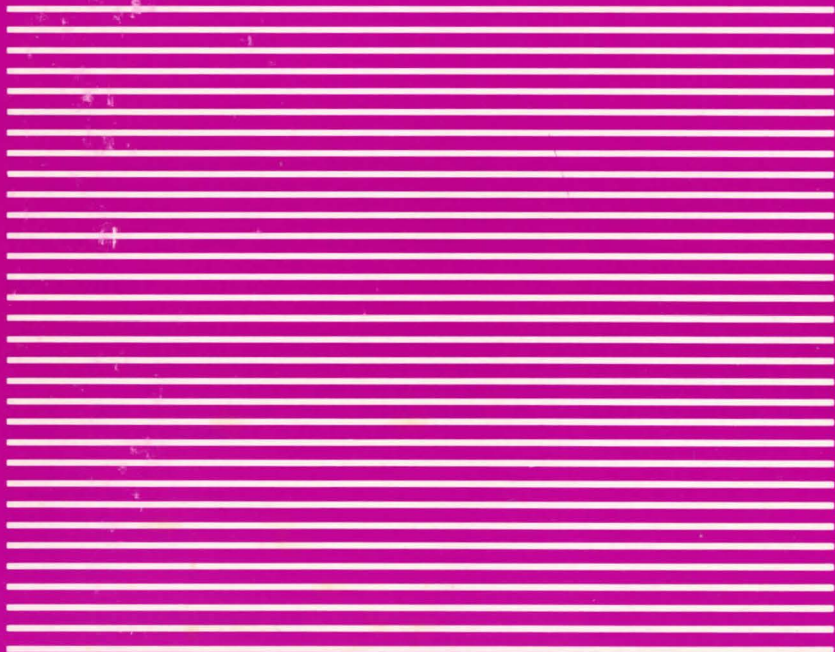


HesWare™

Oubliette



Instruction Manual



OUBLIETTE

A Fantasy Adventure

To some a rite of passage, to others a lifetime quest.

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Acknowledgements

Oubliette was originally conceived and created by Jim Schwaiger in the spring of 1977, and was released to the users of the University of Illinois' PLATO system on November 18, 1977.

The authors of the game during the period from September 1977 to May 1980 were Dr. John Gaby, Dr. Bancherd (Mike) DeLong and Jim Schwaiger.

The Varget, the ancient language, was created by David Emigh, who also served as consultant during the game's early development.

In Fall of 1979, two additional authors, Ken Bourque and Bruce Szablak, joined the author team and continued to improve the game.

The authors of this version are Victor Helsing and Jim Schwaiger, both graduates from the University of Illinois (Urbana campus).

We owe a debt of gratitude to Dr. Samuel Kaplan, whose support to the game and its authors can never be repaid, and to Dr. Jim Snellen, the current overlord on the PLATO system.

Oubliette is based on the general style of fantasy role playing games created by Tactical Studies Rules (TSR) of Lake Geneva, Wisconsin, and many of the monsters within the game are based on those in the TSR dungeon guides. We heartily recommend these books to any serious players—they are available from quality game and hobby shops, or from TSR directly.

Some of the monsters and races, and certainly much of the spirit of the game, can be attributed to the creative genius of J.R.R. Tolkien, whose Lord of the Rings trilogy is must reading for all who love fantasy and adventure.

And to all of the players and supporters who have helped the game from its infancy -thank you.

Last, but certainly not least, we dedicate this version of Oubliette to Dr. Bruce Sherwood, whose continuing interest in the game has been an inspiration to us all.

TABLE OF CONTENTS

The legend of Oubliette	2
Loading Oubliette	3
Introduction to Oubliette	3
Player Information	4
Player Races	5
Player Classes	6
Player Class Summary	9
Minimum Statistics	10
Guilds	10
Equipment	10
Spells	10
Magic Spells	12
Cleric Spells	14
Castle Options	16
Non-Combat Options	18
Combat Options	19
Appendix M - The Monsters	20
Appendix L - Monster List by Level	25
Appendix O - Monster Options	31
Appendix E - Equipment List	36
Map of Level One	37

The Legend of Oubliette

The word Oubliette is derived from the French, and means a dungeon with but one escape. To help you further your understanding of the Oubliette and the world surrounding it, a brief history of the world follows.

In the beginning, Tokal (meaning "world" in the ancient language) was a savage place with savage inhabitants. During the Tokgorin era, the world was ruled by the great beasts of the earth, who legends say arose from the mountains to the north. For countless years these beasts fought among themselves, each seeking to win control of its territory. From the maelstrom, the first evidence of fire thought, or humanoid creatures, came to the fore.

The humanoids, while not possessing the great strength or special abilities of the earth creatures, had a great advantage—intelligence. Toward the end of the Tokgorin era, these clever creatures began to assert their superiority, and slowly there formed small tribes of humanoids who were able to resist the earth creatures and claim homelands of their own.

Thus began the Fiegorn, or fire thought era. Named for the element (fire - FIE) which gave them their strength, the humanoids learned that collaboration with others of their kind gave them an advantage over other earth beasts. From the early tribes there came eight great races of humanoids, all of which live in the world today.

As the populations of the fire thinkers grew larger, they began not only to fight the earth animals for territory,

but each other as well. In the years that passed, the humanoids continued to fight amongst each other, with no true leaders or tribes having control over any region, not to mention the world itself. During this time, some groups splintered off from society, such as it was, to seclude themselves in the forests and the mountains. In their seclusion, these small societies flourished, and initiated the study of nature, magic and religion. They discovered much of the secret power hidden in the Varget, or ancient language. Eventually these clans began to prevail against their enemies through magic and religion, rather than by physical force.

In the later years of this renaissance, a great wizard known only as LIGNE came down from the mountains to the north, and along with a handful of trusted disciples, civilized a region of the world near the border of the mountain range. The small town was eventually fortified and became known to the world as LIGNE castle.

As the city and the surrounding area was tamed, the hostile creatures, both animal and humanoid, were placed in a general holding area beneath the castle which later became known as the dungeon. Castle low life and criminals were also placed in the Oubliette, which was soon teeming with life.

As the dungeon and the city above matured, it became popular among the young citizens of the city to venture into the dungeon, seeking gold and glory, almost as a rite of passage. To others, it became a lifetime quest.

Loading Oubliette

1. Turn on the power to your monitor and IBM-PC.
2. Insert the Oubliette disk into Drive A.
3. The disk drive will activate and you will be prompted to enter the date and time, pressing the carriage return after each.
4. At the A > prompt, type OUB and press the carriage return.
5. The game starts with a listing of the current game statistics. Press the carriage return to begin Oubliette.

Introduction to Oubliette

Welcome to Oubliette! The Oubliette (or dungeon) is located within LIGNE castle, a city-state in the world of Tokal. The time is neither past nor present. The players of the game are citizens of the city who decide to quest for gold and glory in the Oubliette located beneath the castle. You, as the human user, will control a party of 1-6 players in a fight for survival in the dungeon.

The physical and intellectual characteristics of each player which affect how that player performs in the dungeon are expressed in terms of 7 statistics: strength, intelligence, wisdom, charisma, physical constitution, dexterity and hits. These stats are typically in the range of 7-12, but every player is likely to have some stats which exceed and others which fall below the average. A player with a high strength may be best suited to fighting, because he can swing hard and do great damage to his opponents. Similarly, a player with a high intelligence but poor strength might do best to study magic to overcome

his opponents with his magical spells. In general, it is a good idea to form a party of adventurers with complimentary characteristics—some fighters, some magicians, some priests, to enable your group to adapt to monsters resistant to magic, or normal weapons, etc.

Every player is a member of one of the eight races residing in the castle. These races include dwarf, elf, gnoll, hobbit, human, kobold, ogre and orc. Each race has its own characteristic traits—orcs tend to be strong but unintelligent; elves are intelligent and ageless; ogres are both strong and sturdy, but are exceptionally stupid and unwise as a race.

When selecting players to run in the dungeon, you will be asked to choose a race for the player. Although choosing a race of high intelligence will not guarantee a smart player, your chance is far better than choosing a less advantaged race. After the basic characteristics (stats) of your player have been determined, he will be given the choice of one or more occupations (classes) for which he is qualified. For instance, if his strength meets the minimum requirement, he may become a fighter. If his dexterity is high enough, he may choose to become a thief. Typically, the player should select a class which allows him to maximize his potential to the party.

Once a player has selected a class, he can choose from several guilds, or schools, in which he can train for his occupation. Guilds vary in quality of education, risk of death to the student, average years in training and difficulty. Some of the guilds discriminate by race, only allowing members of a given race to enroll. A player's

selection of a school is made based on his characteristics and desires. If he survives his schooling, he will be placed in the tavern waiting to join a party to seek adventure in the dungeon. On your first run in the game, select several players, put them through school, and then go to the tavern to choose your party to enter the dungeon.

As you begin to play the game you will find that the rules are loosely defined. Oubliette is an attempt to simulate life in a fantasy world. Your players will encounter adventure and adversity in the castle as well as the dungeon. If you are unfamiliar with the general play of the game, experiment a bit. Oubliette is a game of discovery, in which you learn by doing.

The guide for the game gives you a basic reference if you become confused, but is not intended to give you a list of all the things you might encounter in the game. The best suggestion for the novice player is to read this section, and then enter the game. As you encounter things you do not understand, refer to the manual for an explanation. The game is designed to be open ended, providing a challenge for both the novice and the advanced dungeoneer. Gradually you will become proficient enough that your early encounters will seem simple in comparison, but there will always be another level to challenge you and your party. Onward to glory!

Player Information

(6+0) Graelyn Female Elf Hits = 8/ 8
Gold = 512
STR 8 AC=9 Age 23 1. Dagger
INT 17 Magic = 630000 2. Cloak
WIS 15 Cleric = 000000
CHA 18
CON 4
DEX 12

Provided above is a sample player information display. To get information on a particular player in your party, press M, either within the dungeon or castle.

Listed just before the player's name are two numbers in parentheses—for Graelyn, (6+0). The first number indicates the level of the player. The higher the player level, the more powerful the player. Players start at level 1, and can increase their levels by slaying monsters in the dungeon. Each time a player increases his personal level, he gains additional hit points, allowing him to withstand more damage. If the player can cast spells, he gains additional spell units to be used against the enemy.

The player's characteristics are expressed in terms of six basic values:

STR (strength), INT (intelligence), WIS (wisdom), CHA (charisma), CON (constitution) or DEX (dexterity).

A player's strength determines how hard he can strike his opponents, either increasing or decreasing the amount of damage he does each time he hits. Intelligence is the primary characteristic for magic users, and can increase the effective magical power of the player. Wisdom is the primary characteristic of clerical or religious types, and can increase the effective clerical strength of the player. Charisma is the player's physical appearance and leadership potential, and is an important characteristic for female thieves (who can seduce) and paladins (who must be handsome). Constitution is a measure of physical health, and helps determine the amount of damage a player can stand before being killed. Dexterity

indicates the player's coordination and quickness. The higher the player's dexterity the better his chance of hitting his opponents, and of throwing spells.

Each time a player is hit by an opponent, he sustains a variable number of damage, or hit points. These points are subtracted from the player's hits, and when his hits go to zero, the player is killed. The hits are expressed by two numbers: current hits/maximum hits. A player who has sustained damage but has not been killed may be restored to his maximum level by clerical cures or by resting in the castle.

The second number is the number of levels the player has gained on this trip. When he rests in the castle it will be added to his level.

Gold pieces are the unit of money in the game. Gold is useful to the player for resting in the inns, "donations" to the house of healing, and the purchase of equipment. Players start out with a small amount of gold when they are selected, and can obtain further gold by defeating monsters in the dungeon.

AC is the Armor Class, or protection rating for the player. An AC of 9 corresponds to a player with no protection whatsoever, and any protective equipment the player uses will lower the AC from that point. For example, a Hirebrand wearing Plate Mail and a Shield for protection would have an armor class of 1. The lower the armor class, the harder the player is to hit.

Age is the age of the player in years. While age may be relatively unimportant in the early stages, once the player has made many trips to the

dungeon, he is likely to be old enough for retirement. Players age only by resting in the castle (see Resting in Castle Options), and certain races have longer life spans than others (see Races).

You will also find the player's spell units listed on his personal information display (as well as the party display if you have an 80x24 terminal). For example, in the display above, Graelyn has 6 level 1 magical spells and 3 level 2 magical spells. She does not have any higher level magical spells, and being a mage, does not have any clerical spells at all. As she advances levels by killing monsters in the dungeon, she will become more powerful, and be able to throw higher level spells, and more of the lower level spells. Additional information on magical and clerical spells is available in the section on Spells.

Listed to the far right of the display is the equipment the player is carrying. (See the section on equipment.)

Player Races

There are eight player races living within LIGNE castle. These races are **Dwarf, Elf, Gnoll, Hobbit, Human, Kobold, Ogre, and Orc**. Each race has certain characteristics which typically distinguish its members from those of other races.

Race	Str	Int	Wis	Cha	Con	Dex	Hits	Age	Exp
Dwarf	++	-	+	-	++	-	++	++	---
Elf	*	+	*	+	-	+	*	&+	----
Gnoll	++	--	*	*	+	+	++	-	--
Hobbit	-	-	*	+	+	+	--	+	+
Human	*	*	*	*	*	*	*	*	*
Kobold	-	--	--	-	*	*	--	*	+++
Ogre	+++	--	--	--	++	-	+++	*	--
Orc	+	-	-	-	*	*	+	---	++

Above is a list of the races within the game, and their typical characteristics. + means higher than average, * indicates average, and - denotes below average. The note of &+ for the age of elves indicates that elves are not affected by aging, and can, provided they stay out of trouble in the dungeon, be immortal.

The racial characteristics shown above do not guarantee that an Elf player will be intelligent, or that an Ogre player will be strong, but rather that players selected from those races have a better chance of exhibiting those characteristics. After spending some time selecting players, you will have a better feel for the average statistics you can expect for each of the races.

The term "Exp" found in the chart is the average degree of experience required in the dungeon before a player of this race will advance a personal level and improve his statistics. The chart indicates that Orcs and Kobolds make levels easily, Elves and Dwarves have a more difficult time of it. This says nothing about the player's ability to survive. (See the section on Classes for information on how a player's class can affect his progress.)

Player Classes

Once a player has been selected, you have a choice of up to 10 different

classes, or occupations, for that player. The player will be allowed to choose from at least one class (Peasant) and possibly more, depending upon his characteristics.

Associated with each class are a number of factors which will affect how your player does in the dungeon. Each class has a hit bonus, so that players of some classes, such as Hirebrands and Paladins, receive additional personal hit points. Players of classes which are weaker physically, such as mages and sages, receive fewer personal hit points. In addition, the choice of a class will affect how rapidly a player advances personal levels. Some classes, such as thieves, allow the player to advance levels relatively easily; more difficult classes, such as rangers or sages, allow very slow advancement. Be aware that if a player is a member of a slowly advancing race (such as an elf) as well as being a member of a slowly advancing class (such as a sage), the effect will be compounded and your player is likely to advance very slowly indeed. Similarly, if an "expensive" race selects a rapidly advancing class, some of the disadvantage will be offset.

Members of some classes can throw magical (illusionary) spells and others can throw clerical (religious) spells. A few (such as rangers and sages) can

actually throw both. Spells can be used to help defeat monsters in combat, or can be used passively to assist party members, such as healing wounds, curing poison, etc. (See spells for more information.)

The equipment your player is able to use will also be influenced by his choices of a class. Certain classes are restricted from various types of weapons and armor. Priests, for instance, may not use any types of weapons with a point or blade, since such weapons shed blood. Thieves, on the other hand, are not selective about their weapons, but may not wear anything heavier than leather armor since it restricts their movement. (See Equipment for more information.)

Listed below are 10 player classes, with a brief description of each:

Hirebrand-

Hirebrands are the pure fighting men in the game of Oubliette. They can wear all normal types of armor and weapons, including plate mail and swords. The basic purpose of a hirebrand is to fight in the front of his party, protecting the mages and other more fragile spell-throwing types from direct contact with the monsters. The hirebrand might be most closely compared to the hoplites in ancient Greek societies, or to the Roman legionnaire. Hirebrands tend to be sturdy, and advance personal levels rapidly, provided they survive.

Mages-

The mage is a pure illusionist and sorcerer. Rather than earning his glory fighting in the front lines like the hirebrands, the physically weak mages prefer to overcome the enemy by the use of magical spells. To ensure that the casting of these spells

will not be impeded by their armor or weapons, mages never wear armor heavier than a cloak, and typically carry daggers as their normal weapons. Because of the vulnerable nature of the mage, he is usually located in the rear of the party, protected from direct contact with the monsters, where he can throw spells at will over the heads of his comrades.

Ninja-

Members of ancient assassins' guilds, the ninjas, have traditionally practiced the art of silent assassination. Skilled in the use of all weapons, the ninja serves primarily as a fighting man in the dungeon. Their skill with weapons allows them to swing to kill on an opponent, with a good probability of inflicting a fatal or critical hit with a single blow. To use their weapons more effectively, and to move quickly through the dungeon, the ninjas never wear anything heavier than leather armor. Like thieves, the ninjas are adept at opening trapped boxes in the dungeon.

Paladin-

The fair knights of Oubliette are known as paladins. Sworn to the cause of justice, these paladins are handsome fighters who have some additional abilities over the normal hirebrands. The paladin can restore hits to a party member with his touch, one time per dungeon trip, with the number of hits increasing along with the paladins level. The paladin is also able to throw clerical spells when his personal level is 8 or higher. Because of his clerical nature, the paladin, like the priest, can also make use of the clerical dispell on evil monsters.

Peasant-

By default, every player in the game is able to be a peasant. Having no par-

tical strengths, the only redeeming factor of a peasant is that he makes personal levels in the dungeon quite easily. Frequently players will be a peasant for their first few personal levels and join a guild to learn a useful skill. Peasants may wear nothing better than leather armor, and cannot use most weapons.

Priest-

The priests are the religious men in Oubliette, able to summon the assistance of their gods in the aid of their party. Priests abhor bloodshed, and will only kill in self-defense. The priest may only carry blunt instruments as weapons, like the crusading clerics of old. Priests can wear armor as heavy as chain mail, and can also carry shields. The priest can throw clerical spells, which serve to protect his party, heal his friends and do damage to those attacking him. Further, the priest can attempt to dispell evil monsters (demons and undeads) by ordering them hence when the monsters are first encountered. Frequently the monsters are impressed with the priest's presence at the beginning of the encounter, but after they have fought him and his party for more than one round, they realize his vulnerability.

Ranger-

The rangers have historically lived in the forests in clans devoted to protecting nature and themselves. Through the years of communing with nature, the ranger discovers many of the most powerful secrets of the world, both magical and clerical, therefore he is able, when he is high level, to throw both magical and clerical spells. The ranger insists on wearing only leather armor, but can use all types of weapons. While the ranger is vulnerable when low level, being

forced to fight monsters directly to gain experience, the high level ranger is able to both fight and cast spells, making an invaluable member of the party.

Sage-

Sages are similar to rangers in their seclusion from society. Like the rangers, the sages can cast both magical and clerical spells. Because the sages can cast both magical and clerical spells, they can cast them at lower levels, being able to throw magical spells at their first level, and clerical spells at their third level. However, the sages lack the ranger's training in nature, and therefore are physically weak and are unable to wear armor. Sages are typically used solely for their ability to cast spells, and are kept in the back of the party when possible.

Samurai-

In the tradition of the Japanese Samurai and the Chinese Shao-lin monks, these players are known for their skill with both weapons and hand-to-hand combat. Unwilling to wear any armor except for their cloaks, these martial artists are often able to parry the blows of their opponents, and become increasingly difficult to hit as they advance levels. The samurais, like the ninjas, are able to swing to kill, but are far more effective. In their years of study of philosophy, they have also come to learn clerical spells, and at high level, the samurais are able to serve as clerics as well. Like the thieves, they are skilled with their hands, and are better than average at disarming traps.

Thief-

The thief is a self-interested player skilled in the dark arts of opening doors and disarming traps, as well as

some basic weapons skills. Thieves are able to use all types of normal weapons, but wear only leather armor so that they can move with stealth. Thieves advance personal levels rapidly as they gain experience in the dungeon, and at high levels they achieve sufficient weapon skills to be able to swing to kill on their opponents. However, high level thieves are less effective at critical hit than the samurais and even the ninjas.

Class Information Summary

Class	Hits	Exp.	Magic	Cleric	Weapon	Armor
Hirebrand	+++	+	0	0	3	4
Mage	--	--	1	0	1	1
Ninja	+	*	0	0	3	2
Paladin	++++	---	0	8	3	4
Peasant	*	+++	0	0	2	2
Priest	*	--	0	1	2	3
Ranger	+++++	----	7	6	3	2
Sage	--	----	1	3	2	1
Samurai	++++	--	0	6	3	1
Thief	*	++	0	0	3	2

Hits: Extra personal hit points awarded to the player, each time the player advances, allowing the player to withstand more personal damage.

Magic & Cleric Levels: Level at which player of that class can throw spells of that type, 0 indicates NONE.

Weapon Levels:

- 1 - Restricted to daggers
- 2 - No edged weapons
- 3 - Use any normal weapon

Armor Levels:

- 1 - Cloaks only
- 2 - Leather Armor
- 3 - Chain Mail & Shield
- 4 - Plate Mail & Shield

Minimum Statistics Required

Class	Str	Int	Wis	Cha	Con	Dex
Hirebrand	12	0	0	0	0	6
Mage	0	12	0	0	0	0
Ninja	12	9	12	0	6	15
Paladin	12	12	12	17	7	9
Peasant	0	0	0	0	0	0
Priest	0	0	12	7	0	0
Ranger	12	14	14	14	15	12
Sage	0	14	14	7	0	0
Samurai	15	9	15	0	9	15
Thief	5	0	4	0	0	12

Joining a Guild

Once your player has been selected, he will be able to choose from one or more classes for which he is nominally qualified, meaning that his statistics meet the minimum requirements shown in the table above. After choosing a class, he can select a guild for his apprenticeship.

The guilds vary in quality of education, risk to the student, average years of study, chance of successful graduation and racial discrimination. Certain guilds (such as the Eldar Academy) only allow members of a given race to enroll.

Your choice of a guild will be based on a number of factors. While it is always desirable to choose a high quality guild, they tend to be considerably more difficult, and your player could spend many years attempting to graduate, perhaps dying in the process. To short-lived races such as orcs and ogres, becoming a professional student can be a fatal mistake.

Note that after a new player has been selected, he will be given a chance to study for a chosen class. If he fails to graduate, but survives the school, he will be placed automatically in the

tavern, where he will wait until picked up as a member of a party. He may at any later time become an apprentice again, in any guild for which he is qualified. He might also elect to seek adventure in the dungeon as a Peasant, and enter a guild later. Warning—the chance of dying in school increases as a character increases his personal level. The masters of the school typically frown on these higher level students, and force them to serve as examples for the rest of the class.

Equipment

Players may purchase equipment to assist them in their adventures at the general store located in the castle. Grundig's General Store stocks only the finest in quality merchandise to aid players in their dungeon quests.

Each player may carry up to five items of equipment with him in the dungeon. There are five basic types of equipment, and a player may only carry one of each. They are, in order, **Weapon, Armor, Shield, Jewelry** and **Miscellaneous Magic**. Characters which fight frequently will be especially concerned with selecting the proper weapon and armor. The choice of a weapon has a great effect on how

the player fights in the dungeon. Certain weapons, such as swords, are restricted to the fighting classes like hirebrands and paladins. Other weapons, such as maces and mauls, are typically used by religious players like priests and sages, since they do not shed blood. There are also class restrictions placed on armor: fighting men can wear plate mail and shield; peasants and thieves may wear nothing heavier than leather armor; and mages may wear nothing more than a cloak.

Equipment may also be restricted to a specific race or class. Daggers, for instance, are restricted to use by mages. Dwarven hammers, manufactured and used exclusively by dwarves, may not be used by members of other races.

In addition to the "normal" equipment available for purchase in the general store, there are enchanted equipment items to be found in the dungeon. This magical equipment is frequently like normal equipment, except that it has been endowed with special qualities that make it more desirable. Hirebrands may find magic plate mail, which protects them even better than normal plate mail. Mages may be interested in the Wizard's Staff, which can be used in the dungeon as a weapon and a source of protection for the mage. Although the best magic equipment is harder to obtain, it is well worth the quest.

Spells

Magical and Clerical (Religious) spells can be cast by various classes to attack monsters and help fellow party members. While a player must be one of the front two players in the party to hit the monsters with weapons, spells can be cast from any

position. As a result, those players able to throw spells are typically placed in the rear of their parties, so that they can cast spells against the monsters without risk of direct personal injury.

The spells are actually remnants of the Varget, or ancient language, which is no longer known to commoners. It is said that the secrets of the world of Tokal are contained within the language, and that those who are able to properly speak the words can actually invoke these mystical powers. However, the task of invoking these spells is so exhausting that a user of magic or clerical spells can cast only a limited number, and then must rest to restore his strength.

The spells are split into two basic groups, magical and clerical, and different classes may be able to cast one, both, or none of these spell types. The spells are further separated into different spell levels, each requiring a unique source of energy within the thrower. As the spell-user increases his personal level, he becomes stronger and is able to cast more powerful spells as well as throw more of the lower level spells per trip. By inspecting a player's information (pressing M within the game) you can determine the number of magical and clerical spells of each level the player can cast.

Spells may be cast only in the dungeon, since the builder of the castle placed an anti-magic hex on the entire city to prevent spell casters from disturbing the local peasants. To cast a spell while in the dungeon, the spell caster need merely press S and he will be asked to enter the name of the spell. Naturally, all spell names are given in the Varget, and are translated in the following pages.

Magical Spells

Magical spells are based on illusion and control of natural phenomena. While magic is particularly effective on low to medium level monsters, it tends to be less effective against high level monsters, wise to the world and powerful in the dungeon. As a result, mages are invaluable to a party during the early stages of development, and these wizards recede in importance, until the party begins to venture to the very deep levels of the dungeon, where ultra-powerful mages are required for the party's survival.

Level 1-

NARGOR In the Varget, this spell means "not thought." Scholars believe that this spell actually neutralizes the thought process of the victim, apparently putting the creature to sleep. It is a relatively weak spell, however, and will only affect low level normal monsters.

GEIBOR Known among commoners as magical missiles, this spell literally means "air rods" in the ancient language. The projectiles produced are directed at a single target, and work on all types of monsters.

TOKSHEF Meaning "earth shield" this spell invokes the power of the strongest element, the earth, in protecting the user. Although few understand exactly how the spell works, it seems to make the user less vulnerable to attacks with weapons.

MORFIEGOR Literally translated, this spell means "direct fire thought." It is directed at a single opponent of humanoid type, and if successful, the opponent will join the user and assist him throughout his trip in the dungeon.

Level 2-

GEIGOR "Air thought" attempts to dispell the thoughts of the opposing monsters into the air, and is commonly called the spell of confusion. Once confused, the affected monsters run for cover and are effectively eliminated from the encounter.

ALTATOK "Earth strength" invokes the power of the earth in strengthening the recipient of the spell, allowing him to hit his opponents more often. It can be cast by the magic user on any member of the party, but is typically used on one of the two men fighting in the front.

NARPIC Called Darkness by the rabble, this spell creates an area of darkness around the magic user's party, allowing the party to escape the encounter. It is primarily effective against low level monsters, both humanoid and animal, which require light to see their opponents.

GEITORGA Unsure of this spell's translation, the scholars say that it helps the magic user to float in the air above the earth. Its primary utility is in allowing the mage to avoid pits in the dungeon.

Level 3-

FIEMINAT This spell causes a ball of fire to burst from a point chosen by the mage, usually in the midst of the monsters fighting his party. "Fire wound" will do serious damage to all members of the opposing party, and also stands a good chance of damaging each member of the mage's party. Because of its destructive effect on the friendly forces, this spell is typically cast only as a last resort. A magic user can partially protect himself from the effects of fire by casting **FIETOKSHEF**.

PICTAGEIT "Light Air Storm" invokes a storm of brilliant light among the enemy, having an even chance of damaging each one. Like **FIEMINAT**, this spell can also backfire to damage one's own party, so it should be used with caution. (See **FIETOKSHEF**)

MORTOKGOR "Direct Earth Thought," serves to control a monster in the same way as **MORFIEGOR** is used against humanoid opponents. This spell is cast against beings of "earth thought," or non-humanoid monsters. Like **MORFIEGOR**, it is ineffective against supernatural monsters of any kind.

IPTONARVAY Meaning "self-not-see," this spell makes the user invisible to low level normal monsters. Its effects last until the user leaves the dungeon, or attacks a monster with a spell or weapon. Its basic benefit is that it makes the mage invulnerable to attack by normal weapons. This spell is not effective against supernormal or high level opponents.

FIETOKSHEF "Fire earth shield" affords the mage with a personal shield against the effects of fire, whether from light or fire spells, or from the breath of dragon-type monsters. The effect of this spell lasts until attack by fire, and then it must be recast. Not a complete protection against fire, it does cut the damage to the magic user in half.

Level 4-

NARFIET Ice storm, or "not fire," invokes a damaging storm of cold and ice upon the opposing monsters. Like **FIEMINAT** and **PICTAGEIT**, it also unfortunately damages the user's party. Use with caution.

MINAGOR "Wound thought" is said to produce fear in the mind of the opponent. A highly effective spell against low to medium level normal monsters, it can be used like **GEIGOR** to remove opponents from the encounter.

KARPAFIER Meaning "Fire Summon," the spell serves to summon 1-4 low level monsters to the aid of the mage. These monsters will stay with the mage for a variable number of encounters, usually leaving him shortly before an encounter to return to their homes.

NARVAYBONA Party invisibility, or "party-not-see" causes the effect of invisibility over all members of the party. The effect may be broken for each individual member when that member casts a spell or swings a weapon. This spell protects the party from low to medium level normal monsters, but has no effect on other monsters.

Level 5-

FIESHEF "Fire protect" forms a wall of fire about the mage, making him appear much like a demon, and casting fear into the hearts of his opponents. This spell is useful for frightening low to medium level monsters, but others are unimpressed.

KARPASOM Meaning "water summon" this spell is more powerful than **KARPAFIER**, and summons monsters to the aid of the mage in the same manner.

SKORPIC According to the major religion of Tokal, the end of the world will come with a mighty struggle between the gods and a blinding flash of consuming light. It is thought that

speaking this spell, which literally means "end light," causes a display of light similar to that of the end. The mage must be quite powerful to cast the spell, and the spell can usually be used without damage to the mage's party.

Level 6-

ALITO "Death" casts a spell of death over the opponents. Extremely effective even against high level normal monsters, this spell is invaluable when traveling to the lower levels of the dungeon.

FIEMINAMOR "Fire wound directed" does heavy damage to all opponents with no effect upon the mage's party. Similar to **FIEMINAT** in effect, the suffix **MOR** indicates the controlled nature of this attack.

KARPATOK "Earth summon" invokes the power of the earth in summoning assistance. Similar to the prior summon spells, it differs only in the level of monsters which appear to assist the mage.

TORGAFIER Even the scholars do not understand this spell very well. It appears to be able to transport the party from one location to another by use of an alternate plane of existence. The spell has a limited range of up to 9 units; up, down, east, west, north or south. It is dangerous in that the party must be sure that the new location to which it is moving is within the dungeon. If the location is outside the dungeon walls, or in the castle, the party will be killed. Use this spell with caution.

Clerical Spells-

The priests and holy men, like the mages, derive their strength from the use of natural phenomena. The clerical spells are characteristically designed to protect the priest and his friends, rather than being outright offensive, such as the fireballs and lightning bolts afforded to the mages. There are two basic groups of clerical spells, those which heal and revive (the cure and raise spells), and those which defend the priest and his party (**BONASHEF**, **ETISHEF**, **SHEINOGET**). In comparison with the mages, priests are relatively weak when they are low level. However as they increase their personal levels they begin to throw more powerful spells, and become indispensable as the party travels to the lower levels of the dungeon.

Level 1-

MINAT Simply meaning "wound" in the Varget, this spell inflicts damage on the priest's opponent, thus serving a basic defensive purpose.

KOMINAH "Close wound" is the inverse of the **MINAT** spell, and is used by the priest to cure a member of his party. The **AH** ending of this word indicates the healing nature of the spell, in contrast to the harsh **AT** ending on the corresponding wound spell.

KONARBONA "Dispell party" is a low level clerical spell affecting undead creatures, such as skeletons and zombies, although it has some effect on demons as well. This spell has a random choice of frightening all members of the attacking parties, causing them to flee from the priest, who represents evil to them.

Level 2-

BONASHEF "Shield party" serves to protect the priest's party, and lowers the chance of monsters hitting them with weapons.

DUMAFIEGOR In the Varget, **DUMA** means "control," and **FIEGOR** means "fire thought," or human thought. This spell is similar to the **MORFIEGOR** of the mage, except that it attempts a much stronger, but less lasting, control over the monster. The spell can capture 1 to 4 humanoid opponents and induce them to serve in protection of the cleric. Unfortunately, the spell requires significant energy on the part of the cleric to maintain control, and the companion monsters have a good chance of deserting the priest before the next encounter.

FEHTIER Literally "point trap," this spell allows the cleric to point all dangerous elements of a trap, and thus disarm it without injury. Unfortunately, the effectiveness of the spell decreases with the complexity of the trap, and on the deepest levels of the dungeon, this spell is of relatively little help.

Level 3-

MINATOK Known among the masses as heavy wound, this spell is a more potent version of **MINAT**. The **TOK** (earth) suffix indicates that the power of the spell is drawn from the strongest element.

KOMINASOM The functional opposite of **MINATOK**, **KOMINASOM** is based on the water element and provides a stronger healing effect than **KOMINAH**.

IPTOFEH Unclear on the interpretation of this spell, the holy men agree

that it helps the priest to determine his general position or floor in the dungeon.

Level 4-

KOMINATOK Calling on the power of the earth, this heal spell is usually termed "full cure." It remains the recipient to his full strength level.

MINABOR "wound rods," or quarrel, gives the priest a variable number of wounding rods which he fires at his opponents. This spell is a potent weapon for the cleric and a valuable tool for defending his party.

KOTIER This word means "close distress" in the Varget. It allows the priest to cure a fellow party member of all the diseases affecting him, although it does not return the player to his full strength level (such as **KOMINATOK**).

DUMATOKGOR meaning "control earth thought," this spell is a stronger version of **DUMAGOR**, and allows the priest to control general monsters as well as humanoids. Again this spell affects 1 to 4 opponents, and has a limited duration which depends on the wisdom of the cleric.

Level 5-

FEHALITO "Point death" is an attempt by the cleric to command his opponent to die. This spell may only be used in self-defense by the cleric, and is directed at only one opponent. If the spell does not succeed, the opponent sustains no damage.

ETISHEF "Blade protect" invokes a barrier of whirling blades which the cleric can direct against the attacking opponents. Guided by a divine hand, the blades do not affect members of

the cleric's party, but do considerable damage to some of the opponents.

KOALITO "Close death", or raise person, is a very useful spell for any party. This allows the cleric to resurrect a member of his party that has died in the dungeon. The chance of success is based upon the constitution (or health) of the victim, and if it fails, it may not be retried. Being a somewhat limited spell, it does cause Permanent damage to the health of the recipient.

Level 6-

KOMINALITO "Close death wound" serves to resurrect the person like KOALITO, but also serves to cure the wound which actually caused the death in the first place. Because of this additional healing affect, the victim is not permanently damaged by the experience of death. This spell also has a chance of failure, and may not be retried on the same player.

MOHIPTO This spell means "home self" and returns the cleric to the castle. Unfortunately, his party members do not follow him. In abandoning his party, the cleric risks permanent condemnation and death from his gods, and may be permanently killed in the attempt to return home. If the spell is used in only the most dire circumstances, the chance of death to the cleric is relatively remote.

SHEINOGET "Holy ward" calls upon the priest's god to damn his opponents to hell. The opponent's chance of resisting the attempt is based on the priest's level and the opponent's level. If a party member is damned but the party as a whole survives, his soul will return to his body and he will be revived.

Special Options

CONTROL-L

Now you can play Oubliette at work with our exclusive "At Work"™ feature! Pressing these two keys will promptly shift you from the game to what appears to be a system page. This comes in handy when playing Oubliette at work! Pressing it again will shift you back into the game resuming from where you left off. NOTE: While in the system prompt mode, pressing anything else but CONTROL-L will exit the game.

Castle Options

While you are in the Castle, you have the following options:

N - Create New Players
S - Grundig's General Store
H - House of Healing
D - Enter the Dungeon
X - Transfer Gold or Equipment
T - LIGNE Tavern
G - Enter a Guild
R - Rest Up at an Inn
O - Order the Party
E - Exit the Game

N - Create New Players

On your distribution disk, there are a number of players already created and waiting in the tavern. If you like, you can use these players, or create some new players by pressing -N- while in the castle. Ultimately, the players provided for will be killed, and you will be forced create some new ones.

After pressing -N-, you will be asked to select a race for your new player. Keep in mind that the selection of a race will have a large affect on the type of player you get. If you are selecting a Ogre player, chances are good that you will get a good hire-

brand, but you are not likely to get a good priest. For further information, see the section on Player races.

Once the race has been chosen, you will be "rolled" a player of that race. You will be asked if you want to keep the player, and if not, another will be rolled.

Listed below the player are the classes for which the player is eligible. The player is eligible for a class if his statistics meet the minimum specified for that class. No matter how poor the player, he will be allowed to be a peasant. Frequently a player will have 2 or 3 occupational choices. Select the choice most beneficial to your party.

You will then be provided with a selection of guilds which the player may attend in order to train for his occupation. The player will be placed in the tavern after his schooling, whether he graduates or not, as long as he does not die during his apprenticeship. If the player does not succeed in his first attempt at a guild, he can try again at a later point. However, once he has graduated from a guild, he cannot change guilds.

After you have created a sufficient number of players, press RETURN and go to the tavern (Castle Option -T-) to form your party.

T - LIGNE Tavern

LIGNE Tavern is named for the founder of the castle, and is the traditional meeting ground for adventurers waiting to seek glory in the dungeon. After a player is created, and upon normal exit from the game, the player is placed in the tavern.

To form a party, simply enter the number of the player you would like to select and press RETURN. After a player has been selected, a *** will appear to the right, indicating that he is a member of your party. To deselect a member of your party, simply enter his number.

Your party may consist of from 1-6 players, and once you have reached that limit, you may not select any more. When you have selected all of the players you would like for the party, simply press RETURN to exit the tavern.

S - Grundig's General Store

Run by Grundig, an elderly dwarf of gentle demeanor, the General Store is the retail outlet for a wide variety of equipment useful in the dungeon. Unfortunately, due to the high costs of quality workmanship and materials, some of the items may be too expensive for beginning players. If your party cannot afford to properly equip itself for the dungeon quest, you will have to make do as best you can, hoping to win additional gold for equipment in the dungeon.

G - Enter a Guild

The guilds are essentially schools in which a new player can learn an occupation. For each occupation, or class, there are several guilds, each guild varying in quality of education, difficulty, risk to the student, average years of apprenticeship and race discrimination. After graduating from a guild, the student will hopefully have improved some of his characteristics useful in his trade, or at least not lost any. In choosing a guild, keep in mind that the best guilds are the most difficult, so mediocre students might do best to join an inferior guild.

H - The Holy House of Healing

The House of Healing is run by a small group of priests residing in the castle. Supported solely by the gracious donations of its benefactors, this temple provides healing services to those in need. Usually those in need will give large donations prior to requesting the aid of the clerics.

R - Rest at an Inn

In order to recuperate your hits and spell units prior to a dungeon trip, your party will have to rest in the castle. The three inns vary in cost and quality of rest, and parties with financial stress may choose to rest in the streets. New players, before entering the dungeon, should rest in order to get their spell units. Note: resting in the streets may be cheap, but it will age your players severely. Aging has no apparent effect upon young players but as players pass the halfway point in their life expectancy, they will begin to experience physical and mental degradation, reflected in their stats. When any stat goes to zero, the player dies of old age.

O - Order the Party

This option allows you to select the order of your party during encounters with monsters in the dungeon. The first two players (numbers 1 and 2) will be in direct contact with the monsters, so these players should be the best able to avoid or withstand damage. Typically, the party is ordered with the hirebrands and fighting players up front, the priests in the middle, and the pure spell throwers (mages, sages, etc) in the rear. In this way, the players in front have to be slain before the spell throwers can be hit directly by the monsters. The spell casters can throw spells from any position in the party, so their effectiveness will not be limited by party position.

X - Transfer Gold or Equipment

Equipment and gold can be transferred between players in the castle, but not in the dungeon. Make sure that any necessary gold or equipment transfers take place before you enter the dungeon.

E - Exit the Game

In order to store the progress of your party, you must exit the game by pressing -E-. If you exit by resetting the system or pressing control-C, chances are good that your progress will not be properly stored for your next playing session.

P - Party Information

Pressing -P- will replot the information on your party.

M - Player Information (Man)

Pressing -M- will provide you with detailed information on a particular player (both -P- and -M- also work in the dungeon).

D - Enter the Dungeon

When your party has been properly equipped and rested, you will be ready to enter the dungeon. **Onward to Glory!**

Passive (Non-Combat) Dungeon Options

D,W,A,X - Party Movement

These keys move you right, up, left and down (respectively) in the dungeon. If you are blocked by a wall, the move key will have no effect.

Moving your party into a pit (these are not shown - you will have to discover them the hard way) will have a chance of injuring each member of your party. The severity of the damage will depend on the level you are on. The deeper you go, the bigger the pits!

Moving your party onto a stair will give you the option of taking the stair.

Moving your party onto a chute (also not shown) will take you automatically to the destination of the chute. Chutes are a magical means of transport which take the party to a predefined location in the dungeon.

O - Order the Party

This allows you to designate the order in which the players in your party will face attacking monsters. (See Castle Options for further explanation.)

P - Party Information

By pressing -P-, you can update the list of party information at the top of the screen. The party information is not automatically updated, so during an encounter, be sure to press this option frequently to be sure that you know how your party is doing. If -P- is pressed during an encounter, it does not cost a combat option.

M - Player Information

Pressing -M- will give detailed information on an individual player. If -M- is pressed during an encounter, it does not forfeit the player's combat option.

S - Spell Casting

This allows you to specify a player in your party to cast a magical or clerical spell. Certain spells work only during peace and others work only during combat.

T - Paladin Touch (Heal)

By touching another player a Paladin can cure damage done to the player. The power of the touch increases with the level of the paladin. A paladin may only touch another player once during the dungeon trip.

B - Bury

The only way to dispose of players who have died is to bury them in the dungeon.

Q - Quit

This option saves the party's position and status in the dungeon, so that the trip can be resumed at a later time. Press C to return to the castle, or press X to leave the game.

K - Kill Companions

You may kill your charmed or seduced companions by pressing K and choosing a man.

Combat Dungeon Options

F - Fight

The first two players in the party may press -F- during an encounter in an attempt to hit the attacking monsters. This normal swing is allowed to all players, and the player, if he hits, will do a variable amount of damage to the monster, based upon the player's level, strength and the type of weapon he is using. If a player behind the front two attempts to fight, it will have no effect since he cannot reach the monsters.

D - Double Blow

Only Hirebrands and Paladins may swing for double damage. This option is exactly like the normal swing (-F-) except that the player only swings once (regardless of the number of attacks of his weapon) and will do double the normal amount of damage. Other players attempting to do a double blow will merely do a normal swing.

K - Swing to Kill

Swinging to kill is an option restricted to Samurais, Ninjas and Thieves higher than 15th level. The Samurais

will attack for the normal number of swings of their weapon, while the Ninjas and Thieves using this option will attack only once. If successful, the player has a chance of instantly killing his opponent, or inflicting quadruple damage upon the enemy. Like -F- and -D-, this option has no effect if the player is not within the fighting front two of his party.

E - Evade

Pressing -E- will cause the player to attempt to evade the attacking monsters and retreat to the rear of the party. Warning - in the scuffle, the player behind the evading player loses his combat option. Evasion should be attempted only when the player in the front two is critically injured and facing imminent death.

Q - Seduce

Female Thief players may attempt to seduce humanoid opponents with their physical charms. The success of this attempt is based upon the charisma of the seductress and the level of the enemy she is trying to seduce. If successful, the enemy will follow her and fight for her. Seduction may be attempted from any position within the party.

Appendix M - Monsters

There are fifteen different types of monsters which can be encountered in the dungeon. They are:

Hirebrand -

Like the player hirebrands, these are well-armored fighting men, ranging from low to high level, and can be found on all levels of the dungeon. The high level fighters are very well equipped, and can use normal swing, double blow and even critical hit.

Magician -

The humanoid mages can be found as opponents on the medium to low levels of the dungeon. They are typically physically weak, but can cast a broad range of magical spells, and increase in their power along with their level.

Priest -

Priests can be found on all levels of the dungeon, and medium to high level priests can throw dangerous offensive spells.

Thief -

Thieves are humanoid monsters capable of normal swing, double blow, critical hit and summoning aid. Thieves can be found on all levels of the dungeon.

Giant -

Generally of ogre-like appearance, these fighting types are different from hirebrands only in appearance.

Midget -

Small humanoid monsters similar to hirebrands.

Animal -

This monster type includes a broad range of non-humanoids.

Werebeast -

These monsters are a cross between man and animal, and typically can do normal swing, double blow or poison.

Insect -

These monsters usually attack with normal swing or poison.

Aquatic -

Aquatic monsters are not found in the dungeon, but will be found in the outside world (Tokal) when released.

Undead -

These monsters are neither dead nor alive, and possess a wide range of attacks, including swing, double blow, critical hit, paralyzation, level drain and summoning aid. If hit by certain undead monsters with level drain, the player will lose a personal level, with a corresponding loss of hits and characteristics.

Mythical -

These monsters have a variety of attacks, and are generally immune to all spells involving control or fear. Among the mythical monsters are those with the ability to turn their opponents to stone and to summon aid.

Dragon -

A subset of the mythical types, the dragons have the power to breathe fire and are similarly resistant to spells. Dragon types can be found only on the lower levels of the dungeon.

Enchanted -

Enchanted monsters are similar to mythical monsters in their resistance to spells and their forms of attack.

Demon -

Found only on the lowest levels of the Oubliette, these monsters possess almost all forms of attack, and are immune to most non-damaging spells. Beware the demons!

The first six monster types, Hirebrand through Midget, are humanoid in nature and are generally susceptible to all spells. Further, these monsters can be controlled using any of the FIEGOR (fire thought) spells such as MORFIEGOR and DUMAFIEGOR.

The Animals, Werebeasts and Insects are immune to the FIEGOR spells, but can be controlled using the TOKGOR (earth thought) spells. These monsters, along with humanoids, can be put to sleep or frightened.

The remaining monster type, Undead through demon, are supernormal monsters having special capabilities. All of them are resistant to fear and control spells. Undead and demon monsters can be dispelled using two clerical spells, KONARBONA and SHEINOGET. The others, Mythical, Dragon, and Enchanted types, must typically be destroyed by weapons and damage spells.

On the following pages is a list of the monsters present in the dungeon.

Mlev indicates the level of the monster, and HD is the maximum number of hits per level. For example, an Aerial Servant has an Mlev of 16 and an HD of 8, and would have from 16 to 128 hits, with 72 hits on the average.

AC is the armor class of the monster. The lower the armor class, the easier the monster is to hit. AC = 9 corresponds to an naked human, while AC = 3 corresponds to a human in chain mail and shield.

#App is the maximum number of this monster appearing in a group.

#Att is the minimum number of times the monster can attack per round, and Dam is the maximum damage the monster can do per attack.

Rlev is the level on which the monster resides. Monsters can be found up to 2 levels up or down from their resi-

dent level, so that a monster with a Rlev = 5 could be found on levels 3 through 7. The farther your party is from the monster's resident level, the less your chance of encountering the monster.

List of Monsters

#	Name	MLev	HD	Type	AC	#App	#Att	Dam	Rlev
1.	Acolyte	1	6	Priest	9	12	1	6	2
2.	Adept	2	6	Priest	7	12	1	6	3
3.	Aerial Servant	16	8	Enchanted	3	3	4	6	6
4.	Air Elemental	16	8	Enchanted	2	4	2	10	5
5.	Anhkheg	5	8	Animal	2	10	1	6	2
6.	Apprentice	1	6	Thief	9	12	1	8	1
7.	Axe Beak	3	8	Animal	6	12	2	3	2
8.	Basilisk	5	8	Mythical	0	8	1	10	4
9.	Beholder	31	9	Mythical	-8	4	2	8	9
10.	Bishop	7	6	Priest	1	8	1	12	6
11.	Black Dragon	12	8	Dragon	-9	5	2	10	7
12.	Blink Dog	4	8	Animal	5	12	1	6	2
13.	Bombadier Beetle	2	8	Insect	2	8	1	10	3
14.	Boring Beetle	5	8	Insect	0	10	4	3	3
15.	Brass Dragon	15	8	Dragon	-11	4	2	15	8
16.	Brownie	1	4	Hirebrand	7	15	1	3	1
17.	Bugbear	3	8	Animal	5	10	2	6	2
18.	Burglar	4	6	Thief	6	10	2	8	3
19.	Cardinal	31	8	Priest	-5	6	2	4	10
20.	Carrion Crawler	3	8	Animal	4	8	3	1	2
21.	Catoblepas	10	6	Mythical	1	8	1	6	5
22.	Champion	10	8	Hirebrand	-1	8	2	8	5
23.	Chimera	9	8	Mythical	2	10	2	6	5
24.	Clay Golem	10	8	Enchanted	2	3	3	10	6
25.	Cockatrice	5	8	Mythical	4	8	1	3	5
26.	Conjurer	3	4	Magician	9	8	2	4	5
27.	Copper Dragon	26	10	Dragon	-14	4	2	10	10
28.	Curate	5	6	Priest	3	8	1	10	5
29.	Cutpurse	5	6	Thief	5	8	2	10	4
30.	Displacer Beast	6	8	Animal	4	12	2	6	4
31.	Dragonne	20	8	Mythical	0	6	2	10	9
32.	Dwarf	5	2	Midget	4	15	1	8	1
33.	Earth Elemental	16	8	Enchanted	2	4	4	8	6
34.	Elf	1	10	Midget	5	15	1	8	1
35.	Enchanter	10	5	Magician	2	6	2	10	7
36.	Ettin	10	8	Giant	-1	8	2	10	5

List of Monsters

#	Name	MLev	HD	Type	AC	#App	#Att	Dam	Rlev
37.	Evil High Priest	24	10	Priest	-12	6	3	20	10
38.	Fire Beetle	1	8	Insect	2	15	2	4	2
39.	Fire Elemental	16	8	Enchanted	2	4	3	8	6
40.	Fire Lizard	10	8	Animal	-2	8	1	25	9
41.	Footpad	2	6	Thief	7	12	1	8	1
42.	Gargoyle	4	8	Mythical	0	10	2	3	4
43.	Ghast	4	8	Undead	4	8	1	4	4
44.	Ghost	18	8	Undead	-1	6	2	15	9
45.	Ghoul	2	8	Undead	5	10	1	3	4
46.	Giant Ant	2	8	Insect	9	15	1	6	1
47.	Giant Centipede	1	2	Insect	9	15	5	1	2
48.	Giant Lizard	3	8	Animal	2	12	1	12	4
49.	Giant Scorpion	8	8	Insect	0	8	2	10	6
50.	Giant Slug	12	8	Animal	8	8	1	12	5
51.	Giant Spider	5	8	Insect	4	12	2	4	2
52.	Giant Wasp	12	6	Insect	-2	10	2	10	7
53.	Gnoll	2	8	Giant	4	15	1	8	2
54.	Gnome	1	6	Giant	5	15	1	6	1
55.	Goblin	1	7	Giant	6	15	1	6	1
56.	Gold Dragon	25	10	Dragon	-15	4	2	15	10
57.	Gorgon	8	8	Mythical	0	8	2	6	6
58.	Green Dragon	20	10	Dragon	-13	4	1	25	10
59.	Hell Hound	6	8	Animal	4	8	1	6	5
60.	Hell Spawn	40	10	Demon	-15	4	3	30	10
61.	Hero	4	8	Hirebrand	3	8	1	10	2
62.	Hill Giant	9	8	Giant	1	8	1	20	6
63.	Hobbit	6	1	Midget	7	15	1	6	1
64.	Hulk	12	8	Giant	0	6	2	12	5
65.	Hydra	8	8	Mythical	4	4	8	8	7
66.	Invisible Stalker	10	8	Enchanted	-8	2	1	10	7
67.	Iron Golem	16	8	Enchanted	-4	3	4	10	8
68.	Jackalwere	4	8	Werebeast	4	10	1	4	5
69.	Kobold	1	4	Giant	7	15	1	4	1
70.	Lama	12	8	Priest	-2	6	2	15	6
71.	Lamia	15	5	Mythical	3	8	1	4	5
72.	Lammasu	8	8	Mythical	0	10	2	12	6
73.	Large Spider	1	8	Insect	6	15	1	1	1
74.	Lead Zombie	25	8	Undead	-4	4	2	15	8
75.	Leprechaun	5	1	Midget	8	12	1	3	1
76.	Liche	26	8	Undead	-4	6	3	10	10
77.	Lord	18	8	Hirebrand	-6	8	2	15	7
78.	Lurker Above	10	8	Animal	4	8	1	6	6
79.	Magician	6	4	Magician	4	6	2	4	6
80.	Manticore	6	8	Mythical	4	6	6	6	7
81.	Master Pilferer	15	8	Thief	-2	8	2	15	7

List of Monsters (cont.)

#	Name	MLev	HD	Type	AC	#App	#Att	Dam	Rlev
82.	Master Thief	25	10	Thief	-4	6	4	20	9
83.	Medium	1	4	Magician	9	12	2	4	4
84.	Medusa	6	8	Mythical	3	8	1	4	9
85.	Minotaur	6	8	Mythical	0	6	1	12	7
86.	Mithril Golem	16	8	Enchanted	-15	3	4	15	9
87.	Mummy	6	8	Undead	1	6	1	12	7
88.	Myrmidon	8	8	Hirebrand	0	8	1	12	4
89.	Necromancer	20	6	Magician	-6	6	3	20	9
90.	Necromancer	20	5	Magician	-4	6	4	10	9
91.	Neo-Othyugh	9	8	Animal	0	6	2	12	7
92.	Ninja	20	10	Thief	-2	8	2	15	8
93.	Ogre	4	8	Giant	2	12	1	10	5
94.	Ogre Mage	5	8	Giant	3	8	1	12	6
95.	Orc	1	8	Giant	4	15	1	8	1
96.	Othyugh	7	8	Animal	3	10	3	6	4
97.	Owlbear	5	8	Animal	5	8	2	10	4
98.	Patriarch	18	8	Priest	-6	6	3	20	8
99.	Phase Spider	10	8	Insect	2	8	1	20	7
100.	Piercer	4	8	Animal	3	10	2	6	4
101.	Pilferer	12	8	Thief	0	8	2	15	6
102.	Priest	3	6	Priest	4	10	1	8	4
103.	Pseudo-Dragon	2	8	Dragon	0	8	1	3	4
104.	Purple Worm	29	15	Animal	3	4	4	10	9
105.	Pyrohydra	6	8	Mythical	3	6	6	6	7
106.	Quasit	3	6	Enchanted	2	8	1	4	4
107.	Rakshasa	7	8	Demon	-15	8	2	15	7
108.	Raver	25	10	Hirebrand	-10	6	3	15	9
109.	Red Dragon	25	8	Dragon	-12	4	2	12	10
110.	Robber	3	6	Thief	7	12	1	10	2
111.	Salamander	10	8	Mythical	2	6	1	20	9
112.	Seer	2	4	Magician	9	10	2	4	4
113.	Shadow	3	8	Undead	6	8	1	1	2
114.	Shambling Mound	8	8	Animal	-1	8	4	8	5
115.	Sharper	8	8	Thief	4	8	2	12	5
116.	Siren	3	8	Mythical	5	10	2	4	3
117.	Skeleton	1	6	Undead	7	15	1	6	1
118.	Slithering Tracker	5	8	Animal	4	8	1	1	2
119.	Sorcerer	16	5	Magician	-2	6	2	15	9
120.	Spectre	10	8	Undead	2	8	1	8	9
121.	Stirge	1	8	Animal	8	15	1	6	1
122.	Stone Giant	12	8	Giant	-1	8	2	12	7
123.	Stone Golem	12	8	Enchanted	-2	3	3	8	6
124.	Su-Monster	12	8	Animal	2	6	2	12	6
125.	Subterranean Lizard	6	8	Animal	4	2	1	6	4
126.	Super Hero	12	8	Hirebrand	-3	8	2	10	6

List of Monsters (cont.)

#	Name	MLev	HD	Type	AC	#App	#Att	Dam	Rlev
127.	Swashbuckler	5	8	Hirebrand	1	8	1	12	3
128.	Swordsman	3	8	Hirebrand	5	8	1	10	2
130.	Thaumaturgist	5	4	Magician	4	7	2	4	5
131.	Thief	20	10	Thief	-3	6	3	20	8
132.	Time Lords	30	8	Magician	-10	4	4	15	10
133.	Titan	60	10	Giant	-10	2	4	40	10
134.	Troll	10	8	Giant	2	6	3	10	6
135.	Undead Bears	20	10	Undead	-2	6	3	30	9
136.	Vampire	30	8	Undead	-6	4	3	20	10
137.	Veteran	1	8	Hirebrand	9	2	1	10	1
138.	Vicar	4	6	Priest	4	0	1	8	4
139.	Warlock	12	5	Magician	0	6	2	10	8
140.	Warrior	2	8	Hirebrand	7	10	1	10	1
141.	Water Elemental	16	8	Enchanted	2	4	3	8	6
142.	Werebear	15	8	Werebeast	0	8	2	10	6
143.	Wereboar	8	8	Werebeast	1	8	1	8	5
144.	Wererat	3	8	Werebeast	5	15	1	8	5
145.	Weretiger	10	8	Werebeast	0	10	2	10	7
146.	Werewolf	5	8	Werebeast	4	8	1	12	6
147.	Wight	10	8	Undead	2	8	1	10	6
148.	Wizard	24	6	Magician	-10	6	4	20	10
149.	Wraith	15	8	Undead	0	6	2	15	8
150.	Wyvern	20	10	Dragon	-2	4	3	15	8
151.	Zombie	4	8	Undead	4	8	1	10	3

Appendix L - Monster List by Level

Monsters found in the dungeon are of varying levels depending upon how ferocious the monster is. For instance, a Fire Beetle found roaming around on level 1 is actually a level 3 monster. Do not confuse the level of the monster (Mlev) with the level on which the monster is found.

Monsters on Level 1

(Number indicates level on which monster lives)

2:Acolyte	3:Adept	2:Anhkheg
1:Apprentice	2:Axe Beak	2:Blink Dog
3:Bombadier Beetle	3:Boring Beetle	1:Brownie
2:Bugbear	3:Burglar	2:Carriion Crawler
1:Dwarf	1:Elf	2:Fire Beetle
1:Footpad	1:Giant Ant	2:Giant Centipede
2:Giant Spider	2:Gnoll	1:Gnome
1:Goblin	2:Hero	1:Hobbit
1:Kobold	1:Large Spider	1:Leprechaun
1:Orc	2:Robber	2:Shadow
3:Siren	1:Skeleton	2:Slithering Tracker
1:Stirge	3:Swashbuckler	2:Swordsman
1:Veteran	1:Warrior	3:Zombie

Monsters on Level 2

(Number indicates level on which monster lives)

2:Acolyte	3:Adept	2:Anhkheg
1:Apprentice	2:Axe Beak	4:Basilisk
2:Blink Dog	3:Bombadier Beetle	3:Boring Beetle
1:Brownie	2:Bugbear	3:Burglar
2:Carriion Crawler	4:Cutpurse	4:Displacer Beast
1:Dwarf	1:Elf	2:Fire Beetle
1:Footpad	4:Gargoyle	4:Ghast
4:Ghoul	1:Giant Ant	2:Giant Centipede
4:Giant Lizard	2:Giant Spider	2:Gnoll
1:Gnome	1:Goblin	2:Hero
1:Hobbit	1:Kobold	1:Large Spider
1:Leprechaun	4:Medium	4:Myrmidon
1:Orc	4:Otyugh	4:Owlbear
4:Piercer	4:Priest	4:Pseudo-Dragon
4:Quasit	2:Robber	4:Seer
2:Shadow	3:Siren	1:Skeleton
2:Slithering Tracker	1:Stirge	4:Subterranean Lizard
3:Swashbuckler	2:Swordsman	1:Veteran
4:Vicar	1:Warrior	3:Zombie

Monsters on Level 3

(Number indicates level on which monster lives)

2:Acolyte	3:Adept	5:Air Elemental
2:Anhkheg	1:Apprentice	2:Axe Beak
4:Basilisk	2:Blink Dog	3:Bombadier Beetle
3:Boring Beetle	1:Brownie	2:Bugbear
3:Burglar	2:Carriion Crawler	5:Catoblepas
5:Champion	5:Chimera	5:Cockatrice
5:Conjurer	5:Curate	4:Cutpurse
4:Displacer Beast	1:Dwarf	1:Elf
5:Ettin	2:Fire Beetle	1:Footpad
4:Gargoyle	4:Ghast	4:Ghoul
1:Giant Ant	2:Giant Centipede	4:Giant Lizard
5:Giant Slug	2:Giant Spider	2:Gnoll
1:Gnome	1:Goblin	5:Hell Hound
2:Hero	1:Hobbit	5:Hulk
2:Jackalwere	1:Kobold	5:Lamia
1:Large Spider	1:Leprechaun	4:Medium
4:Myrmidon	5:Ogre	1:Orc
4:Otyugh	4:Owlbear	4:Piercer
4:Priest	4:Pseudo-Dragon	4:Quasit
2:Robber	4:Seer	2:Shadow
5:Shambling Mound	5:Sharper	3:Siren
1:Skeleton	2:Slithering Tracker	1:Stirge

Monsters on Level 3 (cont.)

(Number indicates level on which monster lives)

4:Subterranean Lizard	3:Swashbuckler	2:Swordsman
5:Thaumaturgist	5:Theurgist	1:Veteran
4:Vicar	1:Warrior	5:Wereboar
5:Wererat	3:Zombie	

Monsters on Level 4

(Number indicates level on which monster lives)

2:Acolyte	3:Adept	6:Aerial Servant
5:Air Elemental	2:Anhkheg	2:Axe Beak
4:Basilisk	6:Bishop	2:Blink Dog
3:Bombadier Beetle	3:Boring Beetle	2:Bugbear
3:Burglar	2:Carriion Crawler	5:Catoblepas
5:Champion	5:Chimera	6:Clay Golem
5:Cockatrice	5:Conjurer	5:Curate
4:Cutpurse	4:Displacer Beast	6:Earth Elemental
5:Ettin	2:Fire Beetle	6:Fire Elemental
4:Gargoyle	4:Ghast	4:Ghoul
2:Giant Centipede	4:Giant Lizard	6:Giant Scorpion
5:Giant Slug	2:Giant Spider	2:Gnoll
6:Gorgon	5:Hell Hound	2:Hero
6:Hill Giant	5:Hulk	5:Jackalwere
6:Lama	5:Lamia	6:Lammasu
6:Lurker Above	6:Magician	4:Medium
4:Myrmidon	5:Ogre	6:Ogre Mage
4:Otyugh	4:Owlbear	4:Piercer
6:Pilferer	4:Priest	4:Pseudo-Dragon
4:Quasit	2:Robber	4:Seer
2:Shadow	5:Shambling Mound	5:Sharper
3:Siren	2:Slithering Tracker	6:Stone Golem
6:Su-Monster	4:Subterranean Lizard	6:Super Hero
3:Swashbuckler	2:Swordsman	5:Thaumaturgist
5:Theurgist	6:Troll	4:Vicar
6:Water Elemental	6:Werebear	5:Wereboar
5:Wererat	6:Werewolf	6:Wight
3:Zombie		

Monsters on Level 5

(Number indicates level on which monster lives)

3:Adept	6:Aerial Servant	5:Air Elemental
4:Basilisk	6:Bishop	7:Black Dragon
3:Bombadier Beetle	3:Boring Beetle	3:Burglar
5:Catoblepas	5:Champion	5:Chimera

Monsters on Level 5 (cont.)

(Number indicates level on which monster lives)

6:Clay Golem	5:Cockatrice
5:Curate	4:Cutpurse
6:Earth Elemental	7:Enchanter
6:Fire Elemental	4:Gargoyle
4:Ghoul	4:Giant Lizard
5:Giant Slug	7:Giant Wasp
5:Hell Hound	6:Hill Giant
7:Hydra	7:Invisible Stalker
6:Lama	5:Lamia
7:Lord	6:Lurker Above
7:Manticore	7:Master Pilferer
7:Minotaur	7:Mummy
7:Neo-Othyugh	5:Ogre
4:Otyugh	4:Owlbear
4:Piercer	6:Pilferer
4:Pseudo-Dragon	7:Pyrohydra
7:Rakshasa	4:Seer
5:Sharper	3:Siren
6:Stone Golem	6:Su-Monster
6:Super Hero	3:Swashbuckler
5:Theurgist	6:Troll
6:Water Elemental	6:Werebear
5:Wererat	7:Weretiger
6:Wight	3:Zombie

Monsters on Level 6

(Number indicates level on which monster lives)

6:Aerial Servant	5:Air Elemental
6:Bishop	7:Black Dragon
5:Catoblepas	5:Champion
6:Clay Golem	5:Cockatrice
3:Curate	4:Cutpurse
6:Earth Elemental	7:Enchanter
6:Fire Elemental	4:Gargoyle
4:Ghoul	4:Giant Lizard
5:Giant Slug	7:Giant Wasp
5:Hell Hound	6:Hill Giant
7:Hydra	7:Invisible Stalker
5:Jackalwere	6:Lama
6:Lammasu	8:Lead Zombie
6:Lurker Above	6:Magician
7:Master Pilferer	4:Medium

5:Conjurer
4:Displacer Beast
5:Ettin
4:Ghast
6:Giant Scorpion
6:Gorgon
5:Hulk
5:Jackalwere
6:Lammasu
6:Magician
4:Medium
4:Myrmidon
6:Ogre Mage
7:Phase Spider
4:Piercer
4:Quasit
5:Shambling Mound
7:Stone Giant
4:Subterranean Lizard
5:Thaumaturgist
4:Vicar
5:Wereboar
6:Werewolf

4:Basilisk
8:Brass Dragon
5:Chimera
5:Conjurer
4:Displacer Beast
5:Ettin
4:Ghast
6:Giant Scorpion
6:Gorgon
5:Hulk
8:Iron Golem
5:Lamia
7:Lord
7:Manticore
7:Minotaur

Monsters on Level 6 (cont.)

(Number indicates level on which monster lives)

7:Mummy	4:Myrmidon
8:Ninja	5:Ogre
4:Otyugh	4:Owlbear
7:Phase Spider	4:Piercer
4:Piercer	4:Pseudo-Dragon
4:Quasit	7:Rakshasa
5:Shambling Mound	5:Sharper
6:Stone Golem	6:Su-Monster
7:Super Hero	5:Thaumaturgist
8:Thief	6:Troll
8:Warlock	6:Water Elemental
5:Wereboar	5:Wererat
6:Werewolf	6:Wight
8:Wyvern	

Monsters on Level 7

(Number indicates level on which monster lives)

6:Aerial Servant	5:Air Elemental
6:Bishop	7:Black Dragon
5:Catoblepas	5:Champion
6:Clay Golem	5:Cockatrice
5:Curate	9:Dragonne
7:Enchanter	5:Ettin
9:Fire Lizard	9:Ghost
5:Giant Slug	7:Giant Wasp
5:Hell Hound	6:Hill Giant
7:Hydra	7:Invisible Stalker
5:Jackalwere	6:Lama
6:Lammasu	8:Lead Zombie
6:Lurker Above	6:Magician
7:Master Pilferer	9:Master Thief
6:Minotaur	9:Mithril Golem
9:Necromancer	9:Necromancer
8:Ninja	5:Ogre
8:Patriarch	7:Phase Spider
9:Purple Worm	7:Pyrohydra
9:Raver	9:Salamander
5:Sharper	9:Sorcerer
7:Stone Giant	6:Stone Golem
6:Super Hero	5:Thaumaturgist
8:Thief	6:Troll
8:Warlock	6:Water Elemental
5:Wereboar	5:Wererat
6:Werewolf	6:Wight
8:Wyvern	

7:Neo-Othyugh
6:Ogre Mage
8:Patriarch
6:Pilferer
7:Pyrohydra
4:Seer
7:Stone Giant
4:Subterranean Lizard
5:Theurgist
4:Vicar
6:Werebear
7:Weretiger
8:Wraith

9:Beholder
8:Brass Dragon
5:Chimera
5:Conjurer
6:Earth Elemental
6:Fire Elemental
6:Giant Scorpion
6:Gorgon
5:Hulk
8:Iron Golem
5:Lamia
7:Lord
7:Manticore
9:Medusa
7:Mummy
7:Neo-Othyugh
6:Ogre Mage
6:Pilferer
7:Rakshasa
5:Shambling Mound
9:Spectre
6:Su-Monster
5:Theurgist
9:Undead Bears
6:Werebear
7:Weretiger
8:Wraith

Monsters on Level 8

(Number indicates level on which monster lives)

6:Aerial Servant	9:Beholder	6:Bishop
7:Black Dragon	8:Brass Dragon	10:Cardinal
6:Clay Golem	10:Copper Dragon	9:Dragonne
6:Earth Elemental	7:Enchanter	10:Evil High Priest
6:Fire Elemental	9:Fire Lizard	9:Ghost
6:Giant Scorpion	7:Giant Wasp	10:Gold Dragon
6:Gorgon	10:Green Dragon	10:Hell Spawn
6:Hill Giant	7:Hydra	7:Invisible Stalker
8:Iron Golem	6:Lama	6:Lammasu
8:Lead Zombie	10:Liche	7:Lord
6:Lurker Above	6:Magician	7:Manticore
7:Master Pilferer	9:Master Thief	9:Medusa
7:Minotaur	9:Mithril Golem	7:Mummy
9:Necromancer	9:Necromancer	7:Neo-Othyugh
8:Ninja	6:Ogre Mage	8:Patriarch
7:Phase Spider	6:Pilferer	9:Purple Worm
7:Pyrohydra	7:Rakshasa	9:Raver
10:Red Dragon	9:Salamander	9:Sorcerer
9:Spectre	8:Stone Giant	6:Stone Golem
6:Su-Monster	6:Super Hero	8:Thief
10:Time Lords	10:Titan	6:Troll
9:Undead Bears	10:Vampire	8:Warlock
6:Water Elemental	6:Werebear	7:Weretiger
6:Werewolf	6:Wight	10:Wizard
8:Wraith	8:Wyvern	

Monsters on Level 9

(Number indicates level on which monster lives)

9:Beholder	7:Black Dragon	8:Brass Dragon
10:Cardinal	10:Copper Dragon	9:Dragonne
7:Enchanter	10:Evil High Priest	9:Fire Lizard
9:Ghost	7:Giant Wasp	10:Gold Dragon
10:Green Dragon	10:Hell Spawn	7:Hydra
7:Invisible Stalker	8:Iron Golem	8:Lead Zombie
10:Liche	7:Lord	7:Manticore
7:Master Pilferer	9:Master Thief	9:Medusa
7:Minotaur	9:Mithril Golem	7:Mummy
9:Necromancer	9:Necromancer	7:Neo-Othyugh
8:Ninja	8:Patriarch	7:Phase Spider
9:Purple Worm	7:Pyrohydra	7:Rakshasa
9:Raver	10:Red Dragon	9:Salamander
9:Sorcerer	9:Spectre	7:Stone Giant
8:Thief	10:Time Lords	10:Titan
9:Undead Bears	10:Vampire	8:Warlock
7:Weretiger	10:Wizard	8:Wraith
8:Wyvern		

Monsters on Level 10

(Number indicates level on which monster lives)

9:Beholder	10:Cardinal	8:Brass Dragon
10:Copper Dragon	10:Evil High Priest	9:Dragonne
9:Fire Lizard	10:Gold Dragon	9:Ghost
10:Green Dragon	8:Iron Golem	10:Hell Spawn
8:Lead Zombie	9:Master Thief	10:Liche
9:Medusa	9:Necromancer	9:Mithril Golem
9:Necromancer	8:Patriarch	8:Ninja
9:Purple Worm	10:Red Dragon	9:Raver
9:Salamander	9:Spectre	9:Sorcerer
8:Thief	10:Titan	10:Time Lords
9:Undead Bears	8:Warlock	10:Vampire
10:Wizard	8:Wyvern	8:Wraith

Appendix O - Monster Options

Each time a monster attacks you, he may either swing, throw a spell, or some other special option. This appendix lists the different types of options which are available to a monster. The options a monster may choose from depends upon the monster level and characteristics.

Each monster may have up to six different options from which he will randomly choose.

On the following pages you will see these options listed:

- swing - monster swings a normal swing.
- dblow - monster swings a double blow.
- crhit - monster swings for a critical hit.
- drain - monster drains a level.
- poison - monster poisons you.
- paralyze - monster paralyzes you.
- (SPELL) - certain types of monster are able to throw spells at your party.
These spells are listed in CAPITALS.
- breathe - monster breathes fire at your party.
- stone - monster is able to stone a man.
- summon - monsters with this ability are able to cry out for reinforcements of the same monster type.

Monster Options

Acolyte	-swing, swing, swing, swing, swing, swing
Adept	-swing, swing, swing, swing, swing, swing
Aerial Servant	-swing, swing, swing, dblow, dblow, dblow, summon
Anhkheg	-swing, dblow, dblow, dblow, paralyze, poison
Apprentice	-swing, swing, swing, swing, dblow, dblow

Monster Options (cont.)

Axe Beak	-swing, swing, swing, swing, swing, swing
Basilisk	-swing, swing, stone, dblow, swing, swing
Beholder	-swing, stone, paralyze, poison, drain, summon
Bishop	-dblow, MINATOK, MINATOK, MINAT, MINABOR, DUMATOKGOR
Black Dragon	-dblow, dblow, swing, swing, breathe, breathe
Blink Dog	-swing, swing, swing, swing, swing, dblow
Bombadier Beetle	-swing, swing, swing, swing, dblow, dblow
Boring Beetle	-swing, swing, swing, dblow, dblow, poison
Brass Dragon	-dblow, dblow, swing, breathe, breathe, breathe
Brownie	-swing, swing, swing, swing, swing, swing
Bugbear	-swing, swing, swing, swing, swing, swing
Burglar	-swing, swing, dblow, dblow, dblow, dblow
Cardinal	-SHEINOGET, SHEINOGET, MINABOR, MINABOR, FEH-LITO, crhit
Carrier Crawler	-swing, paralyze, paralyze, paralyze, paralyze
Catoblepas	-swing, swing, swing, dblow, dblow, dblow
Champion	-swing, swing, swing, dblow, dblow, dblow
Chimera	-swing, dblow, dblow, swing, swing, swing
Clay Golem	-swing, swing, swing, swing, swing, summon
Cockatrice	-swing, stone, stone, stone, stone, swing
Conjurer	-swing, MORFIEGOR, MORFIEGOR, GEIBOR, NARGOR, NARGOR
Copper Dragon	-breathe, breathe, breathe, crhit, crhit, ALITO
Curate	-dblow, MINATOK, MINAT, MINAT, swing, swing
Cutpurse	-swing, dblow, dblow, dblow, crhit, summon
Displacer Beast	-swing, swing, swing, swing, swing, swing
Dragonne	-dblow, dblow, dblow, breathe, breathe, swing
Dwarf	-swing, swing, swing, swing, dblow, dblow
Earth Elemental	-swing, swing, dblow, dblow, dblow, summon
Elf	-swing, swing, swing, swing, swing, dblow
Enchanter	-NARGOR, MINAGOR, MORFIEGOR, summon, NARFIET, MORFIEGOR
Etlin	-swing, swing, swing, swing, dblow, dblow
Evil High Priest	-SHEINOGET, SHIENOGET, FEHALITO, FEHALITO, MINABOR, FEHALITO
Fire Beetle	-swing, swing, dblow, dblow, dblow, dblow
Fire Elemental	-swing, swing, dblow, dblow, dblow, summon
Fire Lizard	-swing, swing, swing, breathe, breathe, breathe
Footpad	-swing, swing, swing, dblow, dblow, dblow
Gargoyle	-swing, swing, swing, swing, swing, swing
Ghast	-swing, swing, swing, paralyze, paralyze, paralyze
Ghost	-drain, drain, drain, drain, drain, drain
Ghoul	-swing, swing, summon, summon, swing, swing

Monster Options (cont.)

Giant Ant	-swing, swing, swing, swing, swing, swing
Giant Centipede	-swing, swing, swing, swing, swing, poison
Giant Lizard	-swing, swing, swing, swing, swing, swing
Giant Scorpion	-swing, swing, swing, swing, poison, poison
Giant Slug	-swing, swing, swing, swing, swing, swing
Giant Spider	-swing, swing, swing, swing, swing, poison
Giant Wasp	-summon, summon, dblow, dblow, crhit, dblow
Gnoll	-swing, swing, swing, swing, swing, swing
Gnome	-swing, swing, swing, swing, swing, swing
Goblin	-swing, swing, swing, swing, swing, swing
Gold Dragon	-crhit, crhit, crhit, breathe, breathe, ALITO
Gorgon	-swing, swing, swing, swing, stone, stone
Green Dragon	-ALITO, breathe, breathe, crhit, crhit, dblow
Hell Hound	-swing, swing, swing, swing, breathe, breathe
Hell Spawn	-summon, summon, summon, crhit, crhit, crhit
Hero	-swing, swing, swing, swing, swing, swing
Hill Giant	-swing, swing, swing, swing, dblow, dblow
Hobbit	-swing, swing, swing, swing, swing, swing
Hulk	-dblow, dblow, dblow, swing, swing, swing
Hydra	-swing, swing, swing, swing, swing, swing
Invisible Stalker	-swing, swing, swing, swing, swing, crhit
Iron Golem	-swing, swing, swing, swing, swing, summon
Jackalwere	-swing, swing, swing, swing, poison, poison
Kobold	-swing, swing, swing, swing, swing, swing
Lama	-dblow, MINATOK, MINATOK, MINATOK, MINABOR, FEHALITO
Lamia	-swing, swing, swing, swing, swing, swing
Lamasu	-swing, swing, swing, swing, swing, swing
Large Spider	-swing, swing, swing, swing, swing, poison
Lead Zombie	-drain, crhit, dblow, summon, summon, crhit
Leprechaun	-swing, swing, swing, swing, swing, swing
Liche	-drain, crhit, SHEINOGET, ALITO, FIEMINAMOR, drain
Lord	-swing, dblow, dblow, dblow, crhit, crhit
Lurker Above	-swing, swing, swing, dblow, dblow, crhit
Magician	-swing, GEGOR, NARGOR, MORFIEGOR, GEIGOR
Manticore	-swing, swing, swing, dblow, dblow, swing
Master Pilferer	-dblow, crhit, crhit, crhit, crhit, summon
Master Thief	-crhit, crhit, crhit, crhit, crhit, summon
Medium	-swing, swing, swing, NARGOR, GEIBOR, MORFIEGOR
Medusa	-swing, swing, swing, swing, stone, stone
Minotaur	-swing, swing, swing, swing, swing, crhit
Mithril Golem	-crhit, crhit, dblow, dblow, summon, summon
Mummy	-swing, poison, poison, poison, poison, drain
Myrmidon	-swing, swing, swing, swing, swing, dblow

Monster Options (cont.)

Necromancer	-FIEMINAMOR, FIEMINAMOR, NARFIET, MORFIEGOR, ALITO, ALITO
Necromancer	-MORFIEGOR, ALITO, MORFIEGOR, ALITO, FIEMINAMOR, FIEMINAMOR
Neo-Othyugh	-swing, swing, swing, dblow, dblow, dblow
Ninja	-crhit, crhit, crhit, summon, summon, summon
Ogre	-swing, swing, swing, dblow, dblow, dblow
Ogre Mage	-swing, swing, NARGOR, NARGOR, NARFIET, NARFIET
Orc	-swing, swing, swing, swing, swing, swing
Otyugh	-swing, swing, swing, dblow, dblow, dblow
Owlbear	-swing, swing, swing, swing, swing, swing
Patriarch	-MINATOK, SHEINOGET, FEHALITO, FEHALITO, MINABOR, SHEINOGET
Phase Spider	-swing, swing, poison, poison, summon, swing
Piercer	-swing, swing, swing, swing, swing, swing
Pilferer	-dblow, dblow, dblow, crhit, crhit, summon
Priest	-swing, swing, swing, MINAT, MINAT, swing
Pseudo-Dragon	-swing, swing, swing, swing, swing, breathe
Purple Worm	-swing, dblow, dblow, dblow, crhit, crhit
Pyrohydra	-swing, swing, swing, breathe, breathe, breathe
Quasit	-swing, swing, swing, swing, swing, swing
Rakshasa	-swing, swing, swing, swing, swing, swing
Raver	-swing, dblow, crhit, crhit, crhit, crhit
Red Dragon	-dblow, crhit, crhit, breathe, breathe, ALITO
Robber	-swing, swing, dblow, dblow, dblow, dblow
Salamander	-swing, swing, swing, breathe, breathe, swing
Seer	-swing, GEIBOR, GEIBOR, NARGOR, MORFIEGOR, MORFIEGOR
Shadow	-swing, swing, swing, swing, swing, swing
Shambling Mound	-swing, swing, swing, swing, swing, swing
Sharper	-dblow, dblow, dblow, dblow, crhit, summon
Siren	-DUMATOKGOR, DUMATOKGOR, swing, swing, swing, swing
Skeleton	-swing, swing, swing, swing, swing, swing
Slithering Tracker	-swing, swing, swing, swing, swing, swing
Sorcerer	-MINAGOR, ALITO, FIEMINAMOR, MORFIEGOR, NARFIET
Spectre	-swing, swing, swing, drain, drain, drain
Stirge	-swing, swing, swing, swing, swing, swing
Stone Giant	-swing, swing, dblow, dblow, dblow, crhit
Su-Monster	-dblow, dblow, swing, swing, dblow, dblow
Subterranean Lizard	-swing, swing, swing, swing, swing, swing
Super Hero	-swing, swing, dblow, dblow, dblow, crhit
Swashbuckler	-swing, swing, swing, swing, swing, swing
Swordsman	-swing, swing, swing, swing, swing, swing

Monster Options (cont.)

Thaumaturgist	-swing, GEIGOR, NARGOR, MORFIEGOR, MORFIEGOR, NARGOR
Theurgist	-swing, MORFIEGOR, NARGOR, NARGOR, MORFIEGOR, MORFIEGOR
Thief	-dblow, crhit, crhit, crhit, crhit, summon
Time Lords	-FIEMINAMOR, FIEMINAMOR, ALITO, ALITO, SKORPIC
Titan	-crhit, crhit, summon, MINABOR, FIESHEF, FIEMINAT
Troll	-swing, dblow, dblow, summon, summon, dblow
Undead Bears	-crhit, drain, drain, dblow, SHEINOGET, summon
Vampire	-summon, summon, drain, drain, drain, MORFIEGOR
Veteran	-swing, swing, swing, swing, swing, swing
Vicar	-swing, swing, swing, swing, MINAT, MINAT
Warlock	-MINAGOR, PICTAGEIT, MORFIEGOR, MORFIEGOR, NARFIET, GEIGOR
Warrior	-swing, swing, swing, swing, swing, swing
Water Elemental	-swing, swing, swing, dblow, dblow, summon
Werebear	-swing, swing, swing, swing, poison, poison
Wererat	-swing, swing, swing, swing, swing, poison
Weretiger	-swing, swing, swing, dblow, dblow, poison
Werewolf	-swing, swing, swing, dblow, dblow, poison
Wight	-drain, drain, dblow, dblow, summon, MINAGOR
Wizard	-FIEMINAMOR, FIEMINAMOR, FIEMINAMOR, NARFIET, ALITO, ALITO
Wraith	-drain, drain, crhit, dblow, summon, MINAGOR
Wyvern	-crhit, dblow, dblow, dblow, dblow, MINAGOR
Zombie	-summon, summon, dblow, dblow, poison, dblow

Appendix E - Equipment List

There are five basic equipment types — **Weapon**, **Armor**, **Shield**, **Jewelry** and **Miscellaneous**.

Weap indicates the weapon level of the equipment, and **Armor** is the armor level. In order to use the equipment, the player's class weapon and armor levels must be greater than or equal to that of the equipment. For example, a Priest can use a Mace, since his weapon level is 2 and the Mace's weapon level is 2, but cannot use a Short Sword, which has a weapon level of 3.

Att is the number of attacks the equipment makes per round, and **Dam** is the maximum damage per attack. These values are applicable only to equipment types, and refer to the number of attacks and damage when used with a normal swing -F- (see Dungeon Options.)

HP is the hit probability bonus, and indicates the points added to the player's chance of hitting the mons-

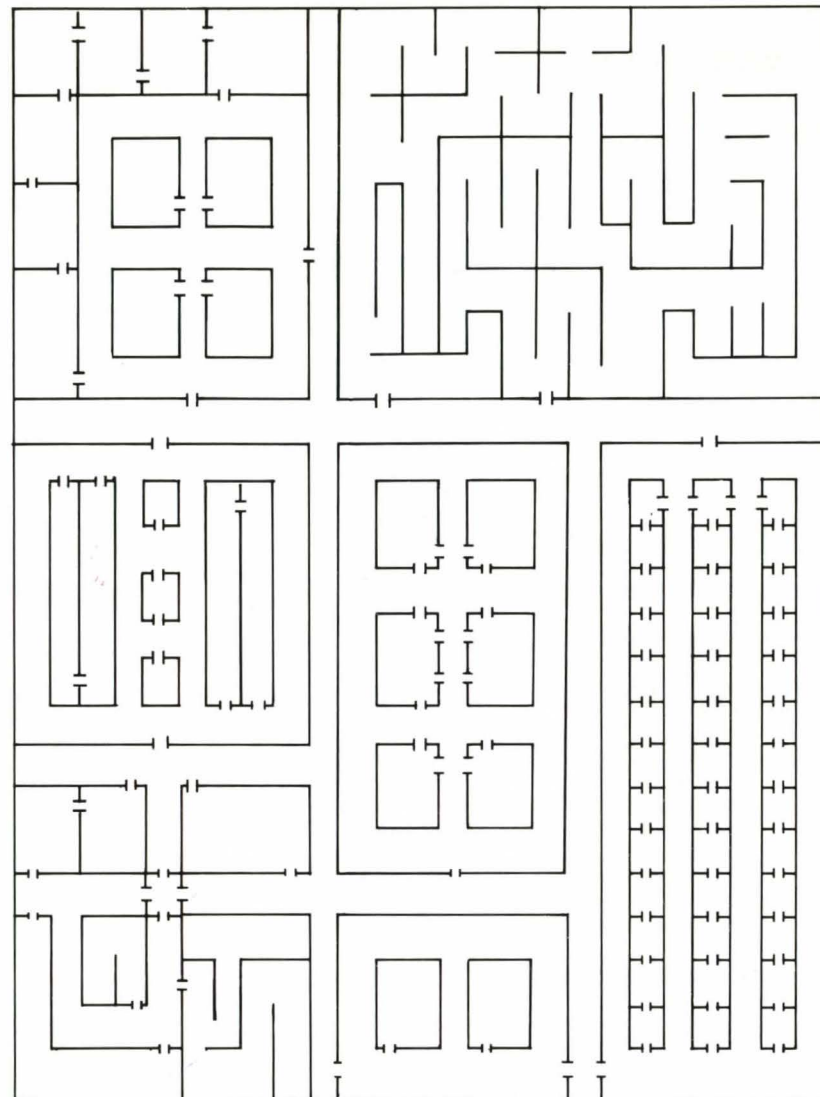
ters. If this number is negative, the weapon has a less than normal chance of hitting, and vice-versa if the number is greater than zero.

AC is the armor class bonus of the equipment, which is actually subtracted from the player's armor class. Thus, if AC is greater than 0, then the equipment serves to protect the player, while if AC is less than 0 the player is made more vulnerable.

The **Power** of the equipment is invoked when the player -U-ses the item in the dungeon. **Des** is the item's percentage chance of destruction each time it is -U-sed.

Race is the number of the race allowed to use the item, and **Class** is the number of the class to which the equipment is restricted. If these values are zero, it indicates no restriction.

Freq. is the frequency of the item in the dungeon. The higher the frequency factor, the more likely you are to find it.



Little is known of the world beneath the castle, but a partial map of the first level has been circulating

throughout the castle, and is thought to be correct.

Equipment List

#	Name	Type	Cost	Weap	Armor
1.	Amulet of Isis	Jewelry	0	0	0
2.	Annihilation Gem	Jewelry	0	1	0
3.	Axe	Weapon	45	3	0
4.	Axe + 1	Weapon	0	3	0
5.	Axe + 2	Weapon	0	3	0
6.	Axe of Kirgar	Weapon	0	3	0
7.	Axe of Mortokgor	Weapon	0	3	0
8.	Bag of Missiles	Misc.	0	0	0
9.	Balmung	Weapon	0	3	0
10.	Blank Scroll	Misc.	0	0	0
11.	Book	Misc.	0	0	0
12.	Book of Darkness	Misc.	0	0	0
13.	Book of Health	Misc.	0	0	0
14.	Book of Leadership	Misc.	0	0	0
15.	Bright Stone	Jewelry	0	0	0
16.	Broadsword	Weapon	240	3	0
17.	Chain Mail	Armor	450	0	3
18.	Chain Mail + 1	Armor	0	0	3
19.	Chain Mail + 2	Armor	0	0	3
20.	Chain Mail + 3	Armor	0	0	3
21.	Chain Mail + 5	Armor	0	0	3
22.	Cloak	Armor	28	0	1
23.	Cloak + 1	Armor	0	0	1
24.	Cloak + 2	Armor	0	0	1
25.	Cloak + 3	Armor	0	0	1
26.	Club	Weapon	10	2	0
27.	Dagger	Weapon	15	1	0
28.	Dagger + 1	Weapon	0	1	0
29.	Dagger + 2	Weapon	0	1	0
30.	Dagger + 3	Weapon	0	1	0
31.	Dagger of Ligne	Weapon	0	1	0
32.	Death Blade	Weapon	0	3	0
33.	Defender	Weapon	0	3	0
34.	Dwarven Hammer	Weapon	0	2	0
35.	Earthen Flask	Misc.	0	0	0
36.	Elven Armor	Armor	0	0	1
37.	Excalibur	Weapon	0	3	0
38.	Gem of Death	Jewelry	0	0	0
39.	Gem of Fireball	Jewelry	0	0	0
40.	Gem of Healing	Jewelry	0	0	0
41.	Glass Sphere	Jewelry	0	0	0
42.	Holy Cross	Jewelry	0	0	0

#	Att	Dam	HP	AC	Power	Des	Race	Class	Freq.
	0	0	0	0	DUMATOKGOR	10	0	0	5
	0	0	0	0	ALITO	10	0	2	5
	1	8	0	0	NONE	0	0	0	8
	1	10	1	0	NONE	0	0	0	80
	2	12	2	0	NONE	0	0	0	40
	2	24	5	2	NONE	0	0	0	5
	2	24	5	2	MORTOKGOR	10	0	0	10
	0	0	0	0	GEIBOR	10	0	2	150
	1	20	5	4	Crit. Hit	0	0	0	3
	0	0	0	0	NONE	0	0	0	10
	0	0	0	0	NONE	0	0	0	12
	0	0	0	0	Special	25	0	0	5
	0	0	0	0	Special	90	0	0	5
	0	0	0	0	Special	90	0	0	5
	0	0	0	0	NONE	0	0	0	60
	1	12	1	1	NONE	0	0	0	5
	0	0	-1	4	NONE	0	0	0	12
	0	0	-1	5	NONE	0	0	0	120
	0	0	0	6	NONE	0	0	0	60
	0	0	0	7	NONE	0	0	0	10
	0	0	0	9	NONE	0	0	0	3
	0	0	0	1	NONE	0	0	0	20
	0	0	0	2	NONE	0	0	0	150
	0	0	0	3	NONE	0	0	0	30
	0	0	0	4	NONE	0	0	0	5
	1	6	-1	0	NONE	0	0	0	15
	2	4	-2	-1	NONE	0	0	2	12
	2	4	-1	-1	NONE	0	0	2	120
	2	4	-1	-1	NONE	0	0	2	120
	2	8	1	1	NONE	0	0	2	15
	2	12	4	6	ALITO	3	0	2	1
	1	20	6	2	NONE	0	0	0	10
	1	15	4	8	NONE	0	0	0	5
	2	12	2	0	NONE	0	1	0	80
	0	0	0	0	NONE	0	0	0	8
	0	0	0	5	NONE	0	0	0	2
	1	25	7	4	ALITO	3	0	1	3
	0	0	0	0	ALITO	10	0	2	20
	0	0	0	0	FIEMINAT	25	0	2	40
	0	0	0	0	KOMINAH	25	0	0	20
	0	0	0	0	NONE	0	0	0	6
	0	0	0	5	SHEINOGET	3	0	6	5

Equipment List

#	Name	Type	Cost	Weap	Armor
43.	Holy Ring	Jewelry	0	0	0
44.	Holy Sword	Weapon	0	3	0
45.	Imperial Ring	Jewelry	0	0	0
46.	Iptonarvay Flask	Misc.	0	0	0
47.	Kargen Hammer	Weapon	0	2	0
48.	Kominah Flask	Misc.	0	0	0
49.	Leather Armor	Armor	90	0	2
50.	Leather Armor + 1	Armor	0	0	2
51.	Leather Armor + 2	Armor	0	0	2
52.	Leather Armor + 3	Armor	0	0	2
53.	Leather Bag	Misc.	0	0	0
54.	Mace	Weapon	40	2	0
55.	Mace + 1	Weapon	0	2	0
56.	Mace + 2	Weapon	0	2	0
57.	Mace of Vargir	Weapon	0	2	0
58.	Maul of Anrin	Weapon	0	2	0
59.	Mithril Mail	Armor	0	0	0
60.	Mithril Shield	Shield	0	0	0
61.	Necklace of Missiles	Jewelry	0	0	0
62.	Normal Ring	Jewelry	0	0	0
63.	Plate Mail	Armor	600	0	4
64.	Plate Mail + 1	Armor	0	0	4
65.	Plate Mail + 2	Armor	0	0	4
66.	Plate Mail + 3	Armor	0	0	4
67.	Plate Mail + 5	Armor	0	0	4
68.	Platinum Ring	Jewelry	0	0	0
69.	Pointed Stick	Weapon	2	0	0
70.	Potion of Death	Misc.	0	0	0
71.	Quarter Staff	Weapon	160	3	0
72.	Regeneration Ring	Jewelry	0	0	0
73.	Ring of Iptonarvay	Jewelry	0	0	0
74.	Ring of Pro-Mage	Jewelry	0	0	0
75.	Ring of Strength	Jewelry	0	0	0
76.	Ring, Fire Resist.	Jewelry	0	0	0
77.	Ring, Pro + 1	Jewelry	0	0	0
78.	Ring, Pro + 2	Jewelry	0	0	0
79.	Ring, Pro + 3	Jewelry	0	0	0
80.	Ring, Pro Undead	Jewelry	0	0	0
81.	Rod of Death	Weapon	0	1	0
82.	Rod of Kings	Weapon	0	1	0
83.	Rod of Resurrection	Weapon	0	1	0
84.	Rod of Retreat	Weapon	0	1	0

#	Att	Dam	HP	AC	Power	Des	Race	Class	Freq.
	0	0	0	3	Special	90	0	0	20
	1	20	6	4	Special	10	0	4	5
	0	0	2	2	Special	10	0	0	3
	0	0	0	0	IPTONARVAY	5	0	0	80
	2	15	3	2	NONE	0	0	0	20
	0	0	0	0	KOMINAH	5	0	0	80
	0	0	0	2	NONE	0	0	0	20
	0	0	0	3	NONE	0	0	0	100
	0	0	0	4	NONE	0	0	0	20
	0	0	0	5	NONE	0	0	0	3
	0	0	0	0	NONE	0	0	0	50
	1	8	0	0	NONE	0	0	0	15
	1	10	1	0	NONE	0	0	0	150
	2	15	1	0	NONE	0	0	0	75
	2	15	5	2	NONE	0	0	6	10
	2	20	5	4	SHEINOGET	2	0	6	5
	0	0	0	25	NONE	0	0	0	1
	0	0	0	8	NONE	0	0	0	1
	0	0	0	0	GEIBOR	5	0	2	100
	0	0	0	0	NONE	0	0	0	5
	0	0	-2	8	NONE	0	0	0	12
	0	0	-2	9	NONE	0	0	0	175
	0	0	-1	10	NONE	0	0	0	60
	0	0	0	11	NONE	0	0	0	10
	0	0	0	12	NONE	0	0	0	2
	0	0	2	4	SHEINOGET	5	0	0	3
	1	4	0	0	NONE	0	0	0	12
	0	0	0	0	Special	25	0	0	30
	1	4	-1	4	NONE	0	0	0	2
	0	0	0	0	Special	10	0	0	5
	0	0	0	0	IPTONARVAY	5	0	0	20
	0	0	0	0	Special	10	0	0	5
	0	0	0	0	Special	90	0	0	20
	0	0	0	0	FIETOKSHEF	10	0	0	10
	0	0	0	1	NONE	0	0	0	80
	0	0	0	2	NONE	0	0	0	20
	0	0	0	3	NONE	0	0	0	3
	0	0	0	0	Special	10	0	0	10
	1	10	0	0	FEHALITO	10	0	6	2
	1	8	0	0	MORFIEGOR	3	0	0	20
	1	10	0	0	ETISHEF	10	0	6	50
	1	12	0	0	Special	25	0	0	3

Equipment List

#	Name	Type	Cost	Weap	Armor	#	Att	Dam	HP	AC	Power	Des	Race	Class	Freq.
85.	Scroll	Misc.	0	0	0	0	0	0	0	0	NONE	0	0	0	60
86.	Scroll of Death	Misc.	0	0	0	0	0	0	0	0	ALITO	25	0	2	10
87.	Scroll of Dumatokgor	Misc.	0	0	0	0	0	0	0	0	DUMATOKGOR	10	0	6	100
88.	Scroll of Life	Misc.	0	0	0	0	0	0	0	0	KOMINALITO	50	0	6	60
89.	Scroll of Location	Misc.	0	0	0	0	0	0	0	0	IPTOFEH	50	0	0	60
90.	Scroll of Minabor	Misc.	0	0	0	0	0	0	0	0	MINABOR	20	0	6	100
91.	Scroll of Morfiegorg	Misc.	0	0	0	0	0	0	0	0	MORFIEGOR	20	0	2	200
92.	Scroll of Mortokgor	Misc.	0	0	0	0	0	0	0	0	MORTOKGOR	20	0	2	120
93.	Scroll of Nargor	Misc.	0	0	0	0	0	0	0	0	NARGOR	15	0	2	225
94.	Shield	Shield	148	0	3	0	0	0	-1	2	NONE	0	0	0	15
95.	Shield + 1	Shield	0	0	3	0	0	0	-1	3	NONE	0	0	0	150
96.	Shield + 2	Shield	0	0	3	0	0	0	0	4	NONE	0	0	0	30
97.	Shield + 3	Shield	0	0	3	0	0	0	0	5	NONE	0	0	0	10
98.	Shield + 5	Shield	0	0	3	0	0	0	0	7	NONE	0	0	0	3
99.	Short Sword	Weapon	80	3	0	2	6	-2	0	0	NONE	0	0	0	25
100.	Silver Cross	Jewelry	0	0	0	0	0	0	0	1	KONARBONA	0	0	6	80
101.	Staff	Weapon	0	0	0	0	0	0	0	0	NONE	0	0	0	10
102.	Staff of Cloudkill	Weapon	0	1	0	1	8	0	0	0	ITOGIT	10	0	2	20
103.	Staff of Commanding	Weapon	0	1	0	1	12	0	0	0	DUMATOKGOR	3	0	0	10
104.	Staff of Fear	Weapon	0	1	0	1	6	0	0	0	MINAGOR	3	0	2	60
105.	Staff of Fire	Weapon	0	1	0	1	8	0	0	0	FIEMINAT	10	0	2	60
106.	Staff of Glory	Weapon	0	1	0	1	20	0	0	0	Special	3	0	0	20
107.	Staff of Healing	Weapon	0	1	0	1	8	0	0	0	KOMINAH	5	0	6	60
108.	Staff of Level 5	Weapon	0	1	0	1	12	0	0	0	Special	25	0	0	2
109.	Staff of Level 7	Weapon	0	1	0	1	12	0	0	0	Special	25	0	0	10
110.	Staff of Life	Weapon	0	1	0	1	10	0	0	0	KOMINALITO	10	0	6	5
111.	Staff of Light	Weapon	0	1	0	1	8	0	0	0	PICTAGEIT	10	0	2	60
112.	Staff of Mohipto	Weapon	0	1	0	1	10	0	0	0	MOHIPTO	25	0	6	5
113.	Stone Necklace	Jewelry	0	0	0	0	0	0	0	0	NONE	0	0	0	60
114.	Sword + 1	Weapon	0	3	0	2	6	-1	0	0	NONE	0	0	0	120
115.	Sword + 2	Weapon	0	3	0	2	6	0	0	0	NONE	0	0	0	60
116.	Sword + 3	Weapon	0	3	0	2	8	1	0	0	NONE	0	0	0	30
117.	Sword + 4	Weapon	0	3	0	2	10	2	1	0	NONE	0	0	0	5
118.	Sword of Light	Weapon	0	3	0	2	8	0	0	1	Special	10	0	0	5
119.	Sword of Morfiegorg	Weapon	0	3	0	2	8	0	0	0	MORFIEGOR	10	0	0	10
120.	Tome of Light	Misc.	0	0	0	0	0	0	0	0	Special	90	0	0	5
121.	Tome of the Magi	Misc.	0	0	0	0	0	0	0	0	Special	25	0	0	1
122.	Vial of Holy Water	Misc.	0	0	0	0	0	0	0	0	KONARBONA	25	0	6	200
123.	Walking Staff	Weapon	0	1	0	1	6	0	0	0	NONE	0	0	0	60
124.	War Hammer	Weapon	90	3	0	1	6	2	-2	0	NONE	0	0	0	8
125.	Wizard's Staff	Weapon	0	1	0	2	12	5	10	0	ALITO	2	0	2	2

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