

WARRIORS and WARLOCKS

SCENARIO: CASTLE MYRHAVELL





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Foreword

Warriors and Warlocks is a role-playing fantasy game.

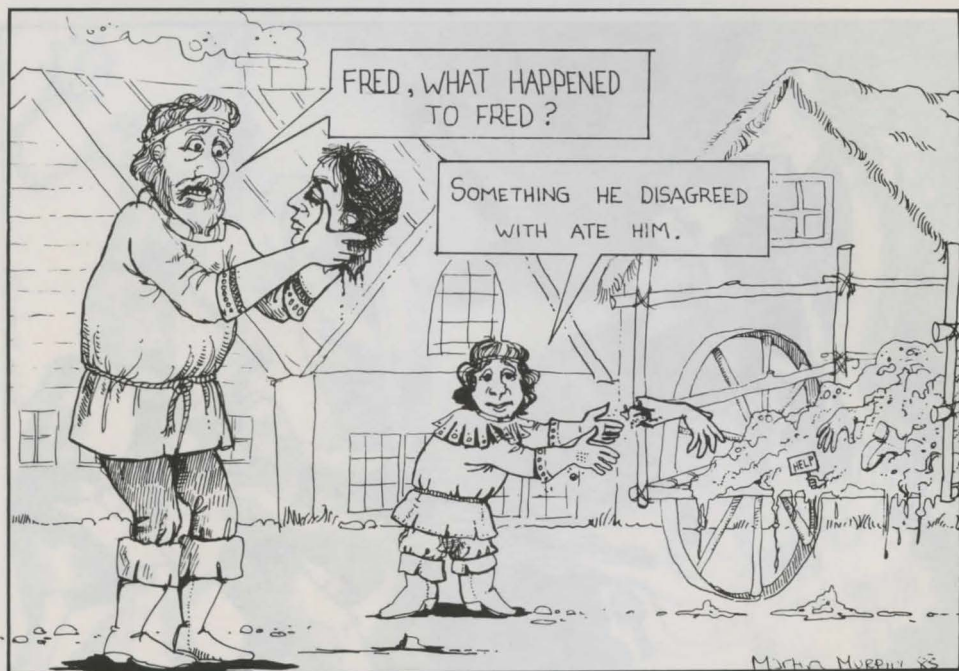
Your long-term objective is to develop characters strong enough to explore the deepest parts of the Castle. With time, you will begin to think of them as your friends. There is some chance that you may irretrievably lose some of them, so don't get too attached. The challenge and the danger help make the game interesting.

Each excursion will be different, because your objective will frequently be different. It may be to elevate a character, rescue a lost party, or explore the unknown.

Everyone who plays the game will enter a slightly different universe, because the types of characters initially generated will be different. As they develop they will acquire common skills as they change professions, because a surplus of fighters will become magic users; but the individual character's attributes, so important in combat, will remain widely diverse.

If this is your first experience with fantasy, take the time to read the manual thoroughly before starting play. The early decisions you make will affect the course of play for a long time to come so don't rush into it. If you have played fantasy games before then many of the principles will be straightforward, and a quick scan may be sufficient to start - but keep the manual handy.

We have made an effort to use the computer to perform the mundane tasks as well as the large number of computations required during play. The result is, we hope, a package that can be described as 'user friendly'.



Preface

Guarding the entrance to a mountain pass stands the remains of a citadel known to the nearby villages as Castle Myrhavell. The townspeople no longer travel there but passing adventurers will find a few shops sell equipment, and the Monastery will provide the healing arts for the wounded or enchanted.

Occasional adventurers have entered the Castle courtyard and returned to tell of strange creatures seen flying from the Castle towers. No one who has explored deeply told of their finds, although they hinted of treasure still remaining.

The townspeople speak of a golden age eons past when the citadel was a refuge against evil and the gateway to a lost mountain kingdom. But the rulers of Myrrhavel were defeated by an evil Warlock who left a curse on the Castle and its environs before departing.

Now the townspeople, who are descendants of the few survivors, take little interest in the Castle but wish well for anyone daring to enter the gates.

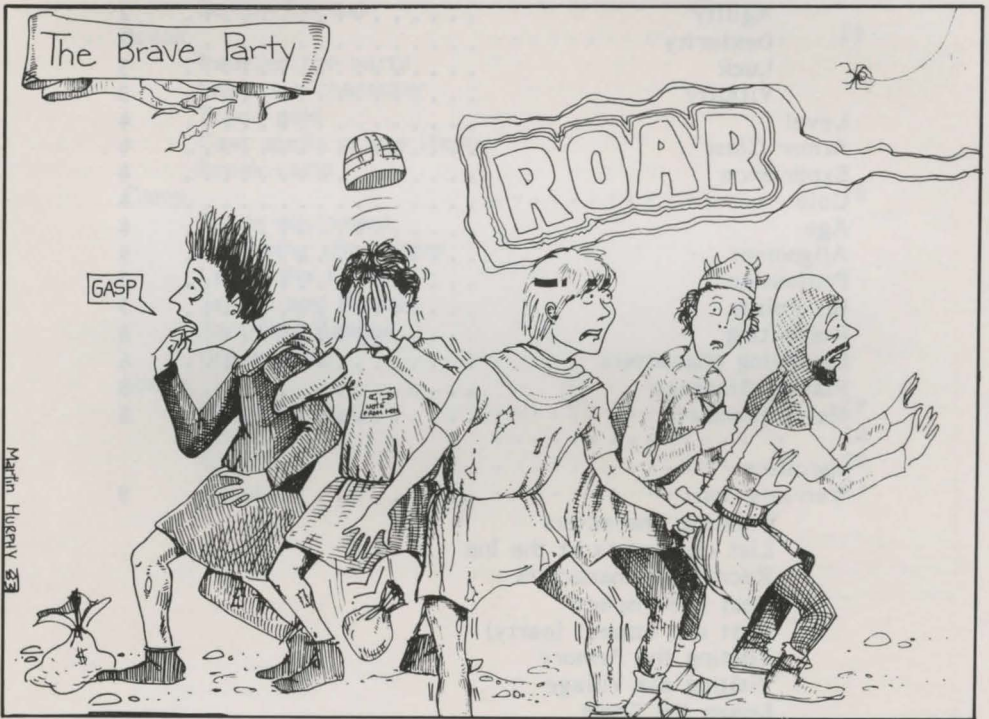


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The Warriors' Inn

Play begins at the Warriors' Inn. It is here that you have the opportunity to recruit characters. Whenever convenient, you may take your characters one by one into the Armory to purchase supplies and equipment. It is also a good idea to equip them at the same time. Between trips, you may also rest your characters to heal their wounds and regain spells. To visit the Monastery or enter the Castle you must first form a party of one or more characters at the Village Square.

The Monastery

The Monastery provides cures for injury and illness, and can occasionally resurrect the dead. Instruction is available as well for characters that are capable of studying for another profession.

The Castle

This is the unknown, to be explored with care. Make sure that you keep a map of your travels so that you can find your way back to the exit. To move in the Castle, use keys 1 to 9 to travel 10 to 90 feet forward. Use 'L' and 'R' to turn left and right on the spot. 'F' will move forward 10 feet, and 'K' will move through a door. 'C' will enter Camp if no wandering creatures are nearby.

All the time you are travelling, the computer will display a 3-D representation of the view the party can see. A status report is maintained to inform you of the well-being of your characters. The information displayed is Armor Class, Hit Points remaining, Profession, and Health for each character in the party.

Break/Camp

The party may stop for a quick break to permit reordering of characters, trading gold, casting spells and a quick peek at who has spells remaining. Casting a camp spell in Break shields the party from passersby, so that characters may trade equipment or change equipment before proceeding. For example: it may be a good idea to take equipment from an incapacitated character so that someone else may make use of it, or to trade an object found in the Castle that is unusable by the finder.

It is in Camp that your party may search the immediate area for other adventurers in the Castle, be they lost or dead. The last purpose for Camp is a desperate one. A severely weakened party, or one hopelessly lost, may go into hibernation to await rescue.

Character Attributes

Intelligence:

Highly intelligent characters will be better at learning new Mage or Wizard spells.

Wisdom:

Affects the rate at which Clerics/Priests learn spells.

Intuition:

Affects the rate at which magic users learn spells.

Affects the ability of characters to anticipate encounters - high Intuition in the first rank of characters (or last) will reduce the possibility of being surprised, and raise the possibility of surprising the opponents.

Affects the ability of the front rank of characters to identify opponents in combat.

Affects the ability of characters to detect and avoid traps.

Ego:

Strength of will - enhances the power of offensive spells thrown in combat, and raises resistance to certain types of magical attack.

Piety:

Affects the ability of Clerics/Priests to learn spells.

Courage:

Enhances the effectiveness of Fighters/Warriors in combat.

Strength:

Increases the damage inflicted by weapons.

Agility:

Affects the ability of characters to avoid injury from combat and traps.

Dexterity:

Affects the speed with which a character can perform in combat.

Affects the ability of characters to score hits with weapons.

Determines the ability of characters using archery weapons in the second rank to get clear shots and extra shots during combat.

Character Attributes - con't

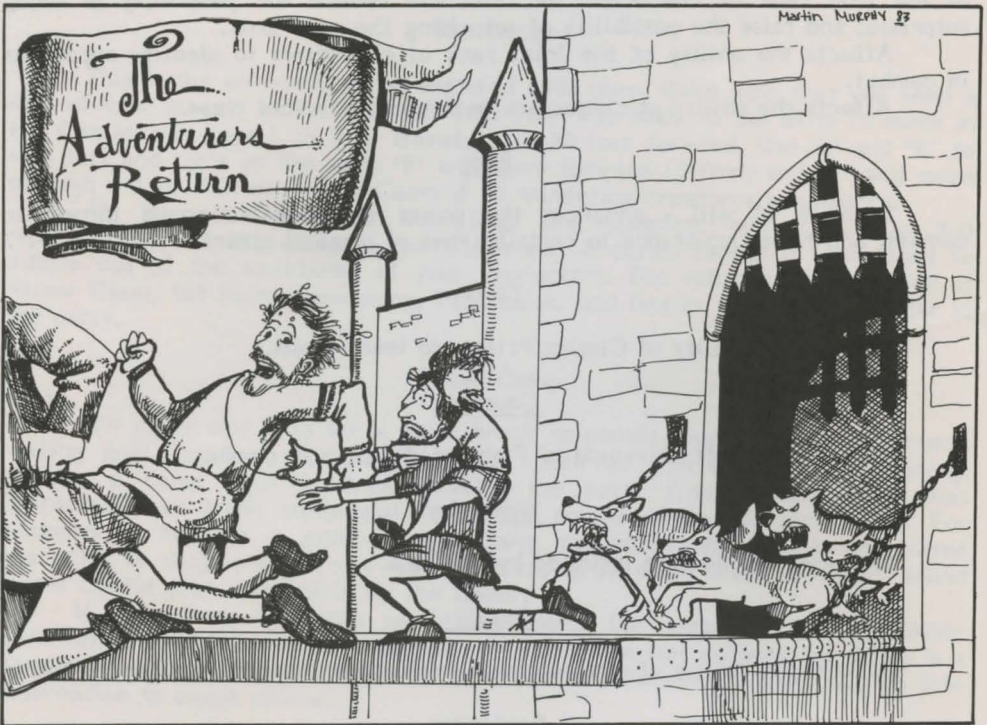
Luck:

Affects resistance to magic.

Lucky characters are more likely to escape injury from traps, and are better at finding treasure.

Vitality:

Characters with high vitality are more resistant to injury, as well as being better candidates for resurrection.



Character Level

All characters start as level one characters. Somewhat like rookies fresh out of school, they aren't very strong until they have a chance to gain some experience. As they gain levels they rapidly become formidable opponents. Each time a character gains a level he/she may also gain or lose ability in any attribute category. Gains are more likely than losses, particularly in attributes related to the character's profession.

Level is the most significant of all a character's attributes for all aspects of combat.

Armor Class

New characters start with an Armor Class of zero. As you purchase more and better equipment for your characters their Armor Class can be raised indefinitely. Briefly stated, the higher the A.C. the less likely a character is to be hit in combat. Each time a character is disarmed, the A.C. reverts to zero.

Experience

Experience determines the level of a character. It can only be earned in combat, and the character must be rested at the Inn for any level increases to be awarded. The amount of experience awarded depends on the number of creatures vanquished and the relative difficulty of doing so. All experience is equally divided among the survivors of an encounter.

Gold

Gold is obtained by looting treasures and from defeated opponents. Occasionally, the sale of items no longer required or found in the castle will bring in a few extra gold pieces.

Age

Characters age with time. Trips into the Castle, changing professions, and resurrection are some of the contributing factors. As characters get older they will gain Hit Points more slowly and will become poor candidates for resurrection. This is a slow process but keep it in mind.

Alignment

A character's alignment determines which other characters he/she may associate with. Characters of good and evil alignment may not travel together.

The following subcategories of alignment are important considerations when recruiting.

Prerequisite: Cleric/Priest - lawful
Wizard/Necr. - chaotic
Thief - neutral

Profession

Fighters, and especially Warriors, are more effective than other characters with weaponry. Bowmen and especially Archers are good with archery weapons. Thieves are unusually effective for searching for treasure while avoiding traps.

The three classes of magic can only be learned by the appropriate type of magic user.

When characters gain levels, they are more likely to gain attribute points in those attributes related to their profession, so it may make sense to select a profession that will increase the chance of raising certain attributes.

Professions - Requirements

Character		Align	Attributes.....								
			Inte	Wisd	Intu	Ego	Piet	Cour	Stre	Agil	Dext
1) Fighter											
2) Warrior								13	15	13	13
3) Bowman											
4) Archer									13		15
5) Cleric	l			11			11				
6) Priest	l			15			16				
7) Mage			13			11					
8) Sorcerer			15	15	13	13					
9) Wizard	c		15								
10)Necrom'	c		15	15	13	15					
11)Thief	n				11						16
12)Warlock			16	16	15	16					

Hit Points

Each character begins life with a minimum number of Hit Points (usually 3 to 8). As characters gain levels they also gain Hit Points. Whenever a character loses Hit Points in combat, that character is wounded. Whenever a character's Hit Points reach zero, because of combat or traps, the character dies. Dead characters do not share in gold or experience gained by the party.

Young characters with high vitality will gain Hit Points more rapidly. As this makes them the most resistant to injury, they are usually the most valuable.

A character who changes profession will lose approximately half his/her Hit Points when reverting to Level one.

Recruiting Characters

The Warriors' Inn can accomodate up to 22 adventurers. You should recruit a minimum of 9 characters before beginning play. It will probably be necessary to create a few more than this to get a satisfactory group for your first excursion as certain character types are hard to come by.

A standard party would consist of 3 Fighters/Warriors, 3 Bowmen/Archers and as many magic users as are available (max 3). If you do not have sufficient magic users, then additional Fighters or Bowmen can complete the party.

When recruiting characters you should be trying for the most difficult characters first (refer to Attributes - Alignment). Your first recruitments should be Cleric, then Wizard, then Mage. All characters qualify to be Fighters or Bowmen so these recruitments should be made from characters who do not qualify to be magic users. Whenever you are offered an alternative Profession to 1)Fighter 3)Bowman you should probably take it, unless you were fortunate enough to recruit several characters for that Profession previously.

To chose between 1) and 3) as a Profession, high (10-11 is average) dexterity is desirable for a Bowman; high strength and courage are desirable for a Fighter. A low intuition is a severe liability for a Fighter (refer to Attributes).

If you should fail to recruit any magic users, a mixed party of Fighters and Bowmen can still enter the Courtyard for development. As they gain levels, review them at the Monastery for eligibility for other Professions.

Equipping Characters

New characters come with 20 Gold Pieces to be spent for equipment. You purchase equipment in order to arm and protect your characters. As you gain Gold you may purchase additional items. Because you may wish to take more than one of the same type of equipment it is necessary to specify whether you wish your character to use item A as opposed to item B.

The equip routine is entered either from the Armory or Camp. You are presented with a list of the equipment a character has by equipment type. By selecting a piece of equipment you specify the item that is to be used in combat. Once an item has been equipped, it will be displayed preceeded by an exclamation mark whenever you inspect your character.

Equipment Types

- 1) Weapons
- 2) Shields
- 3) Armor
- 4) Gauntlets
- 5) Helmets
- 6) Other

When buying additional equipment, you should generally purchase equipment of different types before upgrading a specific piece of equipment. This will produce the maximum increase in a characters' Armor Class for the minimum investment.

SAMPLE EQUIPMENT SELECTIONS FOR FIRST LEVEL CHARACTERS

Fighters/Warriors

Item Price

- E.G. 1) Sword 10
2) Leather 10

- or 1) Shortsword 5
2) Target 5
3) Leather 10

Bowmen/Archers

- 1) 40 lb bow 10
2) 20 arrows 5
3) Robes 3
or 3) Target 5

Clerics/Priests

- 1) Mace 10
2) Leather 10
or 1) Flail 10
2) Target 5
3) Robes 3

Other Magic Users

- 1) Staff
- 2) Robes

Leftover gold may be traded to other characters or used to buy additional equipment for other characters.

Playing Strategy

After each excursion take the time to equip all characters in the party to their maximum potential.

Rest and Inspect all characters in the party before entering the Castle to ensure magic users have recovered all their spell points. Combat is no place to find out you don't have any spells!

Establish an objective before each excursion. e.g. - gain experience for the party - raise a specific character a level - map an area of the Castle - obtain gold or equipment. Once you achieve your objective - get out! Rookies: A party of level 1 characters should not stray far from the exit. It is far too dangerous. It is easy to get lost even though you map your route carefully. Don't worry about stirring up action; if it seems quiet or easy, it is just the proverbial calm before the storm. There are many creatures in the Courtyard capable of severely damaging a level one party, so don't over-extend yourself.

If the first melee round goes badly for you, RUN! If you meet more than one group, don't wait for your people to start dying, RUN immediately unless you surprised them.

Your party should consist of several level 2 or 3 characters before starting mapping expeditions, otherwise wanderers encountered during your return may overcome a weakened party.

Avoid the urge to fight just one more encounter before leaving the Castle. It may be many more than that.

For the person about to fight a first encounter, pay close attention to the following principles. And remember, if you get into trouble, RUN! The time invested in character development is valuable; don't lose it needlessly.

After a few evenings of play, you will find that you know when to conserve spells for later encounters. But don't take chances. The line between success and disaster is very thin, and an oversight can be just as fatal as a mistake.

Melee

Fighting single encounters -

Unless you know better, hit them with everything you have. You aren't trying to take prisoners. Saving a spell for later is poor compensation for losing a character. Damage and protection tend to be cumulative, so get it in quickly.

Fighting multiple encounters -

Hit with everything you have. Concentrate on one group; the one you think to be most dangerous. With low level characters you can expect to lose a few, so make sure you inflict enough damage that your party will be able to survive. Then head for the exit as quickly as possible.

The Warriors' Inn

Commands

- 1) Delete a character
- 3) List all the characters at the Inn
- 4) Recruit a new character
- 5) Rest and Inspect a character
- 6) Rest and Inspect your last party
- 7) Visit the Armory
- 8) Visit the Village Square
- 9) Leave the Game

Pressing keys 1 through 9 will cause immediate action. All others are ignored. ('2' is a null command).

Options

1) This option allows you to remove characters from the Warriors' Inn. It is normally used to eliminate dead characters who have little or no hope of resurrection. Enter the name of the character you wish to delete when asked. Then confirm with 'Y' and 'ENTER'.

3) This is a quick method of reviewing the names and the status of all the characters at the Inn. Characters who are 'Out' are not listed. If your computer is equipped with a screen copy and a printer you may copy the screen when the 'PRESS ENTER TO CONTINUE' message is displayed.

4) (ref to Character Recruitment)

5) This allows you to rest and inspect any character presently at the Warriors' Inn. Entering the name in response to the prompt will cause the character to be raised Levels if appropriate. All Hit Points are regained and all Spell Points are recovered. Illness is NOT cured. Exception: dead characters may be inspected but Hit Points are not recovered (refer to the Monastery).

Inspection allows you to review most of the characters attributes. To check what spells the character knows, enter C, M, or W and then press 'ENTER' when the prompt is displayed. Pressing 'enter' alone returns to the Warriors' Inn menu.

6) Automatically reviews your entire last party. When the Autocycle prompt displays, enter 'Y' if you wish to control the display of characters. The only difference from Option 5) is that the prompt acts as a stop between characters. Pressing 'ENTER' causes the next character to be displayed. When the last character has been reviewed, you automatically return to the Warriors' Inn menu.

7) (refer to the Armory)

8) (refer to the Village Square)

9) Leave the Game - so you can take a BACKUP!

Whenever the above menu is displayed, you may change scenario disks.

The Armory

Commands:

B to scroll backward
D to dis-equip
E to equip character
F to scroll forward
Q to visit the Arrowsmith
S to sell an item
0-9 to purchase
X to return to the Warriors' Inn

Descriptions

The Armory offers many items for sale and will also purchase almost anything at a reduced price (of course!). The format of the screen is 'item number' on the left, followed by a description as to whether the character may use this particular piece of equipment, and the name and price of the item. Each character may carry up to nine items. These are listed on the right, or '**EMPTY**' if nothing is in that slot.

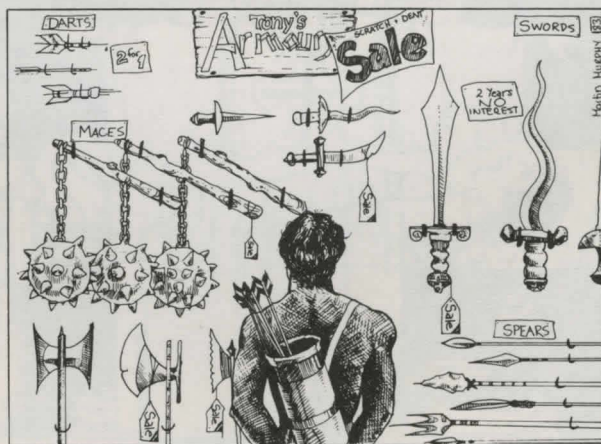
Items sold by the Armory are numbered 0 through 9.

Your equipment is numbered 1 through 9

To check what is available at the Armory use 'B' and 'F' to scroll backward and forward through the available equipment. To purchase an item press the appropriate numbered key 0 through 9. To sell an item press 'S' and wait for the prompt asking 'WHICH ITEM'. Then press the number of the item that you wish to sell. To purchase arrows, first hit 'Q' to visit the Arrowsmith; the screen layout is otherwise the same.

After you have finished your shopping you may equip your character before returning to the INN by pressing 'E'.

WARNING: Because of the time taken to verify the usability of equipment, the keyboard is kept live. You may interrupt any display by specifying any valid command. Once you become accustomed to the layout and know what you want to do, the live keyboard will save you a lot of time.



The Village Square

Commands

- 1) Add a character to the party
- 2) Remove a character from the party
- 3) Enter the Castle
- 4) Recruit the same party as last time
- 5) Visit the Monastery
- 6) Trade gold
- 9) Return to the Inn

Options

1) If your party is less than nine characters you may add any character from the Inn. Enter the name when requested. Your character will then be added to the Party Status Summary at the bottom of the screen.

2) If your party has one or more characters then you may selectively remove characters. A character removed from the front of a large party will take a few seconds so please be patient.

3) You may only enter the Castle if you have one or more characters in your party.

4) You may request that all the characters in your last party who are still at the Warriors' Inn form a new party. This is done automatically for you.

5) If you wish to Visit the Monastery, you must have the characters who require treatment or instruction with you. Use Option 1) or 4) to gather them together before you go. You must have a party of at least one character.

6) Trading gold may also be done in Camp, but you may need to scrape a few Gold Pieces together to help someone before going to the Monastery.

9) Returning to the Inn will disband your current party if you have one.

The bottom of the screen displays the current party status. Before entering the Castle make sure your characters are equipped - A.C. > 0 and healthy. The status lists characters two abreast because of screen capacity limitations. This is not their Marching Order - which is three abreast. The Reorder option in Camp or Combat will display the party with each character in place.

The Monastery

Commands

- 1) Heal the sick and wounded
- 2) Pray for the dead
- 3) Provide instruction
- 9) Return to the Village Square

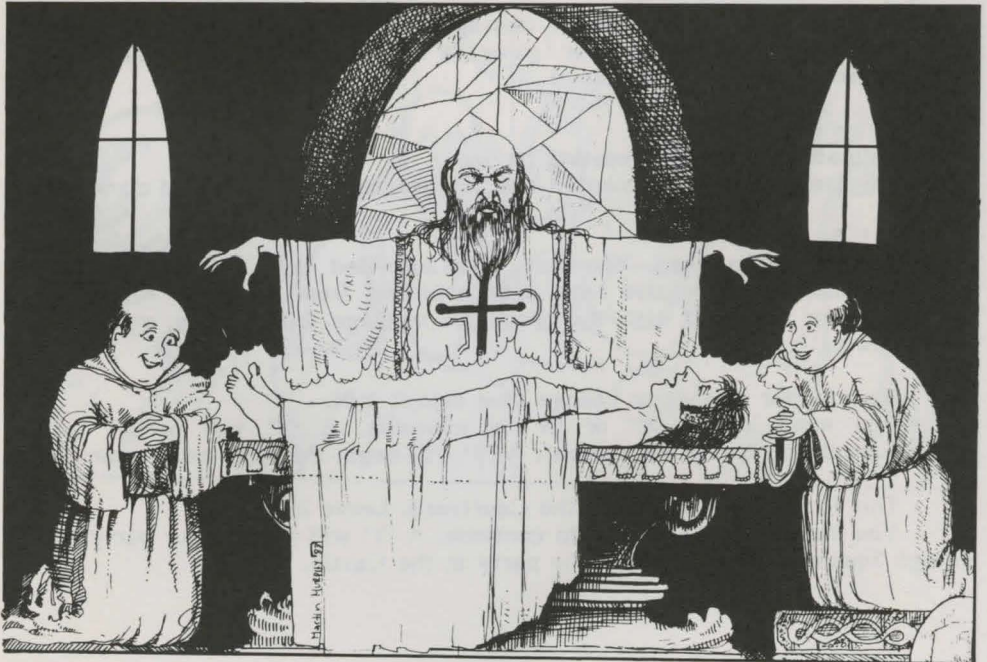
Options

1) For a price the Monastery will heal characters that are wounded or incapacitated. Wounds can be recovered at the Inn but you may prefer to spend the money in order to save time. This is a convenient way to heal one or two characters without having to disband your party.

2) Characters who have died in combat or fallen to some trap can sometimes be resurrected. You may try as many times as you like, but the price will eventually become too much. Also, attempting to resurrect a character drains Piety and Vitality. Consequently after a few missed attempts, the character is probably not worth the effort.

3) As characters gain levels, they sometimes qualify for other Professions. There is no charge for checking, but if you do change a characters' profession, he/she reverts to level one. It is necessary to return the character to the Inn to be rested and RE-EQUIPPED!

9) When you are finished at the Monastery, your party must return to the Village Square before any other activity.



The Castle

Commands

C Camp
F Forward 10 feet
K Kick to open a door
L Left turn on the spot
R Right turn on the spot
1-9 forward 10 to 90 feet

Screen Format

```
-----  
                        AREA A  
-----  
                        :  
                        :  
                        :  
AREA B                 : AREA C  
                        :  
                        :  
                        :  
=====
```

AREA D

Area A

Area A is used for general messages and to inform the user when all activity has ceased. When the game is waiting for input, the 'ENTER COMMAND=>?' prompt is displayed.

Enter Command=>?

indicates the game is waiting for input.

When a command is accepted the '?' changes to the accepted command.

*** An Encounter ***

Trouble has arrived. You may have surprised them, or they may have surprised you. You may also have been attacked from the rear. All of these conditions are displayed with the encounter message. In a minute, you will get the following prompt.

Reorder for combat or change time delay? Y/N.

You must key a 'Y' or 'N' to continue. A 'Y' will permit limited reordering of your party for combat. A 'N' will begin the next melee round.

This is the main exit from the Courtyard. Leave it? Y/N.

You must key a 'Y' or 'N' to continue. A 'Y' will return your party to the Village Square. A 'N' will leave the party in the Castle.

Area B

This part of the screen is reserved for displaying a 3-D perspective of the interior of the castle as seen by your party during its travels. The range of visibility may be increased by using a light spell.

Area C

This part of the screen is reserved for Encounters. A description of the types and the number of creatures confronted is displayed here during combat.

Area D

This part of the screen normally contains a brief status report of the condition of your party while travelling in the Castle. During combat, it is shared with other displays which request combat orders for each character, and describe the results of individual combat. It is also used to describe unusual events which sometimes require lengthy text descriptions.



Break

Commands

- 1) Reorder the party
- 2) Inspect a character
- 3) Trade gold
- 4) Cast spells or use items
- 9) Break Camp

After checking for nearby creatures, the party has time for a few moments of peace.

Options

1) You can take the time to reorder your party however you wish. Frequently characters get to places during combat that are not to the party's advantage. This is also a convenient time to change the Time delay for combat reports.

2) From time to time you may wish to check on the spells available to the party. It is frequently hard to keep track during combat.

3) Before leaving the Castle the last thing you may wish to do is to trade gold from those characters who do not need it, to those who can use better equipment.

4) A much needed respite to cast healing spells on the sick and wounded, or perhaps to find out where you are. This also is the only time you may cast a Camp spell.

9) Breaking Camp - meanwhile, back at the action.



Camp

Commands

- 1) Trade equipment or Equip a character
- 2) Leave the Game
- 3) Search and Rescue
- 4) Await Rescue
- 9) Break Camp

Options

1) So your mage found some arrows. Why not give them to someone who can use them?

2) You have spent two hours on level three and have gained tons of experience but a lightning storm is brewing outside. You can shut down your computer and the Game will automatically resume at this point the next time you start play.

3) Several weeks ago you lost a party around here somewhere. This is your chance to find them. Or perhaps you have found someone you don't recognize?

4) Things haven't gone so well this trip. Your party is hopelessly lost; your Cleric is dead and your Mage is almost out of spells. This is a good time to crawl in a hole and pull it in after you. You can sleep the years away until someone finds you.

9) Now that you have re-equipped your Bowmen and Archers with a fresh supply of arrows that your Mage was foresighted enough to buy, you're ready for anything again.



SPELLS INDEX

CLERIC/PRIEST

LEVEL

1	REFRESH	BLESS	LOCATION	PEACE
2	SHIELD	BLESSINGS	ANTIDOTE	
3	REFRESH F3	CURE	MOVEMENT	WAKE
4	HEAL	CURE PARTY	ZEAL	
5	HEAL F3	RESTORE		

MAGE/SORCERER

LEVEL

1	GLOW	MAGICSPEAR	SLOWTIME	SNARE	COMPASS
2	LANCE	SPARKS	TANGLE	ALTUNIVERS	
3	FIREBALL	MISSLSTORM	DNC LITES	SLOWTIME X	
4	LTNG STORM	FIRE STORM	MISSLSWEEP	DAYLIGHT	
5	FIRESWEEP	VORTEX	BARRIER	POWER	

WIZARD/NECROMANCER

LEVEL

1	ARTHRITIS	LOCATE		
2	FEAR	ENCHANT WP	DEGENERATE	
3	TERROR	REGENERATE	LUMINESCE	
4	POISON	GUARDIAN	DANK SMOKE	
5	GREATHEART	INCARNATE		



SPELL BOOKS - CLERIC LEVEL 1

REFRESH: may be used in camp or combat heals 1 to 6 Hit Points minimum on any live character

BLESS: combat only

reduces the maximum damage an opponent may inflict by 1 Hit Point for each blow

LOCATION: camp only

divines the relative location of the party using X and Y co-ordinates from the main entrance or stairs to the current level

be sure TIME is set slow enough that you can read the message

PEACE: camp only

shields the party from all outside activity thus allowing the trading of equipment or hibernation

CLERIC LEVEL 2

SHIELD: combat only

duration: one melee round minimum

reduces the ability of opponents to strike physical blows

BLESSINGS: combat only

duration: one melee round minimum full strength

one additional round minimum at reduced strength

at full strength reduces the amount of damage inflicted by an opponent on average 1 Hit Point for each blow

ANTIDOTE: camp or combat

cures all types of poison for any character

CLERIC LEVEL 3

REFRESH F3: camp or combat

the equivalent of REFRESH cast on each of the first three characters in the party

CURE: camp or combat

heals a minimum of 2 to 16 Hit Points on any character

MOVEMENT: camp or combat

cures paralysis in any character

WAKE: camp or combat

awakens any character who is asleep

CLERIC LEVEL 4

HEAL: camp or combat

heals a minimum of 3 to 24 Hit Points on any character

CURE PARTY: camp or combat

group healing - the equivalent of CURE cast on the entire party

ZEAL: combat only

duration: one melee round minimum

enhances the ability of characters using weapons to strike blows

CLERIC LEVEL 5

HEAL F3: camp or combat

the equivalent of HEAL cast on the first three characters in the party

RESTORE: camp or combat

heals 5 to 100 Hit Points minimum on any character

NOTE Healing spells are more effective in the hands of experienced characters. The minimums quoted are for average characters. (e.g. CURE has a normal range of 2 to 16 with an average of 9)

Defensive spells such as SHIELD and BLESS may wear off after any melee round.

SPELL BOOKS - MAGE LEVEL 1

GLOW: combat or camp
light
duration: approximately 60 turns
range: secret doors in corridors up to 20' away

MAGICSPEAR: combat only
damage: 2 to 6 Hit Points minimum
1 creature affected
affects type 5 creatures (* see NOTE)

SLOWTIME: combat only
duration: 1 melee round minimum
all groups affected
slows creatures in their attempts to strike physical blows

SNARE: combat only
duration: permanent
1 group affected
affects type 5 creatures
hampers creatures ability to avoid physical blows

COMPASS: camp only
determines the orientation of the party, North, South, East or West

MAGE LEVEL 2

LANCE: combat only
damage: minimum 2 to 8 Hit Points
1 creature affected
affects type 5 creatures

SPARKS: combat only
damage: 3 sparks of 2 to 4 Hit Points each
1 group affected - up to three creatures
affects type 5 creatures

TANGLE: combat only
duration: permanent
hampers creatures ability to strike and avoid physical blows
hampers creatures ability to take any action
1 group affected
affects type 5 creatures

ALTUNIVERS: camp only
shields the party from all external activity in order to trade equipment or hibernate

*NOTE: Creatures are of six main categories - 1) Humanoid, 2) Animal, 3) Animate matter, 4) Were-creatures, 5) Undead and 6) Spirits. A spell which affects type 5 creatures affects types 1, 2, 3 and 4 as well unless otherwise stated.

MAGE LEVEL 3

FIREBALL: combat only
damage: 3 to 12 Hit Points minimum
1 creature affected
affects type 5 creatures

MISSILESTORM: combat only
damage: 6 missiles of 1 to 4 Hit Points minimum
1 group affected - up to 6 creatures
affects type 5 creatures

DNC LITES: combat or camp
light
duration: approximately 75 turns
range: secret doors in corridors up to 30' away

SLOWTIME X: combat only
duration: 1 melee round minimum
2 melee rounds minimum at reduced strength
the equivalent of two SLOWTIME spells

MAGE LEVEL 4

LTNG STORM: combat only
damage: 3 bolts of 3 to 24 Hit Points minimum
1 group affected - up to 3 creatures
affects type 5 creatures

FIRE STORM: combat only
damage: 6 flames of 3 to 18 Hit Points minimum
1 group affected - up to 6 creatures
affects type 5 creatures

MISSLSWEEP: combat only
damage: missiles of 1 to 4 Hit Points minimum
4 groups affected - each creature takes one hit
affects type 5 creatures

DAYLIGHT: combat or camp
light
duration: permanent for this excursion
range: maximum - walls visible 40 to 50' away

MAGE LEVEL 5

FIRESWEEP: combat only

damage: flames of 3 to 12 Hit Points minimum
4 groups affected - each creature takes one hit
affects type 5 creatures

VORTEX: Combat only

damage: a vortex causing 4 to 48 Hit Points min.
1 group affected - 6 cycles of attack
consumes type 6 creatures

BARRIER: combat only

duration: 1 melee round full strength
3 rounds minimum at reduced strength
greatly reduces the ability of all creatures to strike physical blows
all groups affected

POWER: combat only

duration: 1 melee round minimum full strength
2 rounds minimum at reduced strength
generates an energy pool which may be drawn upon by all spell casters
resulting in enhanced damage effects for all offensive spells



SPELL BOOKS - WIZARD LEVEL 1

ARTHRITIS: combat only

duration: permanent

hampers the ability of creatures to avoid physical blows

1 group affected

affects type 2 creatures

LOCATE: camp only

determines orientation of the party North, South, East or West and the location relative to the main entrance or stairs for the current level in X and Y co-ordinates

WIZARD LEVEL 2

FEAR: combat only

duration: permanent

reduces the aggressiveness of 1 group of creatures

reduces the ability of creatures to inflict physical damage and increases the likelihood of flight

ENCHANT WP: combat only

duration: 1 melee round minimum

increases the effectiveness of weapons used in hand-to-hand combat

DEGENERATE: combat only

duration: ongoing

damage: 3 acid/poison attacks of 2 to 4 Hit Points minimum with after effects of 2 to 6 Hit Points minimum damage per melee round

1 group affected - up to 3 creatures

affects type 3 creatures

WIZARD LEVEL 3

TERROR: combat only

duration: permanent

equivalent of two FEAR spells

1 group affected

affects type 2 creatures

REGENERATE: combat or camp

duration: ongoing

heals 2 to 4 hit points on any one character

gradual regeneration of Hit Points during travel - minimum 2 to 4 per regeneration until character is completely healed

LUMINESCE: combat or camp

duration: approximately 75 turns

range: reveals secret doors fully 20' away

WIZARD LEVEL 4

POISON: combat only

duration: ongoing

damage: 3 attacks of poison for 0 immediate and thereafter 3 to 15 Hit Points per round

1 group affected - up to characters

affects type 2 creatures

GUARDIAN: combat only

duration: 1 melee round minimum full strength

2 melee rounds minimum reduced

This conjured creature assists your party by warding off physical blows directed at individuals and reducing the impact of hits

DANK SMOKE: combat only

duration: permanent

drains 2 levels of life force from all creatures

1 group affected

affects type 6 creatures

WIZARD LEVEL 5

GREATHEART: combat or camp

duration: ongoing

heals 2 to 6 Hit Points minimum immediately and 2 to 4 Hit Points per melee round thereafter until the character is either fully healed or is slain

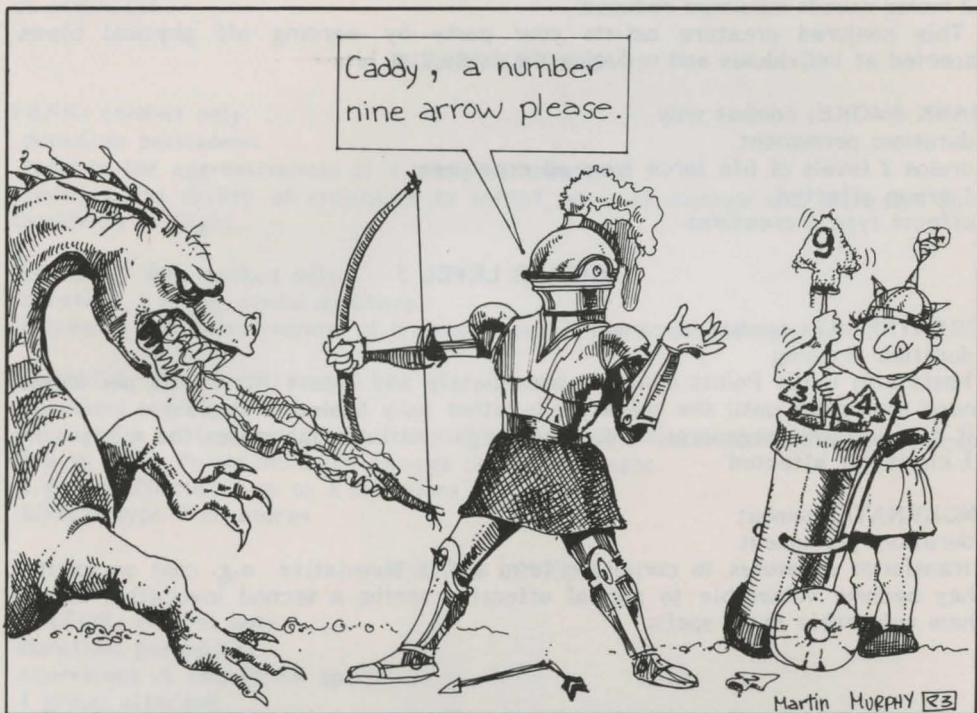
if cast in camp, regeneration does not begin until combat rouses the spirit

1 character affected

INCARNATE: combat

duration: permanent

transforms creatures to corporate form and is cumulative e.g. cast on spirits, they become vulnerable to normal offensive spells; a second invocation makes them vulnerable to all spells



Caddy, a number
nine arrow please.

Martin MURPHY 