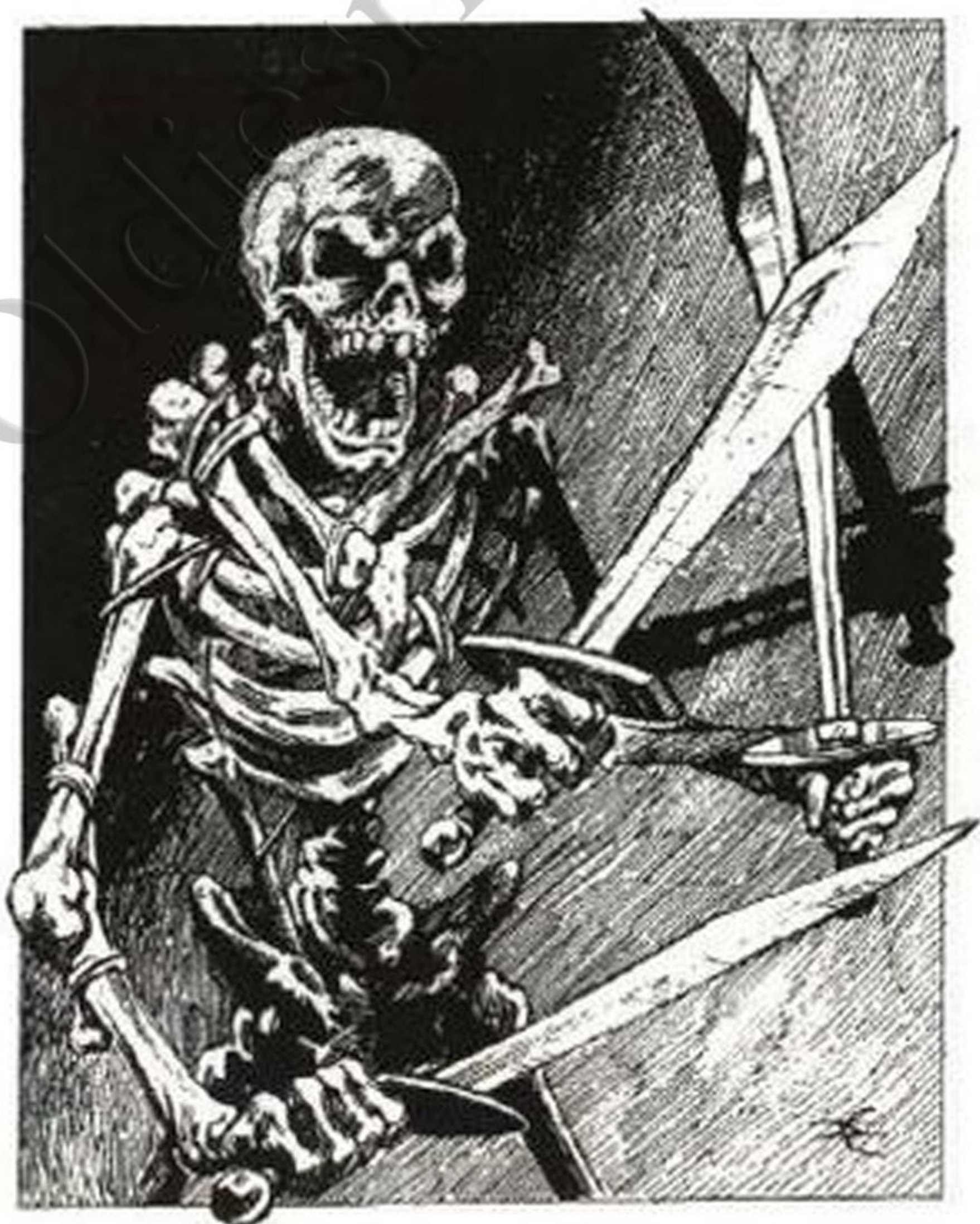
PALADIN LEVEL	1	2	3	4
9	1	-	-	-
10	2	-	-	-
11	2	1	-	-
12	2	2	-	-
13	2	2	1	-
14	3	2	1	-
15	3	2	1	1
16	3	3	2	1
17	3	3	3	1
18	3	3	3	1
19	3	3	3	2
20	3	3	3	3

♦ RANGER EXPERIENCE

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-10
2	2,250	+(1-10)
3	4,500	+(1-10)
4	9,000	+(1-10)
5	18,000	+(1-10)
6	36,000	+(1-10)
7	75,000	+(1-10)
8	150,000	+(1-10)
9	300,000	+(1-10)
10	600,000	+ 3
11	900,000	+ 3
12	1,200,000	+ 3
13	1,500,000	+ 3
14	1,800,000	+ 3
15	2,100,000	+ 3
16	2,400,000	+ 3
17	2,700,000	+ 3
18	3,000,000	+ 3
19	3,300,000	+ 3
20	3,600,000	+ 3

♦ THIEF EXPERIENCE LEVELS

LEVEL	EXP TO REACH LEVEL	HIT POINTS
1	0	1-6
2	1,250	+(1-6)
3	2,500	+(1-6)
4	5,000	+(1-6)
5	10,000	+(1-6)
6	20,000	+(1-6)
7	40,000	+(1-6)
8	70,000	+(1-6)
9	110,000	+(1-6)
10	160,000	+(1-6)
11	220,000	+ 2
12	440,000	+ 2
13	660,000	+ 2
14	880,000	+ 2
15	1,100,000	+ 2
16	1,320,000	+ 2
17	1,540,000	+ 2
18	1,760,000	+ 2
19	1,980,000	+ 2
20	2,200,000	+ 2



Ability Scores

Strength

The Strength chart lists the modifiers to melee hit probability and the damage adjustment based on the character's Strength.

♦ STRENGTH CHART

ABILITY SCORE	MELEE HIT PROBABILITY	DAMAGE ADJUSTMENT
3	-3	-1
4-5	-2	-1
6-7	-1	none
8-15	normal	none
16	normal	+1
17	+1	+1
18	+1	+2
18/01-50*	+1	+3
18/51-75*	+2	+3
18/76-90*	+2	+4
18/91-99*	+2	+5
18/00*	+3	+6
19#	+3	+7
20#	+3	+8
21#	+4	+9
22#	+4	+10

* These bonuses are available only to fighters, paladins, and rangers.

These scores are only possible in this game through magic.

Dexterity

The Dexterity chart lists the modifiers to missile hit probability and the Armor Class adjustment based on the character's Dexterity.

♦ DEXTERITY CHART

ABILITY SCORE	MISSILE HIT PROBABILITY	AC ADJUSTMENT
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7-14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+2	-4
19	+3	-4

THACØ

THACØ is not an ability score, but it is an important characteristic. The THACØ chart lists a character's base THACØ for his or her class and level.

THACØ CHART

CLASS	CHARACTER LEVEL																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
CLERIC	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
FIGHTER	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
MAGE	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14
PALADIN	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
RANGER	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
THIEF	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11

Constitution

The Constitution chart lists the hit point adjustment that a character gets every level.

♦ CONSTITUTION CHART

ABILITY SCORE	HIT POINT ADJUSTMENT
3	-2
4-6	-1
7-14	0
15	+1
16	+2
17	+2 (+3)*
18	+2 (+4)*
19	+2 (+5)*

* These bonuses are available only to fighters, paladins, and rangers; for all other classes the maximum hit point adjustment for Constitution is +2.



Weapons

Weapons are divided into 3 classes: melee, thrown, and fired. Melee weapons are used only in close combat, while thrown and fired weapons are used at range. Note the "Classes" section starting on page 7 that limits some character classes to certain weapons. The weapons chart lists the weapons with their range of hit point damage versus small, medium, and large-sized creatures. The damage done by a melee weapon is adjusted by the attacking character's strength and any magical bonus the weapon may have.

♦ WEAPONS CHART

	DAMAGE VS. SMALL & MEDIUM	DAMAGE VS. LARGE
Melee Weapons:		
Staff*	1-6	1-6
Short Sword	1-6	1-8
Flail	2-7	2-8
Axe	1-8	1-8
Long Sword	1-8	1-12
Halberd*	1-10	2-12
Hammer	2-5	1-4
Two Hand Sword	1-10	3-18
Club	1-6	1-3
Morning Star	2-8	2-7
Thrown Weapons:		
Rock	1-2	1-2
Dart	1-3	1-2
Dagger	1-4	1-3
Spear	1-6	1-8
Ranged Weapons:		
Sling & Rocks*	1-4	1-4
Bow & Arrows*	1-6	1-6

* These two-handed weapons must be used from the primary hand. Note that items in the other hand are unavailable.

Armor

Armor provides your character with a base Armor Class. The lower the character's Armor Class, the harder it is for an attack to hit. Armor Class is based on the character's armor and his or her Dexterity bonus. Some magic items also help a character's Armor Class. Note in the "Classes" section, starting on page 7, that some character classes are limited to certain types of armor. The armor chart lists the types of armor and the base Armor Class they provide a character.

♦ ARMOR CHART

ARMOR TYPE	BASE AC
Robe	10
Shield*	9
Leather Armor	8
Ring Mail	7
Scale Mail	6
Chain Mail	5
Banded Mail	4
Plate Mail	3

* A shield subtracts 1 AC from any armor it is used with.

Boots, helmets, and non-magical bracers may look like armor, but they do not modify a character's Armor Class. Magical bracers, however, can modify a character's Armor Class.



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