

SHADOWKEEP



Garzell

Many years ago, an evil began to spread across the land. It was centered in the Shadowkeep, the home of the powerful wizard, Racomedon. The demon, Dal'Brad, had imprisoned Racomedon in a crystal, and held his captive deep in the tower while he wrought the evil madness.

This evil spread until it reached the borders of the four races of the earth. Roos, Thalidars, Zhis'ta and Humans alike were threatened by the wretched evil that was spreading from the tower. A few brave adventurers were sent forth from each civilization, determined to put a stop to the evil and perhaps acquire a small fortune at the same time.

Roos, hardy explorers of great physical endurance; Thalidars, masters of the ancient art often known as magic; Zhis'ta, agile and shrewd warriors from birth; and Humans, intelligent leaders with a knack for getting into trouble—all joined together to fight the demons in the Shadowkeep.

Alas, it was not enough. Each was defeated in turn. There was time for just one more group of brave adventurers. One more party of heroes was needed to topple the cruel and heartless obelisk that was the Shadowkeep. We call on you, our last and most able chance, to accept the challenge—to assemble your party, approach the Keep, and, if your spirit is able, rid the tower of its malicious tenant.

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I Preparing For The Encounter

Before beginning the quest to free the wizard Nacomedon, assemble the following:

Supplied Herewith:

- The Program Disk Side, named "A"
- Three Scenario Disk Sides, named "B," "C," and "D."

Supplied By The Adventurer:

- Four Blank Disks, each to become a copy of one of the four Disk Sides named above. You will thus preserve the four Disk Sides for future games.
- An optional Fifth Blank Disk, to become a "Save Game/Character Backup Disk," hereafter referred to as the "Save Disk." This will be used for recreating lost adventures and adventurers.

Then the brave adventurer must complete four small tasks:

1. Insert the Program Disk Side "A." Turn on your Apple.[®]
2. Playing the game permanently alters the disks you are using. Therefore, copy each Disk Side onto your Four Blank Disks. Do this by selecting "C" for the option "Creating a Playable Disk." The computer will respond.

Be Forewarned: This process will destroy any other data on your Four Blank Disks!

3. Create your Save Disk. This is your only chance to do this. Give an "I" for the option about "Initializing Save Game/Character Backup Disk."
4. Begin the quest! Enter S, and keep your wits about you!

II Finding Your Adventurers

Here at the Lonely Inn, the mysterious proprietor will greet you and ask your name. He is a friendly sort, curious about your band of adventurers and eager for your business. He has run this Inn on the edge of the Shadow-keep for many years, unexplainedly protected from the evil of Dal'Brad that lurks so close to his door.



Before selecting your band from among the many visitors at the Inn, pause and consider the importance of assembling a balanced and able group of adventurers. Up to twenty different characters may be registered with the innkeeper, and from this gathering you will create a band of nine, all who must harmonize and support each other.

As you register your team, the proprietor will ask a series of questions about each member, questions that concern their race, profession, and gender. As the details are recorded onto the register, the resulting attributes of each individual are open for your inspection.



Characters may have any name, in length up to twelve letters, and with no spaces or numerals. . . .

The four great races of Roo, Thalidar, Zhis'ta, and Human each possess their own qualities and quirks. Within each race, males are stronger than females, though the females of a race possess greater dexterity. . . .

Adventurers are trained in one of the five professions:

WARRIORS: sturdy masters of the mace and broadsword;
at least four per party is a sound grouping

MONKS: wise and insightful, agile and vigorous

RUNEMAGES: possessors of the Runes of Power;
can decipher glyphs that baffle others

SHADOWMAGES: draw their power from shadow

NECROMANCERS: seek power over what is most feared:
death. . . .



The innkeeper records the background of each adventurer in his log. It is acknowledged that race, gender, and profession determine a character's attributes. But, of course, all individuals bring strengths and weaknesses that exceed those of their positions. The proprietor thus allows extra value to be distributed among any adventurer's attributes, in any or all of the six areas:

STRENGTH: How much an individual can carry, and the amount of damage he can inflict in combat.

INTELLIGENCE: How many spells a character can learn, and how quickly he can learn new ones.

DEXTERITY: The agility of a character—the ability to move quickly and leap out of (or into) danger. The most dextrous individual moves first in a fight.

POWER: The ability to focus magical energies. Power is drained by magic, restored by rest. A character with no power will not live.

LEADERSHIP: Force of personality. The character with most leadership will be declared leader of the party.

HIT POINTS: The ability to withstand physical damage. Hit points are restored by rest or healing arts, and, as with power, are necessary in order to live.



Once new adventurers have been registered, review or rename veteran characters from past adventures.

Also, recreate any whose souls were saved on the Save Disk. (*See Chapter VII.*) Select this option from the list, name the character whose life and spirit should be restored. Welcome the adventurer back into the party.

Finally, gather the party, selecting up to nine of the most able and ready. The mission ahead is not for the dull of mind or the frail of spirit.



III Beginning The Quest

The adventurers must prepare for the journey to the Keep. They may give equipment and supplies to each other, and through other means prepare themselves.

They may also visit Raddath. An enigmatic, pan-dimensional creature, Raddath will offer his wares and wisdom to the party. He has felt the evil of the Keep and thus will give his aid in any way he can. Raddath buys and sells magic and goods, and can heal damage, drain poison, and even revive a character killed while in the Keep. He is not, however, given over to charity. Raddath has no aversion to acquiring a fortune while helping destroy the Keep.

Further Note: While Raddath is skilled in magic, he offers no guarantees of the effectiveness of his cures. No refunds.

The final preparation may be to order the party. Sound organization is essential within the confines of the Keep. Take this opportunity; it may be your last.



The road to the Keep is short, but it wears long on the soul of the hero who walks it. . . .

(Of course, if you have become faint of heart, no one will stop you from abandoning the quest now. If you leave this place, you may never see it again . . .)

IV Within The Tower

While approaching the Keep, and within it, instruct the adventurers with precision and clarity.

RALPH GET THE TORCH
EZEKIEL CAST THE
LUMINANCE SPELL
NAOMI GET THE TORCH
AND GIVE IT TO REBB
REBB LIGHT THE TORCH
AND PREPARE THE SWORD
NAOMI WEAR THE ARMOR
THEN PREPARE THE MACE
DAGMAR PUT THE WAND
OF TRAVEL IN THE CHEST

Any command not directed to a certain character will inspire the leader of the party to respond.



The party as a whole will move following basic commands.

F or **FORWARD**

L or **LEFT** (to face left)

R or **RIGHT** (to face right)

B or **BACKWARD**

(to step back without turning)

Explore the Keep thoroughly, and exercise caution.

OPEN DOOR

CLOSE DOOR

LISTEN

Inhabitants will occasionally allow you to address them, which you should do in either of the following ways.

Try to do so before they lop your head off.

ASK SILDRA WHERE THE GOLD IS
"SILDRA WHERE IS THE GOLD"

From time to time, assess the damage inflicted on fellow adventurers.

LOOK PARTY

(gives members' power, hit points)

STATS

ROLF CONDITION

(substitute C for Condition)

LOOK NAOMI

Magical healing is possible through the aid of Raddath. If a visit to him is impossible, characters may use any magic they possess, but at the expense of some power.

The adventurers can investigate and acquire objects while in the Keep.

SEARCH (some characters will find hidden objects more quickly than others)

LOOK SCROLL

MORDOR GET SCROLL

FANNIE GET ALL BUT TORCH

ZOORA GET ALL

GET GREAT SWORD AND READY IT



If an adventurer has too heavy a load, something will need to be dropped. The amount they can carry depends on their strength.

**DROP THE BASTARD SWORD
DROP ALL BUT THE TORCH
MERCER DROP ALL ***

Or, the adventurer might simply give the object away.

**MYRA GIVE ROBERT
THE GEM OF CHANGE
GIVE THE SOGGY STICK TO BILL**

You might wish to let one object hold another.

**OPEN THE BOX AND
PUT THE GOLD INSIDE
CLOSE BOX
PUT ROCK IN HOLE
PLACE GOLD ON THE TABLE**

Find out what an object can do by using or examining it.

**USE THE FUNNY ROCK
EXAMINE THE FUNNY ROCK**

If you have a particular use in mind, and a certain target, state those.

**SMASH THE ALTAR WITH THE
BREAKER BAR
ATTACK THE CORD WITH THE
GREAT SWORD**

Light is required to explore the dark, dank Keep. Without a lit torch (or an appropriate light spell), searching will be impossible. (Combat will be possible but difficult; there would be no warning at the approach of monsters.) Any illumination will serve the entire group, but will eventually extinguish, becoming a soggy stick or used up spell. It is advisable to have several sources of light at any given time.

**LIGHT TORCH
ZEKE CAST THE LUMINANCE SPELL**

** items prepared for combat will not be dropped;
see chapter VI, "Combat"*

V Magic

Rely on the power of magic; above all else, it will be your key to success.

Though all may cast spells within the Keep, many have the capacity to learn no more than a scant two or so. Power and training determine one's triumph while using this ancient art. Mages, with exceptionally learned backgrounds, begin the journey with knowledge of a small number of spells. Raddath has acquired many others, which he makes available for sale to the hopeful adventurer.

As all may cast spells, so will all feel the effects of the task. After casting a spell, even the most powerful magician weakens, and eventually must restore powers with sleep. Monitor the losses of power, thus avoiding the loss of an adventurer.

Up to two spells or magical artifacts may be active at any one time.

INVOKE RING OF LIFE AND CAST THE FORTRESS SPELL

Discover more about spells you acquire by reading or learning them.

READ BOOK OF DARKNESS LEARN DEATH SPELL GET HEAL SCROLL, LEARN IT, CAST IT

A scroll that is successfully learned becomes a spell that may be cast. The scroll will vanish once it has been learned.

Mere mortals are limited in the number of spells they may know. When one's memory is full and the spell cannot be learned, a spell must be forgotten.

FORGET DEATH SPELL

Once a spell has been forgotten, only another scroll will grant a new opportunity to acquire the spell.

Ready the magical artifacts as you prepared other weaponry.

READY SOULEATER SWORD

Learning magical spells is sufficient preparation for use.

Watch for podiums while in the Keep. Through these devices you and your band of adventurers may quickly transport to another level of the Tower. The incantations needed to operate these mysterious devices are always changing.

Finally, the halls of the Keep are laced with spells that bind, hide, or hinder. Doors are often sealed with spells of warding, released only by the timely use of magical words discovered by those who made the journey before you. The passwords that are known:

SAFETY
LAIR
PASS
FRIEND
HOME

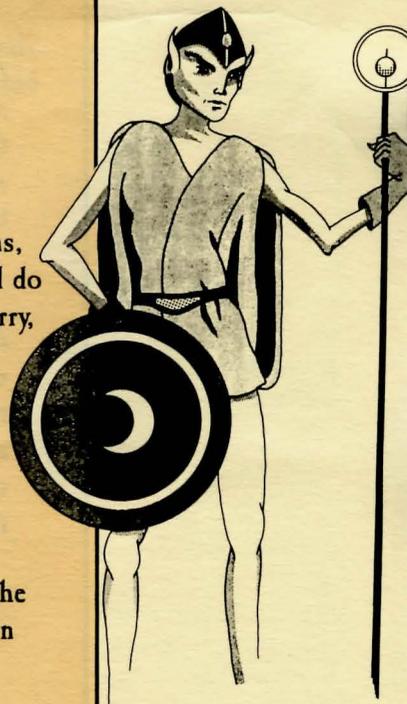
Be apprised of the possibility of other passwords; and hope that if you are unsuccessful in vanquishing the demons from the Keep, that you will at least return to tell your successors what you learned.

VI Combat

Successful warriors approach combat with weapons, equipment, and magic in readiness. An adventurer would do well to have equipment prepared for both Attack and Parry, and to wear the armor.

READY BASTARD SWORD
PREPARE GREAT SHIELD
WEAR SCALE MAIL

At a sign of combat, the party will, at your command, negotiate, flee, or remain to fight. When you mobilize the ranks and determine the course of action, you may assign each member to attack, parry, cast spells, change places, prepare equipment, or, of course, do nothing.



When assigning adventurers to their tasks, consider the skills that they might possess due to heritage and profession. These skills might cause them to perform some tasks better than others. Before combat, gain information on a member's skill as such:

EXAMINE ELLA

The skills:

ATTACK: Skills necessary to land a blow on an enemy.

PARRY: Success with which a character can avoid or deflect a blow.

MAGIC: Technical proficiency in casting magic.

OPEN: The ability to open sealed or locked objects.

SEARCH: The aptitude for finding hidden objects.



If combat has worsened the condition of the party, change positions to preserve life and limb. Enter:

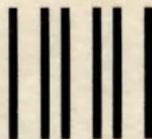
ORDER

And, as weariness sets in, allow the few remaining good spirits in the Keep to restore your band's energy. Rest for up to ten hours, then resume the journey. One hit point and a unit of power is restored to each character for every hour of sleep.

SLEEP FOR 3 HOURS

Beware: Monsters can sense when a party is asleep and unprepared for attack. A blow while asleep can be far worse than the extremes of combat. Consider the use of certain spells that will conceal the sleeping party from marauding monsters. Or, perhaps choose a safer course: sleep outside the confines of the Keep.





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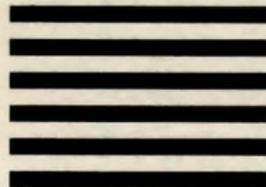
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month year

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What are your three favorite computer games?

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3 _____

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VII Saving An Adventure, And Restoring It Later

When perils strike and the fate of the party is in jeopardy, preserve the spirit of the adventure onto the disk we have named the "Save Disk." (Recall that this is the disk you created from the Fifth Blank Disk before beginning the adventure. See Chapter I.) This way, if the situation later becomes hopeless, you may send the party back in time to the earlier conditions, as recorded on the Save Disk.

This is also useful if you must interrupt the quest. Record the adventure and later return.

◆
To save the adventure, enter:

SAVE

You will then need to insert the Save Disk. If you have a second disk drive, place the Save Disk there. The program will ask you to assign a number to the version of the adventure you are saving. Make a note of the number you give, and the conditions of the adventure. The computer will alert you when the adventure has been successfully saved and you may proceed.

Up to 15 games may be saved onto your Save Disk.

◆
When you are ready to restore a past adventure, enter:

RESTORE

As before, insert the Save Disk, and, finally, give the number of the adventure you wish to restore.

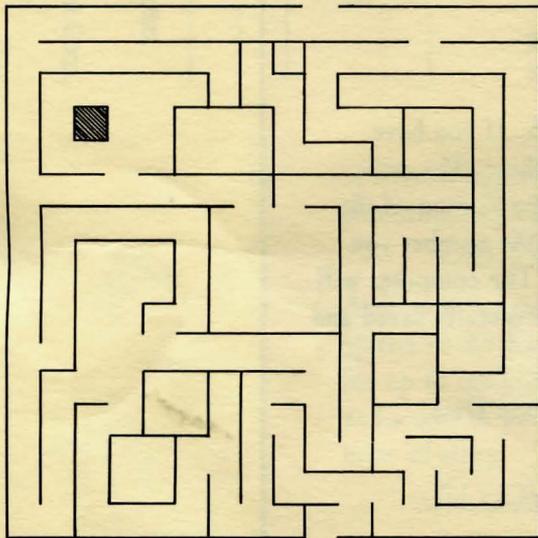


VIII Addenda: Lore Useful To The Serious Adventurer

A. MAP-MAKING

Let your mind be occupied by the fight itself, and not with trivia of your whereabouts. Have at hand numerous sheets of gridded parchment, for map-making.

On these sheets, record the halls, the rooms, the stairs and floors of the Keep. Mark every step, and note the local conditions. Beware that the monsters are devious, and may cause walls to shift and doors to vanish. Do not be baffled or hindered, but merely reorder your party and press on.



B. WEAPONS & EQUIPMENT

Able adventurers will make use of a variety of weapons, but will choose wisely from the lot, knowing the characteristics and powers of each piece.

Attack Weapons And Equipment

Axe: Battle axes such as this, far larger than those for chopping wood, are also far more destructive.

Bastard Sword: So named for its middling size, it reaches four feet.

Breaker Bar: Pry open chests, closed doors, and other obstacles that require

sturdy leverage.

Broad Sword: Commonly seen, and measuring three feet.

Great Sword: Stretching a full six feet, few enemies escape death when struck by this instrument.

Kinslayer Sword: A deadly weapon because of its enchantment. One uses this at the price of some power.

Mace: Of classic proportions, the deadly spiked ball is attached to the stout handle.

Quarter Staff: Tough wooden poles, four and a half feet tall, fend off aggressors from the user.

Soggy Stick: The remnants of a torch that has extinguished; a crude but often effective weapon.

Souleater Sword: Delivers injuries that devastate the victim. One uses this weapon at the price of some power.

Torch: One torch will provide sufficient light for the entire party, and will last for several moves.

Valkham Sword: Will fell a monster in a single blow. Immensely powerful, but at the cost of power to the user.

Defensive Equipment

Medium Shield: This rectangular shield of half the height of a human tapers to a point at the bottom.

Great Shield: Nearly of a warrior's stature, the sides curve out slightly and protect well.

Armor

Leather Armor: The simplest and lightest form of armor, made of sturdy sewn leather.

Plate Mail: The wearer must be of great physical strength to wear the heaviest of mail, but will be protected for the effort.

Runic Armor: Magical armor of plate construction which augments a user's defenses.

Studded Mail: Heavier leather is reinforced with studs of metal, more protective for the wearer.

Scale Mail: Metallic links overlap, lending a reptilian look to the garment. Protection is greater than from the studded mail.

Chain Mail: Interwoven metal loops afford better coverage than the scale mail.

Silver Armor: The most protective of armors, having absorbed so much magic from prior wearers.

C. MAGICAL SPELLS

Attack Spells

Flame: Torches a single creature.

Thrust: Attacks a creature as does the Flame, but is more effective and of a higher price.

Fireball: Brings effect upon an entire group, thus is quite useful.

Sunburst: A spell with exceptional power, it can work against entire groups and can slay Demons as well.

Freeze: Locks its single target into inactivity, for a short time.

Stasis: Like the Freeze spell but for groups of the enemy.

Defense Spells

Protect: Defends its caster from an enemy's blows.

Guardian: Cousin of the Protect spell, but stronger.

Barrier: This invisible shield stands between the party and its attackers.

Sanctuary: More powerful kin to the Barrier spell.

Ward: Protects the caster from the enemy.

Fortress: Of similar type as the Ward spell, yet protects the group.

Enhancement Spells

Luminance: A magical torch.

Reveal: Akin to Luminance, but of longer duration.

Heal: Soothes and heals those who receive its application; hit points are restored.

Haste: Heightened dexterity is the gift, for a short time.

Spells Of The College Of Necromancy

Zombie: Animates a dead adventurer, restoring double the hit points but rendering the individual severely disabled. If such a character leaves the Tower, he will dissolve and can never return.

Death: The victim will be drained of life when this potent spell is cast.

Decay: A group of enemies will suffer dreadfully at the hands of this unpleasant magic.

Dissolve: Excises a single foe from this reality.

Maim: Wholly unpleasant, and to be cast against a group of opponents.

Revive: Returns to life an adventurer killed within the Keep.

Spells Of The College Of Rune Magic

Cantrip: This spell doubles the potency of objects, but only for a price.

Cure: Damage to a character will be cured, no matter how grim the condition.

Fear: Plunges a foe into paralyzing fear for a short time.

Fire: Ignites a group of monsters.

Perceive: Cast this spell to obtain a clue about the surroundings.

Slay: Destroys creatures outright.

Spells Of The College Of Shadow Magic

Darkfire: Inflicts damage on any creature.

Illusion: The target of this spell will ignore the entire party.

Moonfire: The spell will blind the foe in its path, and thus render it less dangerous.

Shift: Instantly transports the group to a safe place.

Starflare: A huge and terrifying ball of flame which annihilates all creatures in the way.

Twilight: Causes monsters to become blinded to the presence of the adventurers, and pass by without noticing them.

D. MAGICAL ARTIFACTS

Amulet of Evil: Single foes may be attacked by the magic of this black necklace.

Black Crystal: Protects the user from the blows of the enemy.

Black Ring: Passed down from the Necromancers, this is endowed with the power to transform a creature into a zombie.

Book of Darkness: One who reads this tome will know the dark, and everything it contains.

Book of Notes: Perhaps the notebook of Nacomedon himself, the reader will glean an answer or two.

Book of Opening: Its powers can open those things that are closed and locked.

Chalice of Awe: A young enchantress once owned the chalice, and used it to rescue those who were caught in the Land of Darkness before their time.

Culdrom's Wand: The namesake of the wizard Gorwyther's aggressive apprentice, this wand will attack numerous enemies at once.

Devil's Gem: Perhaps the storehouse for the soul of a Great Demon (such creatures commonly safekept their souls in gems).

Eldritch Staff: The user of this slender pole may seek advice from the gods.

Funny Rock: With a rock such as this, dexterity can be a trait of even the clumsiest Roo.

Gem of Change: Herein lies the power of movement; thus may the user transport the party to a safer place.

Gem of Darkness: When invoked, an able shield against an enemy's blows.

Gloves of Cold: These strength-giving articles were fashioned inside a volcano, and thus will withstand great heat.

Hammer: Powers to enchant came to this tool through its creator, a goblin Master Smith and mage.

Ragged Cloak: Remain hidden from monsters while wearing this garment.

Ring of Life: Will resurrect a fallen adventurer.

Rod of Power: The user may enhance his magical abilities through the use of this article.

Rogarth's Staff: The mighty wizard that crafted this staff controlled vast armies of gargoyles through its use. A supremely powerful artifact.

Salve of Aid: Restore lost hit points with this unguent.

Shadow Cloak: Takes the blows of an enemy, sparing the user from the assault.

Silver Helm: Once owned by the Mage-King Tehrien of Yarr, this magical cap can deflect blows from weapons. The visor will preserve the eyes from blindness in the face of spells or fire.

Smedly's Stick: At the hands of an angry and evil knight, the unfortunate Smedly and his kin were transformed into sticks such as this one. These can transport your party to a safe place, no matter how distant.

Staff of Power: Boosts the ability to cast spells, but only temporarily.

Staff of Quiet: Advances the user's chances of dodging blows.

Sun Amulet: Silently and invisibly, the party may pass predatory monsters, when this artifact is used.

Wand of Travel: The wielder of this wand will be ignored by the enemy, even in the heaviest of combat.

E. CREATURES

Barguest: Wolf-like and adept at magic. The Barguest prefers to guard places of power, such as temples and castles, and comes to its duties at the call of magic. Its lack of armor should not be confused with a physical frailty.

Brollachan: Two eyes, a grinning mouth, and shapeless substance—that is all. Evolved from horrible creatures in the deepest unexplored marshlands, the Brollachan is difficult to destroy with conventional weaponry. At the lack of a proper spell, adventurers should flee.

Cockatrice: A thoroughly evil creature composed of the head, wings, and feet of a large fighting cock. Its body is covered with scales, and it has a long, barbed serpent's tail.

Demon: A large humanoid of terrifying appearance. Eyes cast an evil gleam above protruding fangs, and the black body is often winged, with a red glow as if from flame. Enchanted or mundane weapons often fail, for the Demon is near impossible to destroy.

Fachan: Bizarre and feathered, this foul creature resembles the trunk of a diseased tree. One arm sprouts from the middle of its chest. Its lone eye stares from the middle of its head. It prefers to batter its foes, and jumps from place to place on its single leg.

Foul Frond: This green plant-like creature has a bite of poison that can lay flat an adventurer in quick order. When its enemy succeeds in cutting it down, it may leave behind a silver rose.

Gargoyle: Short, propelled by bat-like wings, and possessing a spiked tail, spurred elbows, and a horned head. The gargoyle is physically tough, with rough, stone-like skin. Its magical powers are keen, though the creature is not well-armored.

Ghost: Quick and troublesome, the residual life force of a once living creature, ghosts can be bitter about their plight and thus quite unpleasant. An unfortunate death from before may have bound this creature to a single spot.

Goblin: Puny and dirty, ugly and irritating. Goblins often dress in tattered, cast-off clothing and have little to distinguish them.

Human: The best of traits can turn the most sour. A small number of these adaptable bipeds have turned to evil, and have used their knowledge of armor and civilization to aid the realm of Dal'brad. Humans can adopt a negotiative stance, but be wary of traitors and falsehood.

Venomous Sheep: Small and innocent in appearance, these mindless, fanged creatures can inject a powerful poison which has no antidote. They display great aggression.

Ogre: Physically strong but unmagical, the ogre is second cousin to the Troll. Its dark skin coloring is tinged with red.

Red Cap: Evil creatures that thrive when residing on sites of great bloodshed. Their terms of service allow them to wet their caps with the blood of their victims.

Stoor Worm: A large, slow, python-like creature with a dragon's head may often be found keeping guard over treasures. After constricting an adventurer's armor and shattering it, the Worm will batter its victim.

Troll: A weaker relative to the Ogre, but nonetheless tough in physical battle. This hideous humanoid has dark, scaly skin and misshapen eyes. They dislike sunlight; the dark has invaded their core and has made them cunning and evil.

Wight: Like the Ghost, often has an unearthly tie to a grave. They are slow to act, possibly due to the rotting corpses they inhabit. Their great magical power makes them difficult adversaries.

Zhis'ta: A hatred of evil has turned into a love of it. When Zhis'ta become part of the evil realm, their cunning and agility take on a keenness that is hard to overcome. However, these traitors, like the Humans that have come into the Keep, have a weakness that can be turned to advantage at the hands of an able warrior.

ATTACK WEAPONS AND SPELLS

Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Axe	14					36	7
Bastard Sword	9				5%	45	8
Breaker Bar	5					30	2
Broad Sword	6				10	24	5
Great Sword	11					57	13
Kinslayer Sword	25	6			10	15	1900
Mace	5					24	4
Quarter Staff	4					15	1
Soggy Stick	2					9	0
Souleater Sword	15	3			15	15	1500
Torch	3			48		8	1
Valkham Sword	25	4			5	15	2000

Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Darkfire Scroll	10	2	Single			17	750
Death Scroll	50	8	Single			5	2000
Decay Scroll	15	5	Group			15	1000
Dissolve Scroll	Destroyed	6	Single			5	1000
Fear Scroll	Stop	4	Single		5%	17	450
Fire Scroll	20	5	Group			17	750
Fireball Scroll	15	4	Group			12	1000
Flame Scroll	8	3	Single			25	1000
Freeze Scroll	Stop	4	Single		8	15	1700
Maim Scroll	5	2	Group			25	1100
Slay Scroll	25	3	Single			25	500
Starflare Scroll	75	10	Group			15	8900
Stasis Scroll	Stop	10	Group		16	5	3000
Sunburst Scroll	100	10	Group			1	8500
Thrust Scroll	25	5	Single			17	3500

DEFENSIVE WEAPONS AND SPELLS

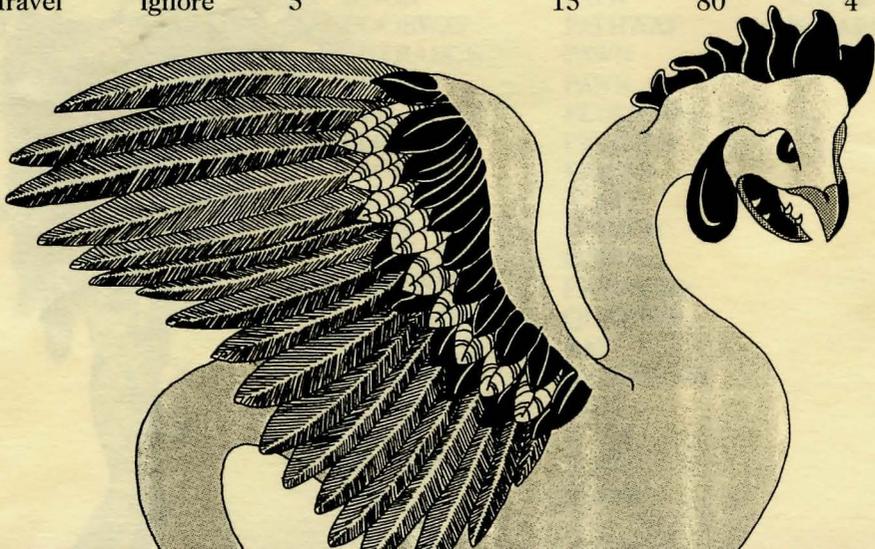
Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Great Shield	10				10%	81	18
Medium Shield	7				20	44	7
Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Barrier Scroll	6	3	Group	5	20%	1	500
Fortress Scroll	10	4	Single	6	20	1	1250
Illusion Scroll	Ignore	4	Group	5	12	1	850
Moonfire Scroll	75	3	Single	6	15	1	800
Protect Scroll	4	2	Single	5	25	1	450
Sanctuary Scroll	10	6	Group	5	12	1	1300
Shift Scroll	Move	4	Group		20	1	2000
Twilight Scroll	Ignore	4	Single	5	15	1	450

ARMOR

Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Chain Mail	6					150	110
Leather Armor	1					30	15
Plate Mail	10					240	300
Runic Plate	15					100	2000
Scale Mail	5					90	60
Silver Armor	20					150	2800
Studded Mail	3					60	30

MAGICAL ARTIFACTS

Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Amulet of Evil	13	5			50%	6	300
Black Crystal	5	2		5	50	2	600
Black Ring		5			75	1	900
Chalice of Awe					100	4	32000
Culdrom's Wand	10	1			75	4	1000
Funny Rock	10	1		4	50	1	700
Gem of Change	Move	10			100	1	3500
Gem of Darkness	5	5		100	50	2	1300
Gloves of Cold	20	2		50	75	8	1200
Hammer		0			100	24	no cost
Ragged Cloak	Ignore	5		10	50	12	1500
Ring of Life		5			33	1	400
Rod of Power	8	3			60	4	1300
Rogarth's Staff	127	20			50	17	32000
Salve of Aid	10				95	6	150
Shadow Cloak	75	4		10	70	12	1300
Silver Helm	8	1		25	90	20	18000
Smedly's Stick	Move	5			80	8	2800
Staff of Power	50	4		10	75	17	3000
Staff of Quiet	50	4		10	30	15	1300
Sun Amulet	Ignore	5		15	50	12	1800
Wand of Travel	Ignore	5		15	80	4	1300



ENHANCEMENT SPELLS

Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Cure Scroll	50	6	Single		20%	1	800
Guardian Scroll	8	5	Single	6	15	1	600
Haste Scroll	10	1	Single	4	17	1	400
Heal Scroll	10	2	Single		25	1	450
Revive Scroll		8	Single		20	1	300
Ward Scroll	5	2	Single	6	23	1	850
Zombie Scroll		4	Single		20	1	500

USEFUL ITEMS

Name	Effect	Power	Target	Duration	Chance	Weight	Cost
Goldens (1)						1	1
Ornate Ring						1	300
Eldritch Staff		1			50%	15	500
Tiny-Sword						1	500
Book of Notes						6	1000
Silver Rose						3	1000
Book of Darkness						6	10000
Devil's Gem						2	32000

CHANCE: is the chance (percentage) the item or spell will work.

DURATION: is the approximate number of turns the invocation lasts.

EFFECT: is the numerical value or means by which the target is effected.

POWER: shows the cost in power to use the spell or object.

TARGET: either a single individual is affected, or a group.

WEIGHT: is the object's weight, in a relative value.



WORD LIST

VERBS

ABORT
ALTAR
APPROACH
ASCENDING
ATTACK
CANCEL
CARRY
CAST
CHECK
CLEAR
CLIMB
CLOSE
CURE
CUT
DEFEND
DESTROY
DISPLAY
DOUSE
DRINK
DROP
DUMP
EAT
ENTER
EQUIP
EXAMINE
EXTINGUISH
FIGHT
FORGET
GET
GIVE
GO
GRAB
HAVE
HEAL
HIT
INSERT
INVENTORY
INVOKE
KEEP
KICK
KILL
KNOCK
LEARN
LIFT
LISTEN
LOCK
LOOK
MOVE
NOUNS
OFFER
OPEN

ORDER
PARRY
PASS
PICK
PLACE
POUND
PREPARE
PRESS
PROBE
PROTECT
PULL
PUSH
PUT
QUIT
READ
READY
REMOVE
REST
RESTORE
RETURN
RUN
SAVE
SAY
SEARCH
SET
SHOUT
SHOW
SIT
SLEEP
SLIDE
SMASH
SPEAK
SPIN
STRAIGHTEN
STRIKE
SWALLOW
SWIM
SWITCH
TAKE
TALK
THROW
TOSS
TOUCH
TRAVEL
TURN
UNLEARN
USE
WALK
WAVE
WEAR
YELL

NOUNS
ALTAR
ANVIL
ARM
ARMOR
ASH
ASHES
AXE
BACK
BALL
BAR
BATTLE
BONE(S)
BOOK(S)
BOX
BUILDING
CARVING
CASE
CHAIN
CHAMBER
CHEST
CLAY
CLOAK
COIN(S)
COMBAT
CONDITION
CONTAINER
CORD
CRYSTAL
DEFENSE
DENT
DEPRESSION
DESK
DIAS
DOOR
DOORWAY
ENTRANCE
ENTRY
EVIL
FLOOR
FLOWER
FRIEND
GAME
GAS
GATE(S)
GATEWAY
GEM
GESTURE
GODDESS
GOLD
GOLDENS
GOODS

HAIL
HALL
HAMMER
HAND(S)
HANDLE
HASTE
HOLE
HOME
HOUR(S)
IDOL
INDENTATION
JAR
KEY
KEYHOLE
KING
LAIR
LEVER
LIFE
LIGHT
MAGIC
MAZE
MILLSTONE
MIRROR
MODEL
MONEY
MONSTER
NICHE
NOTES
OFFENSE
OPENING
PAINTING
PANEL
PARTY
PASSAGE
PATH
PATHWAY
PAWN
PAWS
PEDESTAL
PICTURE
PILLAR
PLATE
PODIUM
PORTAL
PRESSURE
QUARTER
RAY
RESERVOIR
RING
ROCK
ROOK
ROOM

ROSE
RUBBISH
RUBBLE
RUNE
SAFETY
SANCTUARY
SCROLL
SHADOW
SHAFT
SHEET
SHRINE
SIGN(S)
SILVER
SKULL
SLIME
SPELL
SPHERE
SPLINTERS
STAIR
STATS
STATUE
STATUS
STEPS
STICK
STONE
STUDY
SUPPLIES
SWORD
THRONE
TOWER
TREASURE
TUNNELS
VAULT
WALL(S)
WATER
WIZARD
ZOMBIE

MISCELLANEOUS

ALL
AN
AND
AS
AT
BLACK
BUT
COLORED
FOR
FROM
GREAT
GREEN
HOW
IS
IT
KNEELING
LARGE
MAY
MAYBE
MUST
NO
NUMBERS (ONE TO TEN)
OF
OFF
ON
OPENED
ORANGE
ORNATE
PULSATING
RAGGED
RED
SAINTLY
SMALL
THE
THEN
TINY
TO
USING
VIOLET
WHAT
WHERE
WHY
WITH

DIRECTIONS

ASCENDING
DESCENDING
DOWN

IN
INSIDE
INTO
OUT
UP
B—BACKWARD
F—FORWARD
L—LEFT
R—RIGHT

**MONSTERS
AND OTHER
CREATURES**

BARGUEST
BROLLACHAN
DEATHSHEEP
DEMON
FACHAN
FOUL FROND
GARGOYLE
GHOST
GOBLIN
HUMAN
OGRE
RED CAP
ROO
STOOR WORM
THALIDAR
TROLL
WIGHT
ZHIS'TA



HINTS

1. **PODIUMS:** HFN!PS!DSZTUBM!EFQSFTTJPO
2. **LEAVE STAIRWELL:** QFSDFJWF!SVOFT
3. **ALTAR:** PCKFDU!IFBMT!EBNBHF
4. **ANVIL:** UP!FODIBOU!PCKFDU
5. **MAZE MODEL:** UJOZ!TXPSE
6. **FIVE THRONE:** NBHJD!VQ!XJUI!TJMWFS!IFMN
7. **SECOND LEVEL:** POMZ!VJOZ!TXPSE
8. **CASE ON THREE:** NBHJD!TXPSE!JG!UJOZ!PL
9. **GAS CASE:** BWPJE!NPEFM!UJOLFSFE!XJUI
10. **SILVER HELM:** CFIJOE!QBOFMT
11. **PANEL:** QVTI
12. **CHESS:** SPPL!NBUF
13. **GEM OF CHANGE:** WBVMU!PO!TJY
14. **GUARDING TROLL:** HMPWFT!PG!DPME
15. **STATUE:** TJMWFS!SPTF
16. **ROGARTH:** TFWFO!XFU!SPPN
17. **VAULT ON SEVEN:** HMPWFT!PG!DPME
18. **IN VAULT:** CPPL!PG!EBSLOFTT
19. **PILLAR:** XJABSE
20. **RELEASE PILLAR:** XFBS!IFMN!UPVDI!QJMMBS!XJUI!SPHBSUI
21. **DEMON:** TNBTI!HFN
22. **PAINTING ROOM:** NPWF!QBJOUJOH
23. **PANEL:** CPPL!PG!OPUFT
24. **KNEELING STATUE:** PGGFS!6!NBHJD!JUFNT
25. **LEAVE STATUE ROOM:** GBDF!NJSSPS!HP!G

BCDEFGHIJKLMNOPQRSTUVWXYZA!2345678901
ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890



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